

# Anithings Lesson Plans - Session 1

Introduce Anithings to the children.

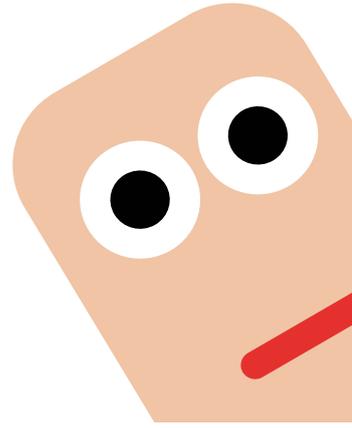
Show them the different characters in the bank and explain how they can change their size and colour.

Demonstrate how to record motion and play it back.

Give children a task such as making the bee fly around and then land on a flower.

Can they then add in some other characters?

Allow children to experiment and create their own short animations.



**New**  
Create a new animation



**Close**  
Exit the application



**Record**  
Begin recording animation

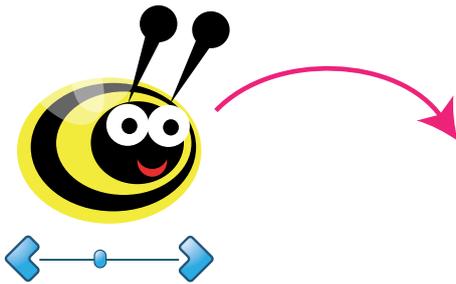


**Play**  
Play your animation



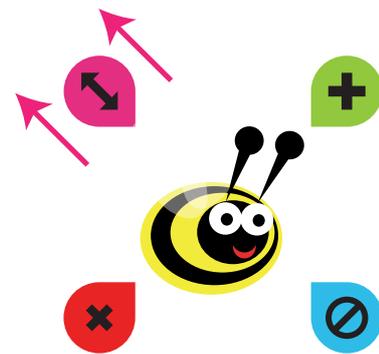
**Stop**  
Stop playing or recording

1



Choose a character and drag it onto the page

2



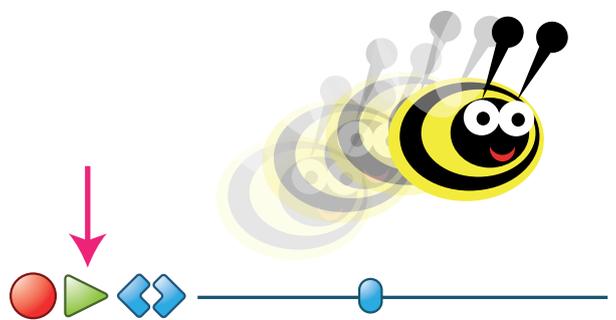
Change the size of the character using the resize tool

3



Move your character around to record motion

4



Click play to watch your animation



You can do lots more with Anithings, check out [www.anithings.com](http://www.anithings.com) for more ideas.



# Anithings Lesson Plans - Session 2

Recap the previous session with the children.

Explain that they are going to have a go at making a monster character for their own animation.

Demonstrate how to drag shapes from the bank and bolt them together.

Ask children to have a go at making their own scary monster thinking carefully about how many legs, eyes, heads etc it should have and what colours it should be. They should then have a go at animating their monster.

Can they make it chase one of the other characters?

Share children's work and save the creations in the bank.



