

# CLAYMATION

Grades: 4-8



**Students:** 30

**Contact Hours:** 12+ hours

**Recommended Settings:**

- Summer camps
- Classrooms looking for hands-on STEM
- After-school programs

**Pricing Options:**

- Complete Program: \$1295<sup>00</sup>
- Curriculum Printed Copy: \$225<sup>00</sup> \*
- Curriculum Digital Download: \$129<sup>00</sup> \*\*

## Materials:

This program comes with an Instructor Guide, 30 printed sets of student pages, a digital curriculum download and all the supplies needed for 12 lessons:

- 4-oz bars of assorted color Claytoon clay (24)
- Bendy bones (96)
- Modeling tools (5)
- Clay knife
- Wiggly eyes (500)
- Sculpture wire (32 ft)
- Wire cutter (1)
- #2 pencils (12)
- HUE HD cameras with mics (5)
- HUE Animation Studio software licenses (5)
- *The HUE Book of Animation* (5)

\* Print curriculum includes 1 Instructor Guide and 30 Storyboarding templates.

\*\* Digital curriculum comes with Instructor Guide only, which includes master copies of all student pages.

## Tech Requirements:

One device per group recommended.

- PC: Windows 10, 8, 7 or XP and a 1.4GHz processor
- Mac: OS X 10.5 (Leopard) to macOS 10.14 (Mojave)
  - HUE Animation Studio is not compatible with macOS 10.15 (Catalina) and subsequent updates.
- 512MB RAM (1GB recommended), 350MB hard disk space

## Highlights:

- Creative exploration of stop-motion animation
- Build technological literacy and 21st century skills
- Reuse camera, clay and animation software again and again

## Curriculum Topics:

DAY 1 - Introduction to Stop-Motion Animation

DAY 2 - Interact with Clay

DAY 3 - Cartoon Physics

DAY 4 - Audio Effects

DAY 5 - Clay Characters

DAY 6 - Storyboard

DAY 7 - Film

DAY 8 - Review and Edit

DAY 9 - Smooth Motion

DAY 10 - Lighting and Camera Angle

DAY 11 - Post-Production

DAY 12 - Film Viewing Party

## Assessment:

End of day assessment questions found in the Check for Understanding section.

## Logistics & Storage:

Each kit is shipped in a sturdy, reusable tub, safely storing materials throughout the year.

## Training Available:

Professional development webinar training is available. Talk to a PCS STEAM Program Specialist for more information.

## Shipping Availability:

Contact a PCS STEAM Program Specialist to learn about shipping options.



# Alignments & Standards

## Habits of Mind:

16 “thinking habits” developed by Art Costa and Bena Kallick to empower students to succeed in a 21st century learning environment.

- Applying Past Knowledge to New Situations
- Creating, Imagining and Innovating
- Finding Humor
- Listening with Understanding and Empathy:
- Managing Impulsivity
- Persisting
- Striving for Accuracy
- Taking Responsible Risks
- Thinking Interdependently

## 21st Century Skills:

A set of widely-applicable abilities essential for success in the information age.

- Communication and Collaboration
- Creativity and Innovation
- Information, Media and Technology Literacy
- Initiative and Self-Direction

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## International Society for Technology in Education (ISTE) Standards for Students

- ISTE-S.1.d: Students understand the fundamental concepts of technology operations, demonstrate the ability to choose, use and troubleshoot current technologies and are able to transfer their knowledge to explore emerging technologies
- ISTE-S.2.c: Students demonstrate an understanding of and respect for the rights and obligations of using and sharing intellectual property.
- ISTE-S.6.b: Students create original works or responsibly repurpose or remix digital resources into new creations.
- ISTE-S.7.c: Students contribute constructively to project teams, assuming various roles and responsibilities to work effectively toward a common goal.

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