

Flash Dance

About the Module

The students will begin by having the basic functions of Macromedia Flash explained to them. The students will take photos of a bendy toy using a webcam and store them on the network. They will import the photos into their movie, and create an animation based on the 'stop frame'

technique. Students will use multiple layers to add animated backgrounds to their movie. Finally, the students will compose a musical sound track using Dance eJay. This will be added to the movie.



Students will review and refine their movies at various stages of production.

Key Vocabulary

Animation, shape tweens, frames, sequence, toolbar, timeline, layers, stage, floating panel sets, background, foreground, keyframe, import, export, target audience, webcam, scenes, Flash library, publish, constructive criticism, refine, record, capture, titles, text, Dance eJay.

Desired Learning Outcomes

During this module students will learn to:

- Use the basic principles of creating an animation using Macromedia Flash;
- How to create motion and shape tweens;
- Use basic frame actions and can apply a stop action at the beginning of the movie;
- Use a webcam to capture images of a bendy model to create an animation;
- Copy and paste the captured images into a folder for later use;
- Use software to create animations;
- Import photos into the Flash Library;
- Add extra layers for shape tweens;
- Compose a piece of music using Dance eJay application;
- Add a soundtrack to an animation as an extra layer;

Curriculum Links

<p>NC ICT Developing ideas and making things happen 2a Exchanging and sharing information 3ab Reviewing, modifying and evaluating work as it progresses 4ac</p> <p>QCA ICT KS2 6A Multimedia presentation KS3 Unit 3 Processing text and images</p>	<p>NC Subject links Art - Exploring and developing ideas 1abc Music - Creating and developing musical ideas 2b Music - Responding and reviewing 3abc English - Writing - Composition 1ae English - Writing - Planning and drafting 2abcdef</p>
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Expectations

At the end of this session students will have created a Flash movie containing sounds and images appropriate for their audience.