**Save**

Save the current animation



**Load**

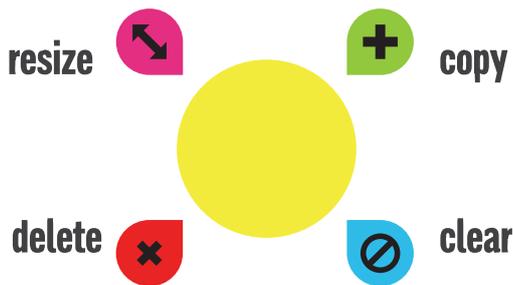
Load an animation



**Print**

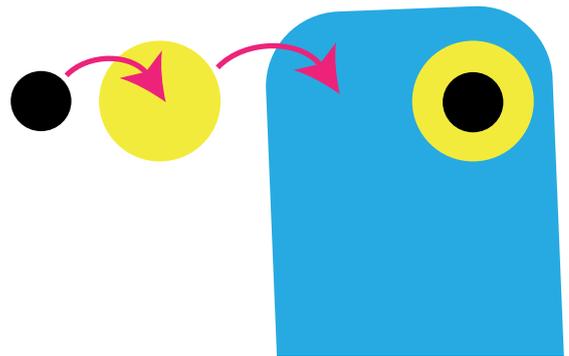
Print the current scene

1



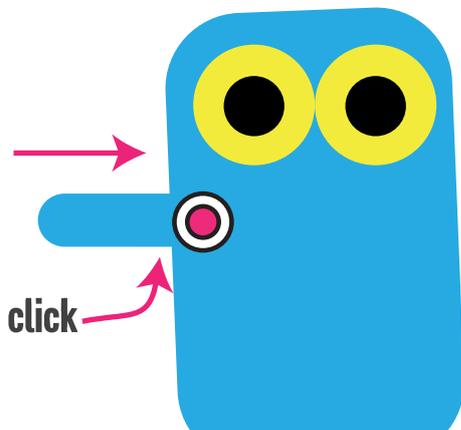
Drag a shape onto the page to get started

2



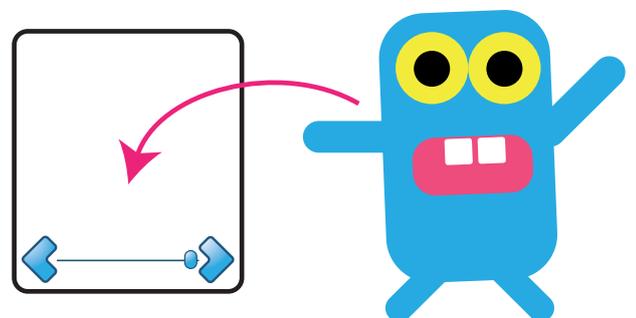
Drag a shape onto a larger shape to combine them

3



Overlap shapes, click the hinge to bolt the shapes together

4



Add your character to the bank



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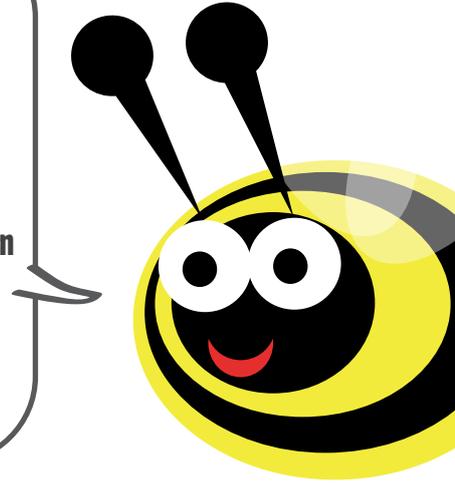
## Anithings Lesson Plans - Session 3

Explain to the children they are going to have a go at making a short movie featuring the monster they designed last session.

Show them how the backgrounds can be changed.

Ask children to think about where they would like their movie to be set and conduct an image search to find an appropriate background.

Encourage children to experiment with a range of different backgrounds, then choose and save their favourite.



**Frame Step**

Step through the animation



**Slider**

Scroll through the animation



**Backgrounds**

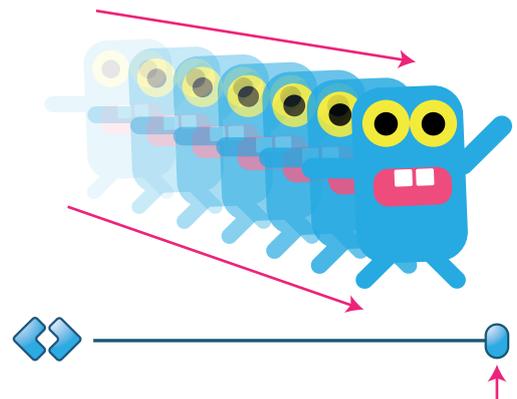
Choose a background for your animation

1



Create a "tweening" animation, set a size and position

2



Then move the time slider and set a new size and position

3



Use one of the built-in backgrounds

4



Or add your own from a photo on your computer



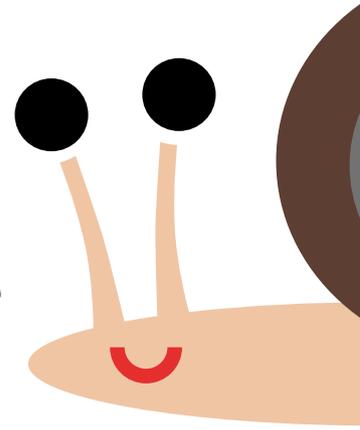
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# Anithings Lesson Plans - Session 4

Tell children they are going to create a storyboard for a short (30 second) movie. Explain how even though the movie is short, it needs to have a beginning, a middle and an end.

