



Clay Animation Teacher's Guide

In the Clay Animation Field Trip, you will learn the basics of building a clay character and learn about stop motion filmmaking and the animation process. Below you'll learn what you can expect before, during, and after your field trip along with ways to prepare and ways to take your experiences back to your classroom.

Before your visit:

- **Watch the museum introduction video:** Watch a short video on our education blog to learn what to expect when you arrive at the museum:
<http://childrenscreativity.wordpress.com/introduction-video/>
- **Conduct a story brainstorm with your class:** If you're stuck on a story idea, come up with lists of the 3P's of storytelling - a Person (your character), a Place where your movie will be set, and the Problem that your character must solve.
- **Split students into small groups:** 4-5 students per group, ideally 5 groups total, but no more than 6-7 groups.
- **Develop the stories:** Have each group pick the 3P's for their stories using the class brainstorm as inspiration.
- **Have groups create a storyboard:** Use the storyboard worksheet (see attached) to help plan the progression of each film.

During your visit:

- **Check-in:** 10 minutes before the start of your trip, please check in at the front desk and put your bags on the provided cart or in the yellow cubbies.
- **Warm Up:** A museum educator will lead you to the Animation Studio, will introduce the space, and lead the group in a creative warm-up.
- **Character building:** Students will start by building their clay characters.
- **Filming:** In their groups, students will film their animations (note: If there are more than 5 groups, they will have to take turns at the filming stations)
- **Screening:** Once completed, there will be a screening of all the animations.
- **Debrief:** A museum educator will end with a debrief on the field trip experience.

After your visit:

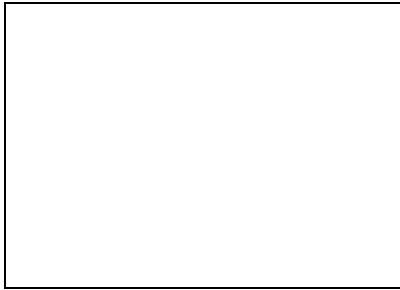
- Be sure to fill out our post- field trip survey! Your responses help us continue to provide the best possible experience for teachers and students
- Share your completed animations and a reflection of your field trip on the CCM Education blog: E-mail education@creativity.org to submit your work.
- Add sound effects or titles to your movie using Garageband and iMovie
- For more ideas on ways to bring animation back to the classroom visit:
<http://childrenscreativity.wordpress.com/field-trips/>

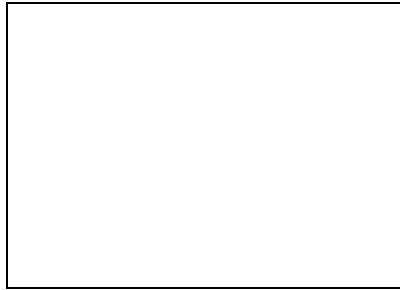
Do you have questions, concerns, or comments about your trip? Please e-mail hroesner@creativity.org or call (415)820-3325

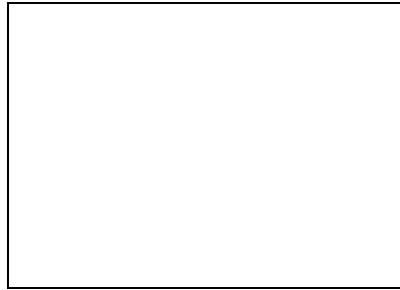


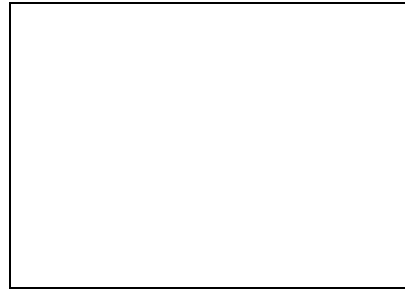
All animations begin on paper with storyboards and characters sketches. A storyboard is a visual outline that helps filmmakers plan what each part of an animation will look like at the beginning, middle, and end of their films (like a comic book version of the movie). Storyboards illustrate the most important parts of a movie. Use the space below to sketch out a storyboard for your own animation.

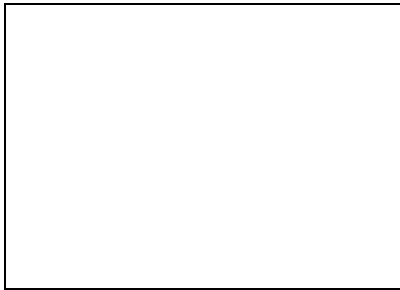
Clay Animation: Storyboard for _____ Page _____

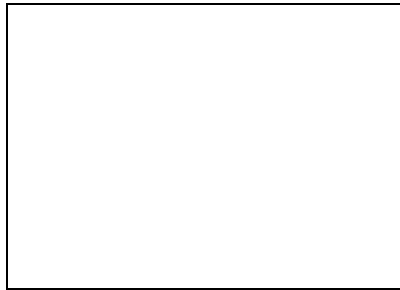


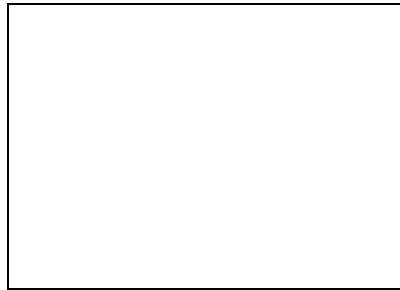
















Your Character (Clay Animation)

All stories come to life through the people or creatures that act them out. You'll be designing your own characters on paper and then building them out of clay. Develop a list of personality traits for each character. How does their character design (what they look like) relate to these traits? How does their design contrast these traits? (Example: My frog character is a world champion jumper so she has extra long legs and wears a sweatband).

This list is meant as brainstorming guide

Type of character (animal, human, alien, etc)

Skin (green, purple, blue, scales, fur, etc)

Profession (fireman, magician, interior designer, spy, waiter, jester, etc)

Hair (super curly, mohawk, braids, antennae, etc)

Face (huge eyes, pink nose, orange mustache, etc)

Body (muscular, four arms, tail, super skinny, etc)

Age (baby, teenager, grandpa, ageless, etc)

Clothes (bellbottoms, pointy shoes, suit & tie, swimsuit, uniform, etc)

Accessories (top hat, nose ring, glasses, purse, etc)

Profession (fireman, magician, interior designer, spy, waiter, jester, etc)

Mood (frustrated, jolly, jealous, miserable, etc)

Use the space below to sketch your vision. Use the back, too!