




AniMovie

AniMovie is a curriculum integrated stop-motion animation program for schools.

We specialise in clay-mation, a form of stop-animation in which the characters and set pieces are sculpted from plasticine or play doh. Using the AniMovie mobile or tablet application students are taught to manipulate their characters frame by frame to create a stop-motion animated movie.

Curriculum integration has helped to achieve retention and engagement in classrooms, which yields a higher mastery of content standards; This is why AniMovie has worked so hard to make our programs compliant with multiple curriculum areas across a variety of educational levels.

A few areas that AniMovie has proven to be successful in educating children are:

- **Technology**
 - Through the use of the AniMovie IOS application
 - **English**
 - Through narrative & character development
 - **Mathematics**
 - Through the use of frame rates
 - **Physics**
 - Through the use of plasticine character creation and animation
 - **Art & Multimedia**
 - Through the use of art, craft, sculpting and animation
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Curriculum Integration

ANiMOVIE

We strive to create an active and engaging experience for all of our students that will help them connect to real world information in a more meaningful way.

Junior Primary

Foundation

English

Text structure and organisation

- Understand that texts can take many forms, can be very short (for example an exit sign) or quite long (for example an information book or a film) and that stories and informative texts have different purposes (ACELA1430)
- Understand concepts about print and screen, including how books, film and simple digital texts work, and know some features of print, for example directionality (ACELA1433)

Year One

English

Creating literature

- Recreate texts imaginatively using drawing, writing, performance and digital forms of communication (ACELT1586)
- Construct texts that incorporate supporting images using software including wordprocessing programs (ACELY1664)

Year Two

English

Creating texts

- Create short imaginative, informative and persuasive texts using growing knowledge of text structures and language features for familiar and some less familiar audiences, selecting print and multimodal elements appropriate to the audience and purpose (ACELY1671)
- Construct texts featuring print, visual and audio elements using software, including wordprocessing programs (ACELY1674)

Foundation-Year 2 (Media Arts)

- Explore ideas, characters and settings in the community through stories in images, sounds and text (ACAMAM054)



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- Use media technologies to capture and edit images, sounds and text for a purpose (ACAMAM055)
- Create and present media artworks that communicate ideas and stories to an audience (ACAMAM056)

Foundation-Year 2 (Visual Arts)

- Use and experiment with different materials, techniques, technologies and processes to make artworks (ACAVAM107)

Primary

Year Three

English

Creating literature

- Create imaginative texts based on characters, settings and events from students' own and other cultures using visual features, for example perspective, distance and angle (ACELT1601)
- Plan, draft and publish imaginative, informative and persuasive texts demonstrating increasing control over text structures and language features and selecting print, and multimodal elements appropriate to the audience and purpose (ACELY1682)
- Use software including word processing programs with growing speed and efficiency to construct and edit texts featuring visual, print and audio elements (ACELY1685)

Year Four

English

Creating literature

- Create literary texts by developing storylines, characters and settings (ACELT1794)

Creating texts

- Plan, draft and publish imaginative, informative and persuasive texts containing key information and supporting details for a widening range of audiences, demonstrating increasing control over text structures and language features (ACELY1694)
- Use a range of software including word processing programs to construct, edit and publish written text, and select, edit and place visual, print and audio elements (ACELY1697)



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Year Three- Year Four (Media Arts)

- Use media technologies to create time and space through the manipulation of images, sounds and text to tell stories (ACAMAM059)
- Plan, create and present media artworks for specific purposes with awareness of responsible media practice (ACAMAM060)

Year Three- Year Four (Visual Arts)

- Use materials, techniques and processes to explore visual conventions when making artworks (ACAVAM111)

Year Five

English


Creating texts

- Plan, draft and publish imaginative, informative and persuasive print and multimodal texts, choosing text structures, language features, images and sound appropriate to purpose and audience (ACELY1704)
- Use a range of software including wordprocessing programs with fluency to construct, edit and publish written text, and select, edit and place visual, print and audio elements (ACELY1707)

Year Five- Year Six (Media Arts)

- Explore representations, characterisations and points of view of people in their community, including themselves, using settings, ideas, story principles and genre conventions in images, sounds and text (ACAMAM062)
- Develop skills with media technologies to shape space, time, movement and lighting within images, sounds and text (ACAMAM063)
- Plan, produce and present media artworks for specific audiences and purposes using responsible media practice (ACAMAM064)

Year Five- Year Six (Visual Arts)

- Develop and apply techniques and processes when making their artworks (ACAVAM115)
 - Plan the display of artworks to enhance their meaning for an audience (ACAVAM116)
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AniMovie is a STEAM integrated stop-motion animation program for schools.

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AniMovie is STEAM integrated and works as a useful resource for teachers striving to create well rounded lessons with a focus on interdisciplinary learning. STEAM aligns with the way we work and problem solve in our daily lives. Making AniMovie an exceptional way of applying this learning. With STEAM we are teaching skills the way they will be used in the workforce, and the real world.

AniMovie STEAM compliance is as follows:

- **Science**
 - Physics, through the use of plasticine character creation and animation
 - **Technology**
 - Through the use of the AniMovie IOS application
 - **English**
 - Through narrative & character development
 - **Art & Multimedia**
 - Through the use of art, craft, sculpting and animation
 - **Mathematics**
 - Through the use of frame rates
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