Demonstrate how they can use the storyboard tool to plan and develop their movie. Allow children to create a storyboard for their movie, encouraging them to incorporate other characters, either from the bank, or ones they have created themselves.



**Storyboard**

Enter or exit storyboard mode



**Add Scene**

Add a new scene



**Delete Scene**

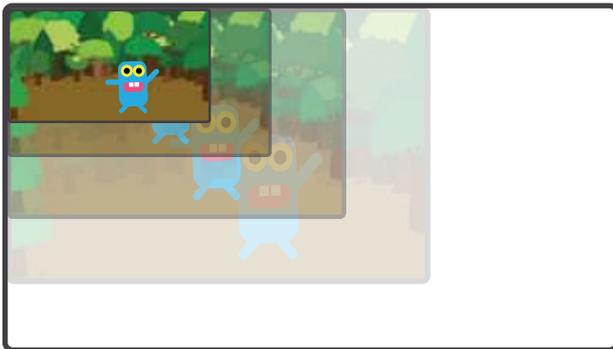
Delete the current scene



**Projector**

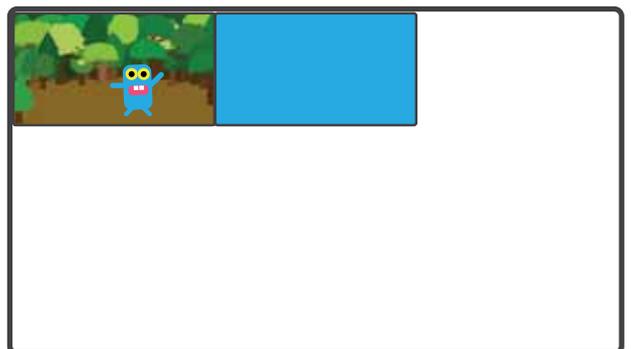
Playback and watch your whole movie

1



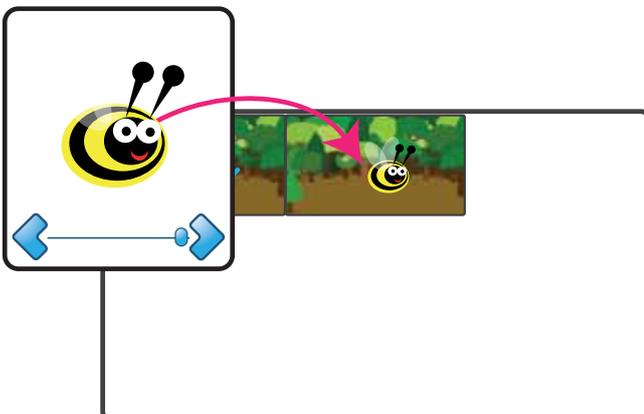
Click the storyboard button to enter storyboard mode

