

# **NPA Digital Animation SCQF level 5 (GV7N 45)**

## **Additional Information for Centres**

This document contains some additional, non-compulsory information for centres in relation to the NPA in Digital Animation (GV7N 45) and the two units within the award (Digital Animation: An Introduction J8HC 45, and Digital Animation Project J8HD 45). There is no requirement to use any of the following information, however, some centres may find it useful.

## Holistic approach to gathering knowledge evidence

### 14-week suggested teaching plan

This teaching plan has been created for centres who wish to deliver the Digital Animation: An Introduction unit (J8HC 45), and the Digital Animation Project unit (J8HD 45) concurrently and take a holistic approach to gathering knowledge evidence, by way of a blog, report or similar. If centres choose to follow this plan, learners will require access to and use of software such as Microsoft Sway to create their blogs, reports etc.

**Please note** – This teaching plan is a suggestion only and centres do not have to follow it. All outcomes and performance criteria must be covered as per individual unit specifications. **This teaching plan was not created in conjunction with the assessment support pack that is available on the SQA secure site.**

Week	Area to cover	Task
1	Introduction to animation	Research and describe the principles and uses of 2D computer animation. Including examples of historical and contemporary 2D animations.
2	Research & planning	Interpret the animation brief and research and plan the animation project. Produce a schedule for production and identify necessary resources.
3	Character design	Design at least one character suitable for 2D animation. Use digital drawing tools to prepare the character for animation.
4	Script & storyboard	Write a script and produce a storyboard for the animation. Revise your script and storyboard based on feedback from your peers or assessor.
5	Animation techniques	Create a short computer animation to a given brief using digital animation techniques.
6	Asset creation	Produce graphics and audio for the animation project and integrate them into the animation.
7	Advanced animation techniques	Draw objects using software graphics packages and manipulate graphics using various software tools.
8	Project development	Continue developing the animation project based on the project plan. Ensure all principles are incorporated.
9	Finalising animations	Complete all animations and ensure all criteria for the outcomes are met.
10	Project evaluation	Evaluate the finished animation against the project plan and incorporate feedback from your peers or assessor.

Week	Area to cover	Task
11	Consolidation of learning	Review and consolidate all learning outcomes and criteria.
12 & 13	Final projects and presentations	Complete any outstanding work and prepare for final presentations.
14	Final assessment and reflection	Present final projects and reflect on learning and development.

## Example Briefs for the Animation Project

In addition to the example brief provided in the assessment support pack, the following are two further example briefs that centres can use as an alternative. Likewise, centres who are not using the assessment support pack can make use of the following example briefs to aid in the delivery of the Digital Animation: An Introduction unit, and / or the Digital Animation Project unit.

### Sport and Fitness

**Title:** Stretch it out: a morning routine for teen athletes

**Brief:** Design a short, animated sequence showing a morning stretch or warm-up routine aimed at young athletes aged 13–17. The animation should be informative, showing clear movement instructions and promoting health and wellbeing. It should encourage viewers to get active and start their day positively.

### Video Games

**Title:** Pixel Pete saves the day

**Brief:** Create a retro-style intro animation for a fictional video game hero called 'Pixel Pete'. The animation should show Pete springing into action to save the city from danger, using dramatic effects, sound and pixel-style graphics. The audience is teenagers who enjoy old-school video games and fun action scenes.

## **Extended Answer Questions**

Below are six extended answer questions which centres may wish to use to either consolidate learners knowledge and understanding, or as formative assessment.

### **Question 1**

What factors should be considered when interpreting a project brief in a digital animation project?

### **Question 2**

Explain how research findings can influence the design of an animation project.

### **Question 3**

Describe the importance of creating a detailed project schedule when planning an animation project.

### **Question 4**

What resources should be listed in an animation project plan?

### **Question 5**

Explain the process of creating a script and storyboard for an animation and how they contribute to the final animation.

### **Question 6**

How can feedback on a script and storyboard improve the quality of a final animation project?

**Suggested responses can be provided on request. Please email**

**[QualsDigital@sqa.org.uk](mailto:QualsDigital@sqa.org.uk) for more information.**