



zeum

Teacher Guide

Clay Animation

OBJECTIVE: Your class will create stop-motion clay animations that you produce yourself from start to finish. We will record these movies onto a DVD, or you may bring a USB drive onto which we will save your movie files. In general, classes who prepare their stories, characters and settings before visiting Zeum usually produce the best, most imaginative films. *A multi-page Teacher Guide is also available for those teachers who wish to expand upon this field trip with more in-depth projects.*

Approximate Times and Sample Overview of Activities:

ACTIVITY	AM Field Trips	PM Field Trips
Arrival, check-in & payment, orientation	9:20am	11:50am
Intro to activity, break into small groups	9:30am	12:00pm
Build clay characters, create storylines/storyboards	9:40am	12:10pm
Intro to iStopMotion and sets; record movies	10:15am	12:45pm
Screen all clay animations, group reflections	11:15am	1:45pm
END OF FIELD TRIP (including late arrivals)	11:30am	2:00pm

Key steps to complete before arriving at Zeum:

- Split students into groups (4-5 students per group, ideal is 4 groups total, but no more than 6 groups)
- Have each student figure out what character s/he will build
- Have each group create a storyline incorporating all of the characters in that group
- Prep worksheets are available in the multi-page Teacher Guide for more in-depth animation projects

Learning Goals

All Zeum field trips are designed to accomplish the following goals:

- Support students' ability to integrate relevant content knowledge into a clear, concise, and engaging media project.
- Develop students' awareness and mastery of a concept-to-creation process of storytelling.
- Build students' repertoire of art, technology, and media skills.
- Develop problem solving skills through brainstorming, collaborating, and prototyping.
- Practice reflecting on and speaking about their media through informal critiques.

Clay Animation also has additional goals, specific to the media, technology and outcomes developed during the field trip:

- Develop the building blocks of visual storytelling through digital media.
- Build skills to communicate symbolically using inanimate objects.
- Learn techniques for distilling a story to its basic elements.

This program is made possible in part by the generous contribution of supporters including the Campbell Foundation, Cisco Systems - Silicon Valley Impact Grant Program, Dean & Margaret Leshner Foundation, The Stocker Foundation, Union Bank of California, and U.S. Bank.