

# Session Guide: Flipbook Animations

## Session Outline

### Description

This session introduces the idea of flipbook animations, an animation that can be created in any notepad, stack of papers or even their own notebooks. It will start by analysing an action and breaking it down into a detailed sequence of movements, which will form their first animation and help them understand the concept. This will also reinforce the importance of planning before starting a project. Learners will then have the opportunity to create their own story to be told through flipbook animations.

### Session Objectives

The objectives of this session are to:

- To develop attention to detail.
- To carry out an artistic project.
- To learn about a different method of storytelling.
- To understand the importance of planning.

### Expected Outcomes

By the end of the session learners will have:

- Learned the technique of flipbook animation to tell a story.
- Created one full flipbook animation.
- Started a more advanced art project on storytelling through flipbook animation.

### Areas involved

- Creative Arts
  - Draw and paint pictures
  - Videography and photography
- Life skills
  - Communication



## Activity: Describing an Action

### Objectives

- To be able to break down an action into its minimal components.
- To develop attention to details.

### Expected Outcomes

Learners will have repeatedly carried out an action and broken it down to its very minimal components.

### Teaching Instructions

Split the group into teams of 4 or 5. Each team should select and repeatedly perform a simple action, which could be anything from jumping forwards, hopping on one foot, lifting something from the floor, throwing a pebble, kicking a ball or anything they can think of. It should be a simple action, nothing too complicated, and it should be possible to perform it individually while maintaining social distancing. While a member of the team performs the action, the rest should observe it carefully and note down a detailed step-by-step list of movements that are required to carry out their action.

Each team then performs their action (multiple times if needed) and shares their list of movements required to carry out their actions. The rest of the teams should try to identify movements not described in the list and suggest them as additions to the list.

### Suggested Guidelines

- Detail is crucial for this activity. Encourage learners to add any minute change in movement they can see.

## Activity: Basic Flipbook Animation

### Objectives

To learn how to create a basic flipbook animation.



## Expected Outcomes

Learners will have created a basic flipbook animation for their action.

## Teaching Instructions

Learners will now work individually to create a flipbook animation for their action:

1. In the corner of their notepads, starting on the last page they should draw a small sketch of the initial position for their action. It would be easiest to use stickman drawings to keep it simple and quick.
2. On the next page, trying to use the previous drawing as a guide, they should draw a second sketch matching the first one, with one slight movement in the list.
3. On the next page, they add the next movement in the list.
4. They should keep doing, drawing 2 or 3 sketches for movements if they are needed, so that they form a detailed sequence of sketches for their action.
5. When they finish they should flip the corners of the notepad one page at a time relatively quickly to create an animation of their action.

Ideally, they should have a minimum of 15 sketches, perhaps even many more, keeping as much detail of small movements so that the animation transitions smoothly.

Detailed information about flipbook animations and a guide similar to the one above can be found [here](#). If resources are available, learners could also watch this [video guide](#).

## Suggested Guidelines

- The quality of the sketching in this activity is not important. What is really important is that the movement from one sketch to the next is small and that the sketches are as consistent as possible in terms of size and position.
- This will work best if the sketches are close to the edge of the page, so encourage learners to not go into the page if possible and stay on the edge.

## Activity: Free-Style Flipbook Animations

### Objectives

- To create more interesting flipbook animations.
- To be able to tell stories through art.



## Expected Outcomes

- Learners will have now explored ideas for flipbook animations.
- Learners will have started their own flipbook animation project.

## Teaching Instructions

Learners should now create their own flipbook animations using the other corner of their notebooks. They should think about a more complex situation, possibly including more than one character and try to tell a story of some kind. Planning is a crucial part of any type of story-telling so learners should start by writing a plan as a list of things that will happen in their story, with as much details as they think they will need. They should then start their animation.

If resources are available, learners can watch [this video](#) of a story told with a flipbook animation for inspiration.

## Student Instructions

- Encourage learners to keep working on this independently; good stories take time to create and if they want a good product they will need to invest time on it and perhaps even make several versions until they are happy with their product.

