

# Creativity

## Frame by Frame



### Years 3 & 4

Your students will practise thinking creatively as they develop a simple story and characters, settings, and props for their story. They will draw a storyboard that depicts the most interesting scene from their story idea and use the storyboard to make a stop motion animation. Your students will build a set and a prop, and capture images for their stop motion animation. They will edit their animation using a computer and present their animation at the Creativity Expo.

### Rationale

Learning about the different ways that people can be creative, allows us to see opportunities to be creative in our day-to-day lives.

### Essential questions

- How can I develop a story that has interesting characters and settings?
- What are some different building materials and techniques that I can use?
- How can I use technology to enhance my creativity?

### Glossary

accuracy, animation, audience, buddy, building, capture, character, construct, creating, creativity, designing, editing, feedback, illustrate, imagining, improving, innovative, materials, prop, purpose, redesign, setting, storyboard, storytelling

### Rich assessment task

Your students will use the 'Developing A Story Idea' rubric as they develop their story idea. They will practise creative thinking as they develop characters, settings, and prop. Your students will also use 'Frame By Frame Rubric' to support them as they create their stop motion animation. They will create a storyboard, and build a cardboard box set and prop, and use a computer to edit their animation. Finally, your students will present their stop motion animation at the Creativity where they will answer three questions about what they have learnt, and a question of their own that they would like to answer.

### Future action

Your students will develop an understanding and an appreciation of the skills that are required to develop a creative story. They will be more confident to use technology, attempting unfamiliar tasks with a 'give it a go' mentality. Your students will appreciate how artists have used computers to enhance creative ideas, and they will use computers to bring their creative ideas to life.