

INSPIRE COMPUTING

International

Workbook

YEAR 5

Name: _____

Class: _____



Pearson

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International

Workbook

YEAR 5

Sabiha Munshi

Series editor: Paul Clowrey



Pearson

Published by Pearson Education Limited, 80 Strand, London, WC2R 0RL.
www.pearson.com/international-schools

Copies of official specifications for all Pearson Edexcel qualifications may be found on the website:
<https://qualifications.pearson.com>

Text © Pearson Education Limited 2023
Project managed and edited by Just Content
Designed and typeset by PDQ
Picture research by Integra
Original illustrations © Pearson Education Limited 2023
Cover design © Pearson Education Limited 2023
Cover illustration © Beehive/Andrew Pagram

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First published 2023

25 24 23
10 9 8 7 6 5 4 3 2 1

British Library Cataloguing in Publication Data
A catalogue record for this book is available from the British Library

ISBN 978 1 292 40434 9

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Printed in Slovakia by Neografia

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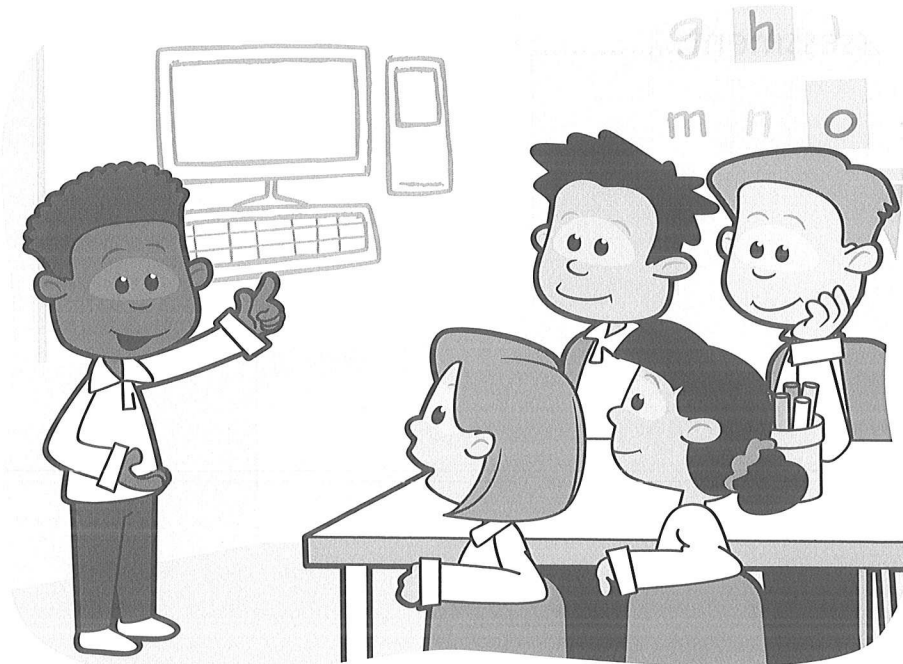
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Welcome to Inspire Computing

We are all living in a continually evolving digital world. By supporting learners in becoming confident and knowledgeable users of technology we can ensure you are prepared for the future.

Inspire Computing makes important topics accessible for all learners. You will understand how to stay safe online while still enjoying the freedom to explore the World Wide Web. You will delve deeper into understanding algorithms through creative approaches, exploring networks and systems, and create and film exciting animation projects!

Each topic includes easy to understand theory, real-world examples, and ideas for further investigation. You will also have the chance to show off your knowledge and understanding through supportive assessments and student checkpoints!

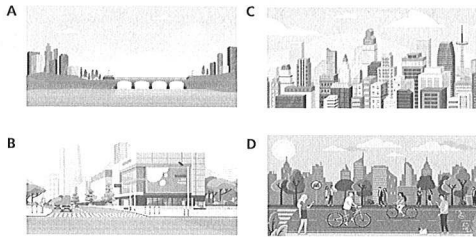


Lesson 5 Getting your backgrounds ready



1. Give two tips for selecting a good background for an animation.
1. _____
- _____
2. _____
- _____

2. Circle the two background images that would be suitable for an animation with characters in a city.

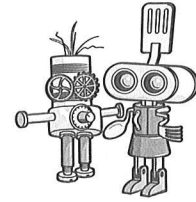


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Lessons 6 and 7 Creating and recording your animation



1. Think about the two animation descriptions below. What kind of props might be collected and used when filming them?
- a) A science fiction story about two robots in a junkyard.



- b) A story about toys coming to life in a classroom cupboard.



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Unit 1 End-of-unit assessment

Unit 1 End-of-unit assessment

1. Write three tips for someone creating stop motion animation.
1. _____
- _____
2. _____
- _____
3. _____
- _____
- (3 marks)
2. What is the technique called where you draw people as stick figures in a storyboard?
- _____
- (1 mark)
3. What is another word for one shot of film?
- A screen
- B focus
- C frame
- D storyboard
- (1 mark)

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Unit 1 End-of-unit assessment

Unit 1 Checkpoints

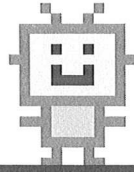
| | |
|------------------------------------------------------------------------------------|----------------------------------------------------------------------------------|
| I know what a claymation is. | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| I can plan a stop motion animation. | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| I can prepare backgrounds and props for my stop motion animation. | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| I can record and add sound to my stop motion animation. | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| I can edit my animation by using cut, crop, join, resize and add transition tools. | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |

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Unit 1

Stop motion animation and green screen

In this unit you will combine two technologies, stop motion animation and green screen, to create your own short animation. You will need to plan your animation and create or gather characters, objects and props to use. Then, you will choose digital backgrounds and film your animation. After filming you will need to edit the animation. You will practise adding sounds to enhance the experience for your viewers. In the final stages of the unit, all the animations will be showcased to the class and other audiences, before you review the animations and evaluate your creations.



Lesson 1

What makes a good animation?

1. When making a video or animation, what is green screen?

2. Match the animation terms to the correct descriptions.

stop motion

objects used in an animation

claymation

stop motion animation using characters made from clay

props

using transparency to follow the steps in an animation

onion skinning

a series of still images shown in sequence

3. Give three tips for creating a good stop motion animation.

1 _____

2 _____

3 _____
