



presents

National All Rounder Championship

1 December 2020- 28 February 2021

Self-Learning Manual: Activity 27

Cognitive skills:

Stop Motion

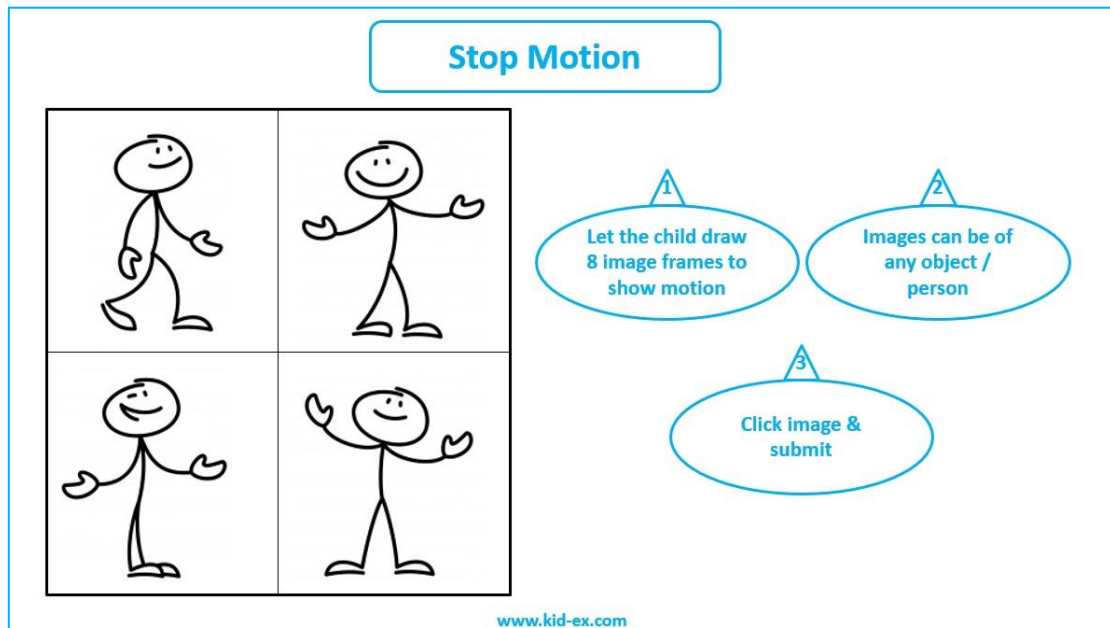
Age: 4 years

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Activity description

For the activity, the child is required to learn create a set of 8 images to show motion. The images should be sequential to show motion of any object or person. The set of the 8 images are expected to visually communicate the motion or movement of the object.

The difference between the images may not be incremental but suitable to show the motion (e.g. a ball falling from terrace at 4 or 5 different height levels).

The child is required to hand draw 8 images all on one A4 size paper sheet by themselves & can use the help of any adult to select a subject/topic for artwork. The height & the size of the images should be similar.

Play this as a fun game with family/friends & then, submit image of the child's work.

Assessment guidelines

The total non-bonus points for this activity are 30. Every submission would be rated as either of below.

M = Master
(100%)

The child can create 8-images where objects' size & shape is similar, and which visually communicates the object is in motion

The child can create 4-images where objects' size & shape is similar, and which visually communicates the object is in motion

I = Intermediate
(80%)

B = Beginner
(50%)

The child can create 4-images where same object is present and which visually communicates the object is in motion to some extent

For participating in the event & making an event relevant submission which does not meet assessment guidelines for M, I or B.

A = Aspirant
(25%)

NA (Not applicable)

No submissions or any submission which is irrelevant for the activity.

50% bonus marks: If the child securing an M can create a Flipbook (using any adult's help in creating flipbook) with the 8 images & submit video of self flipping the creating flip book as well

Expert coach speaks

A flip book or flick book is a booklet with a series of images that very gradually change from one page to the next, so that when the pages are viewed in quick succession, the images appear to animate by simulating motion or some other change.

Rather than "reading" left to right, a viewer simply stares at the same location of the images in the flip book as the pages turn. The booklet must be flipped through with enough speed for the illusion to work, so the standard way to "read" a flip book is to hold the booklet with one hand and flip through its pages with the thumb of the other hand.



Key benefits of this activity

The activity benefits in many ways:

- It's a simple, hands-on technology that young children can achieve
- Encourages children to project and plan out where a story is heading
- The creative constraint of the medium encourages problem solving
- Fosters iteration and experimentation through trying and testing
- Supports storytelling

Common mistakes to avoid

- *The objects' size & shape is not similar*
- *The images' position is not in alignment with motion (i.e. slight upward/downward shift in image position etc.)*

Useful web resources

- [Drawing motion](#)
- [Stop motion drawing](#)
- [How to make a Flipbook](#)
- [Sample flipbooks](#)
- [Top 10 Flipbooks](#)
- [DIY Flipbook](#)
- [Sample flip book motions](#)

To submit your entry, visit our website (www.kid-ex.com). For any queries, email us at info@kid-ex.com.

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