

Introduction

Teachers can use Smooovie to give their students a history lesson they'll never forget. It has been shown that stop motion animation facilitates a deeper learning experience which will really help to ingrain information. What better way to engage history students than with a fun stop motion animation project which they can then present to their class, parents and the whole school?

Idea 1 - Roman Games

Let the games begin! The students can have a lot of fun creating their very own Roman Games, with themselves as the stars! Stop motion animation isn't just about animating objects. One of the easiest things to animate is people and you can get some brilliant results really quickly. Why not explore the history of the Colosseum and the Circus Maximus in Rome?

1. Discuss what each venue was used for in Roman times, and decide what event the children would like to portray in their animation e.g. chariot racing at the Circus Maximus or gladiatorial contests at the Colosseum.
2. Plan the story for the animation and create a storyboard representing the individual scenes which will be needed to tell the story. This will help the children to keep track of their animation once they get started.
3. Decide what each child's role will be. They will need actors for the animation, others responsible for directing actors and moving props during the animating process, some in charge of capturing the images with Smooovie etc.
4. Ask the children to create a range of props to use to portray the story e.g. backdrop of the Circus Maximus or the Colosseum and costumes for those children who will be in the animation. If the children are going to portray a gladiatorial game, which weapons will the gladiators have? What will the clothes of the gladiators and the audience look like? Will the Roman Emperor be overseeing the games, and if so what will he wear? If portraying a chariot race, how are the children going to represent the chariots and horses? How are they going to act out a race?
5. The children can create their animation. This will probably take more than one lesson so make sure that you have a safe place to store the sets and props when not in use :)
6. Watch the animations and review what has been learned.



Idea 2 - Famous Strategic Battles

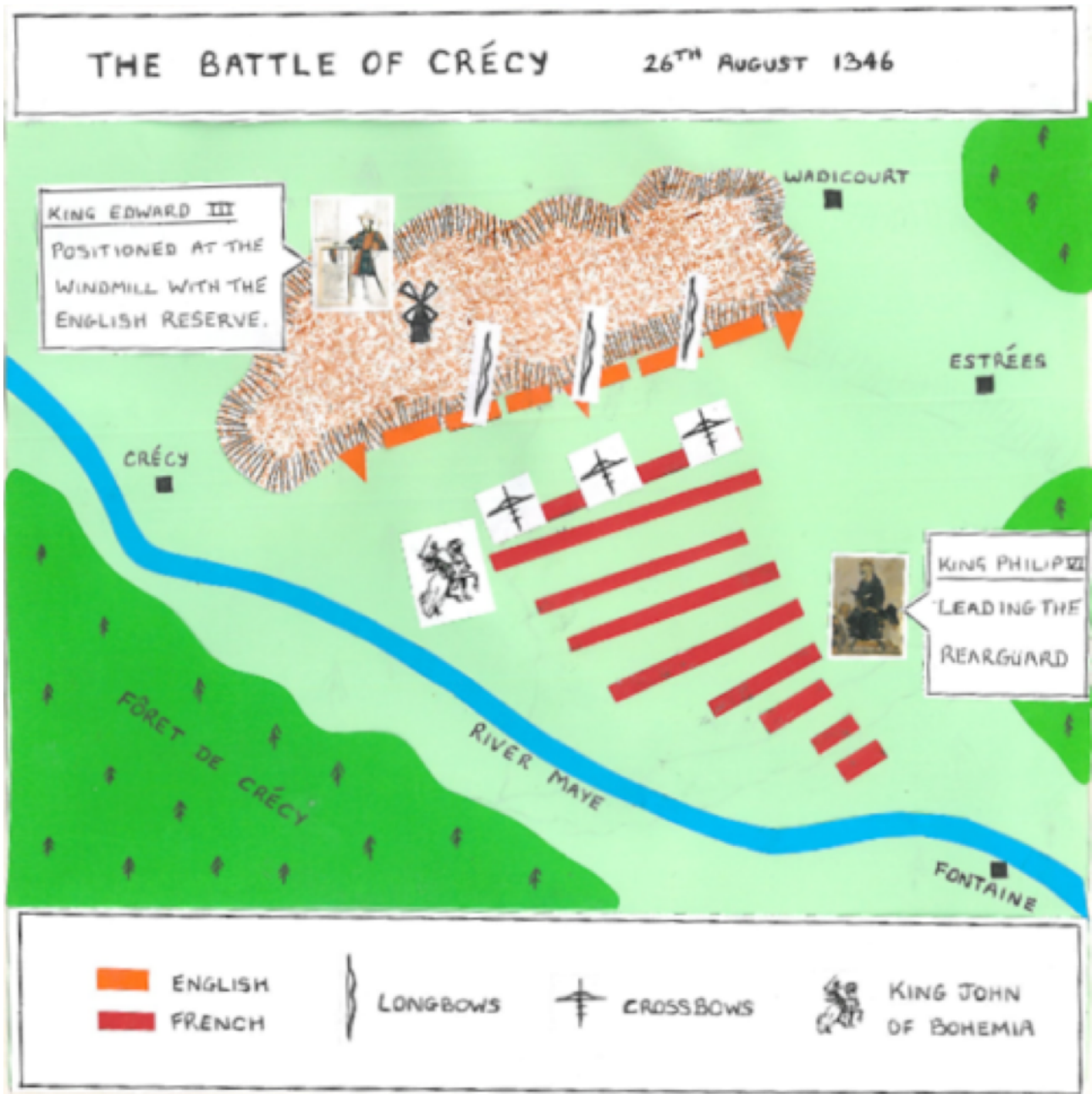
The students create a stop motion animation of a famous strategic battle relevant to their curriculum. They can work as a class or in groups. Why not explore the Siege of Troy or the battles of Gettysburg, Waterloo or the Battle of the Atlantic?

1. Discuss the story of your chosen strategic battle. Review the causes of the battle, key individuals involved, weaponry and artillery contemporary to the time of the battle and the main strategies used during the battle leading to victory and/or defeat. This knowledge will really help the students create an exciting and successful animation, and the process of animating the battle will help to further ingrain the information learned.
2. Plan the animation and create a storyboard representing the individual scenes needed to tell the story. This will help the children to keep track of their animation once they get started. Can they animate the battle in one scene, or do they need to break it down, e.g. into an overview of the battle site and some more close-up shots?
3. Ask the children to create a range of props to use to portray the battle. How are they going to portray key individuals, the armies or battleships, weaponry and artillery, the topography or marine location?
4. The children can now animate the battle. This will probably take more than one lesson so make sure that you have a safe place to store the sets and props when not in use :)
5. Watch the animations and review what has been learned.

On the next page is an overview made to portray the battle of Cressy, fought in France in 1346. This view was used to show the armies moving into position, and some close-up scenes were made detailing the key moments of the battle.



Famous Strategic Battles continued...



Tip! Make sure your sets are large enough to make moving the pieces between shots easy.