

Animation: The Evolution of Man captured on Stopmotion

This week was computer week and all of year 6 had to create an animation which was linked with our Science Unit of Evolution. We had to plan, design and create a minimum of three scenes to show how humans have evolved over time. Using the iPad we recorded our scenes on the Stop-motion App. We had to move the characters a tiny bit at a time and capture the images by taking photos. Most animations consisted of 280 frames to show the process of Evolution. Overall we all enjoyed the activity because we combined our Art & ICT skills and linked them to Science and we worked well together as a team!

Charlotte Cant & Kerys Macro, 6T.



Design & Technology: Buggies

As part of our Year 6 topic, we had to plan, design and construct a Buggy for a scientist or explorer to tackle a specific terrain. Our target was to design and make a motorized vehicle. Firstly we had to consider the terrain our explorer and buggy was going to and what we wanted it to look like. After that we designed the appearance of our buggy. Following that we constructed the chassis by sawing and gluing wood accurately together. We also added axle supports, axles and wheels so our vehicle could move. Then we had to create a parallel circuit with 4 lights (front and rear) and include either the cog or drive pulley mechanism. Finally we constructed the bodywork/casing suitable for our chosen terrain [in our case the moon]. In order to make our Buggy eye-catching, we added detail and decoration. Overall we enjoyed this activity!

Ramani Richards & Freya Pirie, 6T

