



Dina Amin - "tinker friday"

Michel Gondry - "fell in love with a girl"

cordado

Rachel Ryles - "you say gibraltair, I say"

Guillaume Blanchet - "a girl named elastika"

guacamole

Pes - "western spaghetti" and "fresh"

Aardman - "gulp" and "dot"

favorites:

Part of the NGSS standards are connecting to real world examples. Looking up animations from professionals and artists might inspire further experiments. Here are a few of our

inspiration

NGSS + animation resources

AFTERSCHOOL ALLIANCE

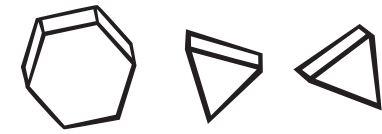
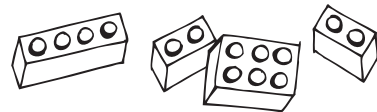
afterschoolalliance.org/documents/NGSSResourceGuide_FINAL_web.pdf

ENGAGE ELEMENTARY STUDENTS WITH STOP ANIMATION

by Stephanie Hatten
www.iste.org/explore/article/detail



wonderfulidea.co



system?

or on the scale of the solar

depicts something microscopic

explains systems in the body?

environments?

shows animals in their

uses shapes and patterns?

animation that:

Can you imagine a prompt to make an

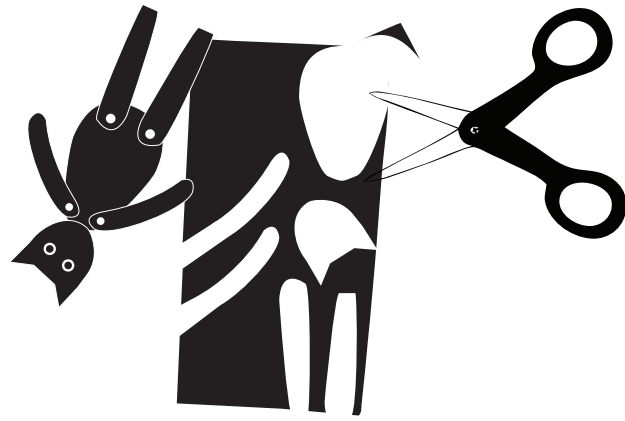
model NGSS practices and topics.

After initial explorations with animation to techniques, students can use stop motion to

connections and overlaps

Stop Motion Animation in the Classroom

move objects, take photos and play back the frames to create a homemade movie



results

playing back videos and sharing

the materials, testing motions,

looks like getting hands on with

developing solutions

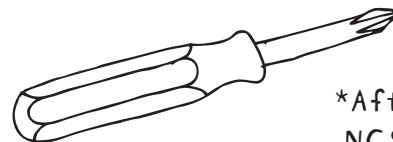
engineering core ideas (ETS1)

a playful tool

"The goal of NGSS is not to teach all the facts but rather to provide students with sufficient knowledge under the expectation that they'll learn how to go out and access new information themselves"*

Stop motion animation is a playful tool for tinkering that you and your students can use to engage with many of the Next Generation Science Standards in the classroom

This guide will give a few suggestions for connections to the standards and ways of adapting the activity for the classroom.



*Afterschool Alliance
NGSS Resource Guide

looks like iterating on a theme and gaining fluency with animation techniques to make objects accelerate/decelerate, appear/disappear and express like-like movements.

optimizing the design

looks like imagining a character, shape or scene and wondering how to make objects look like they're running, falling, fighting or dancing

defining a problem

let's start with ETS1

The NGSS core idea of Engineering, Technology and the Application of science has three parts that relate to how students interact with the stop motion activity.

defining a problem

developing possible solutions

optimizing the design