



Guide to Making a digital dream



Dreams and fictional worlds are full of characters, movement and narrative. They can be real or imaginary worlds where very normal, or strange things happen. Can you create an animated dream with movement and life? Can you animate everyday objects to bring into the dream?

Making Connections

Take time to think and talk about animations you have seen with others. This will help you to develop your ideas!

- What is your favourite animation? Why?
- What does the movement of a character tell us about them?
- How does movement help us understand what is going on? For example, what does it mean if an animal or person moves very quickly?
- How can animations help us tell a story?
- Can we animate inanimate things?
- As well as movement, how else can we bring our animations to life?
- What materials and resources could you use to tell a story or send a message?

Developing Skills

Can you list all the skills that you develop whilst you are learning how to animate. Do you need different skills to use different software and devices? How can you combine materials to make an animation? What do you do if you need to change the animation? Can you share your skills with others to help them make animations?

- **Challenge 1: Create a character out of playdoh and make it move**

Digital Game: Playdoh Touch (Free with in-app purchases)

Download: [Activity from MakerSchools](#)

Online Tutorials: [Review of some features](#)

Website: [Make your own play dough with everyday ingredients](#)

- **Challenge 2: Animate an object so it looks as if it is moving across your desk (Free with in-app purchases)**

Stop Motion - Stop Motion Studio App (There is a free and paid version)

Download: [Introduction to Animation](#)

Online Tutorials: First Steps with Stop Motion Studio

Website: <https://www.stopmotionstudio.com/tutorials.html>

- **Challenge 3: Make an animation that responds to your movements.**

Programming: Scratch Video Sensing

Download: [Educator Guide \(Video Sensing\)](#)

Online Tutorial: [Introduction to Video Sensing Blocks Walkthrough with Mrs Robertson](#)

Website: [Examples of Video Sensing Projects](#)





Now you have explored animation and developed your skills, have a go at making a dream! You can make a dream for anyone. Everyone needs dreams, even animals.

Use these questions to guide you as you shape your ideas, make your digital dreams and share them with others. Remember that it's important that you ask your own questions too!

Asking Questions

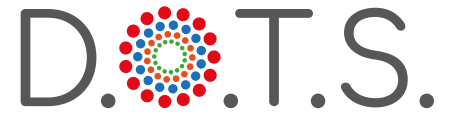
Asking questions about the animations we watch helps us to understand that other people may have different views to us. People interpret things differently because everyone has different knowledge and experience.

- **Audience:** Who is the dreamer and how do you want them to feel? Will they understand the dream? How will you represent yourself or the dreamer?
- **Purpose:** Why are you making the dream? Will your dream inspire, persuade, entertain, inform? What effect do you want the dream to have?
- **Context:** Will the dream reflect the dreamer's everyday life or will it be filled with fantasy? How will you send the dream to the dreamer? How will the digital dream be similar or different to other animations?
- **Methods:** What effect might the will the the sounds, colours and movements have on the dreamer? Why have you chosen this approach?

(For more information and resources visit: www.dots.team/makingdreams)



Making a Dream for a Penguin: Tinkering and Remixing



Far, far away on a distant iceberg there sits a penguin who dreams of understanding more about different places. Can you create an animated dream for the Penguin and help them to imagine, and understand different worlds?

Here are some books and animations to inspire you:

Stories about Penguin Adventures: [Lost and Found](#) (By Oliver Jeffers); [Poles Apart](#) (By Jeanne Willis & Jarvis)

Penguin Animations: Happy Feet; Pingu; Lost and Found



Making Connections

- How did the Penguins feel in these stories?
- What did you like or dislike about the stories?
- Do you have any questions?
- Do the stories remind you of anything else?
- Have you ever been lost? How did you find your way? Who helped you?
- If you could take a penguin on an adventure with you, where would you go?

Developing Skills

• Digital Game: Time 1-2 Hours

Suggested resources: Playdoh Touch App, Playdoh

Create a penguin out of playdough and use the Playdoh touch app to take it on an imaginary adventure. What kind of place is it? How can you transform the place to make it more exciting or interesting for the Penguin? How will the penguin feel when they explore your landscape? Which parts of the landscape will look familiar to the dreamer or strange?

• Stop Motion: Time: 3-5 Hours

Stop Motion App, Stand for smart phone or tablet, Pencils and Pens, Scissors, paper and card, googly eyes

First you will need a penguin to animate. You could draw a penguin on card or paper and cut it out or you could make a playdoh model or use toy penguin figure). Next you will need to think about the place that the penguin will explore. You could use a printout of a scene or you could choose an area of your house or the playground. Can you make familiar places seem wonderful? What fun could the penguin have with that mug on the table or a pencil?

• Programming: 1-5 days

Suggested resources: Scratch - Video Sensing Software

Can you animate a penguin, so it responds to your movements? Can you make a dream using this software that changes when you move and interact with the Penguin?

Asking Questions

When you have made your dream ask yourself three questions about your animation. How can you find the answers?