2



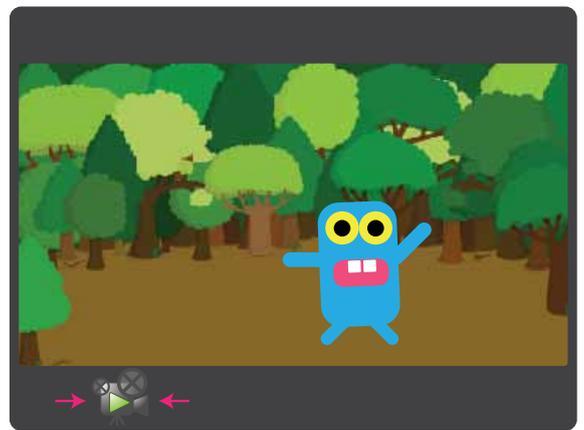
Add a new scene to your movie

3



Drag characters onto scenes

4



Use the projector to watch the whole movie

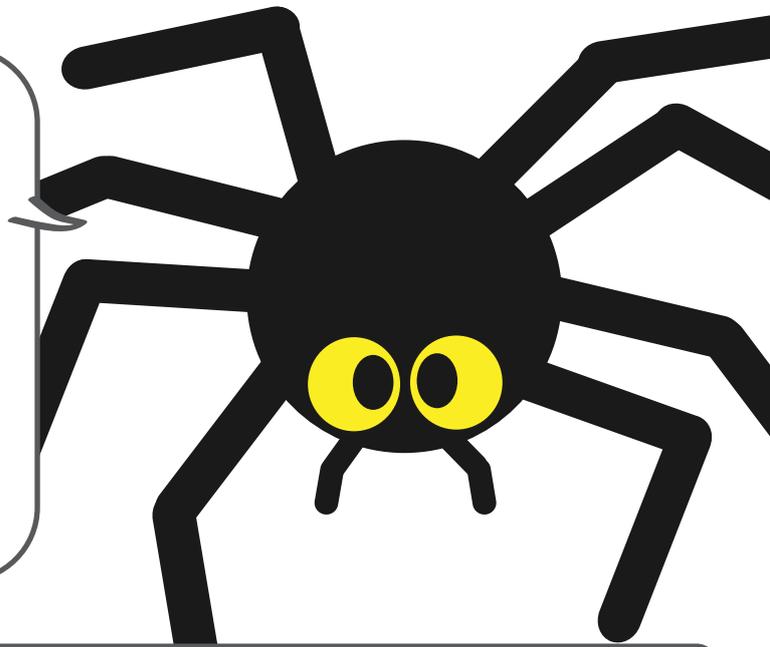


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# Anithings Lesson Plans - Session 5

Children to complete work on their monster movie.  
Demonstrate how to add sound to bring the movie to life.  
Show children ways they can adapt and improve their movie by changing the colours or backgrounds or adding different characters.



**Microphone**

Record sound through the microphone



**Scene length**

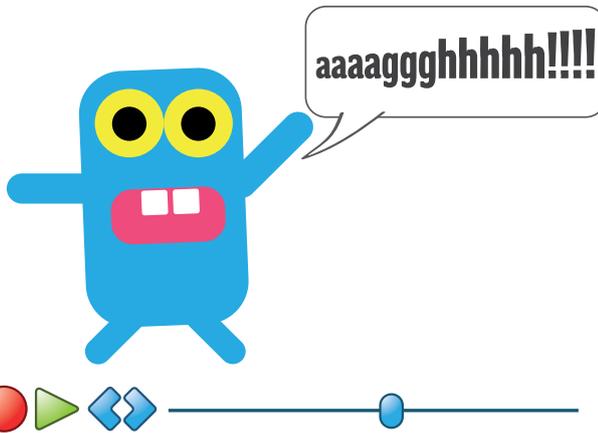
Make the scene longer or shorter



**Draw**

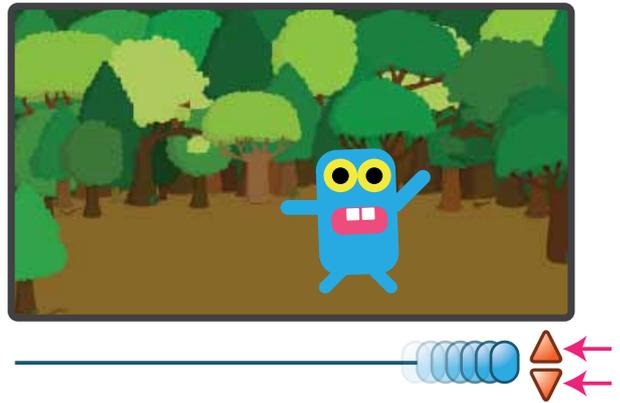
Draw shapes and characters

1



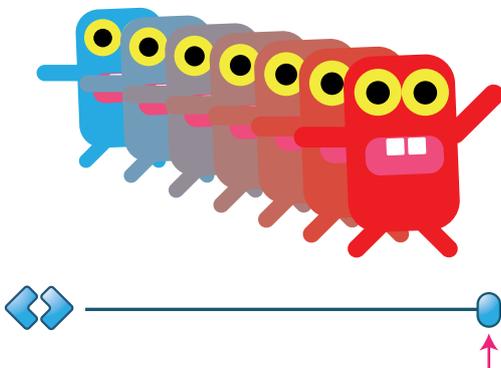
Record sounds to bring your movie to life

