

UNIT OVERVIEW & LEARNING JOURNEY

YEAR 9 – COMPUTING: TERM 1 (2nd half term)



MEDIA: ANIMATIONS

Welcome, aspiring animators and digital storytellers! Get ready to discover the magic behind your favourite films, games, and advertisements in our exciting "Animations" unit. Have you ever wondered how those amazing 3D characters move so realistically, or how stunning virtual worlds are created?

In this unit, you'll step into the shoes of a professional animator and learn how to use Blender, a powerful industry-standard software. You'll explore the basics of creating 3D models, adding textures and colours, and making your creations move through animation. You'll learn essential techniques used by pros, like how to control objects, set up cameras, and light your scenes to make them look incredible.

By the end of this unit, you'll understand the creative processes behind the media you love and gain hands-on experience in 3D modelling and animation. Get ready to turn your imagination into awesome 3D reality.

Your creative blueprint: What you'll learn and achieve

What I Already Know! (My Digital Superpowers from before!)	New Adventures This Term! (What We'll Learn!)	Where We're Heading Next! (Your Future Digital Journey!)
You understand basic digital creative tools (e.g., drawing shapes, changing colours)	Add, delete, move, scale, and rotate objects in 3D space	Create more complex 3D models and character designs
You have some experience with digital media	Add materials and apply color to objects	Explore advanced animation techniques like rigging and physics simulations
You know about variables from programming	Create useful names for objects and join multiple objects using 'parenting'	Develop animations for games, virtual reality, or film projects
You can make simple digital presentations	Add, move, and delete keyframes to make basic animations	Master advanced rendering techniques for photorealistic visuals
	Play, pause, and move through animations using a timeline	Pursue careers in 3D animation, game design, or visual effects
	Use 'Edit mode' to change objects, including 'extrude', 'loop cut', and 'knife tool'	Understand the principles of cinematic storytelling through animation
	Use 'proportional editing' and 'subdivision' to refine models	Learn advanced 3D sculpting and texturing
	Apply different colours to different parts of the same model	
	Add and edit set lighting to illuminate your scene	
	Set up the camera to frame your shot	
	Render out a 3-10 second animation	
	Compare the differences between render modes	

Weekly missions: Developing your animation superpowers

Week 1: First Steps in 3D - Get introduced to Blender and create your first 3D model			
Skills:	Key words:		
<ul style="list-style-type: none"> Add, delete, and move objects in 3D Scale and rotate objects Use a material to add color to objects 	Object Sphere Cone Add Move Rotate Scale Colour (material)		
RAG rate your confidence with this lesson	☹	☺	😊
Week 2: Getting Organized - Learn how to keep your 3D world tidy and connect objects			
Skills:	Key words:		
<ul style="list-style-type: none"> Create useful names for objects Join multiple objects together using 'parenting' Apply different colours to different parts of the same model Paper test on topics from Term 1 	Keyframe Tweening Stop motion Object Animation Location Rotate Scale Timeline Parenting		
RAG rate your confidence with this lesson	☹	☺	😊
Week 3: Shape Shifters - Dive into 'Edit mode' to sculpt and refine your models			
Skills:	Key words:		
<ul style="list-style-type: none"> Use 'Edit mode' to change objects Use tools like 'extrude', 'loop cut', and the 'knife tool' 	Edit mode Scale Extrude Loop cut Face Edge Vertex		
RAG rate your confidence with this lesson	☹	☺	😊
Week 4: Smooth Moves - Make your models look super smooth and detailed using special techniques			
Skills:	Key words:		
<ul style="list-style-type: none"> Use 'proportional editing' to make smooth, organic changes Use 'subdivision' to add more detail and smoothness 	Proportional editing Knife tool Organic Subdivision		
RAG rate your confidence with this lesson	☹	☺	😊
Week 5: Lights, Camera, Action - Learn how to light your scene and set up your camera for the perfect shot			
Skills:	Key words:		
<ul style="list-style-type: none"> Add and edit set lighting to illuminate your scene Set up the camera to frame your shot 	Render Lights Camera Focus Ray tracing		
RAG rate your confidence with this lesson	☹	☺	😊
Week 6: Render & Share - Create a short animation and render it out as a video			
Skills:	Key words:		
<ul style="list-style-type: none"> Add, move, and delete keyframes to make basic animations Play, pause, and move through the animation using the timeline Render out a 3-10 second animation as a video Compare the differences between render modes (e.g., Eevee vs. Cycles) Review your animation using a "success checklist" (rubric) 			
RAG rate your confidence with this lesson	☹	☺	😊



Ad Astra

★ SINCERE ★ THOUGHTFUL ★ ASPIRATIONAL ★ RESILIENT ★ SOLIDARITY ★

STARS