2



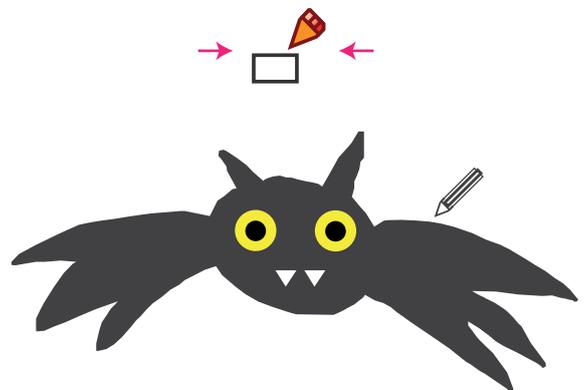
Make the scene longer or shorter

3



Animate with Colours

4



Use the draw tool to create new shapes and characters



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# Anithings Lesson Plans - Session 6

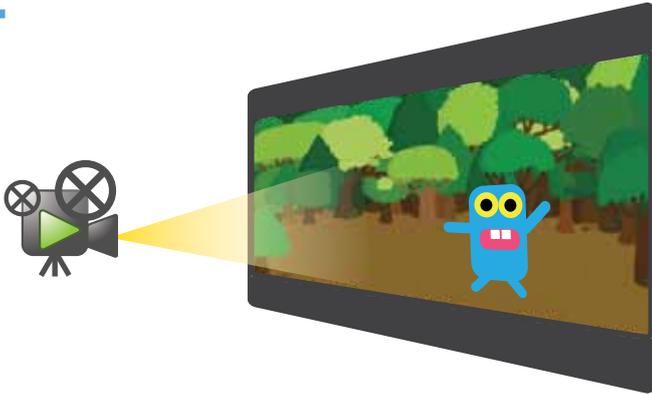
Movie showcase!

Children to take turns to introduce and present their movie to the class.



 **Publish**  
Publish your animation

1



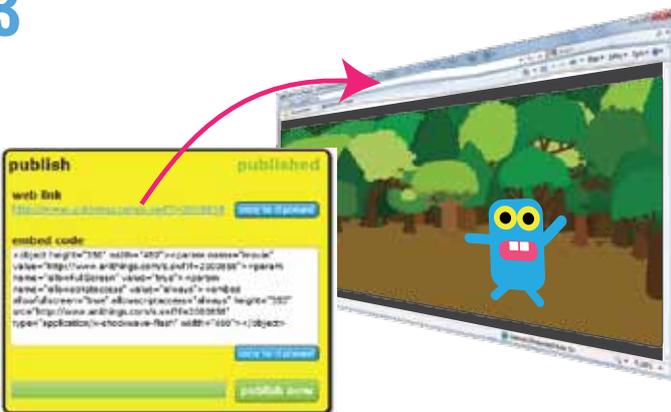
Showcase all the movies the children have created

2



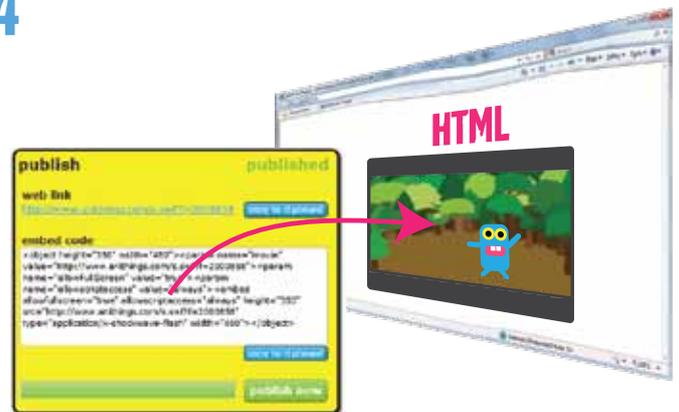
Publish an animation

3



Share an animation via the internet

4



Embed an animation in a website or learning platform