



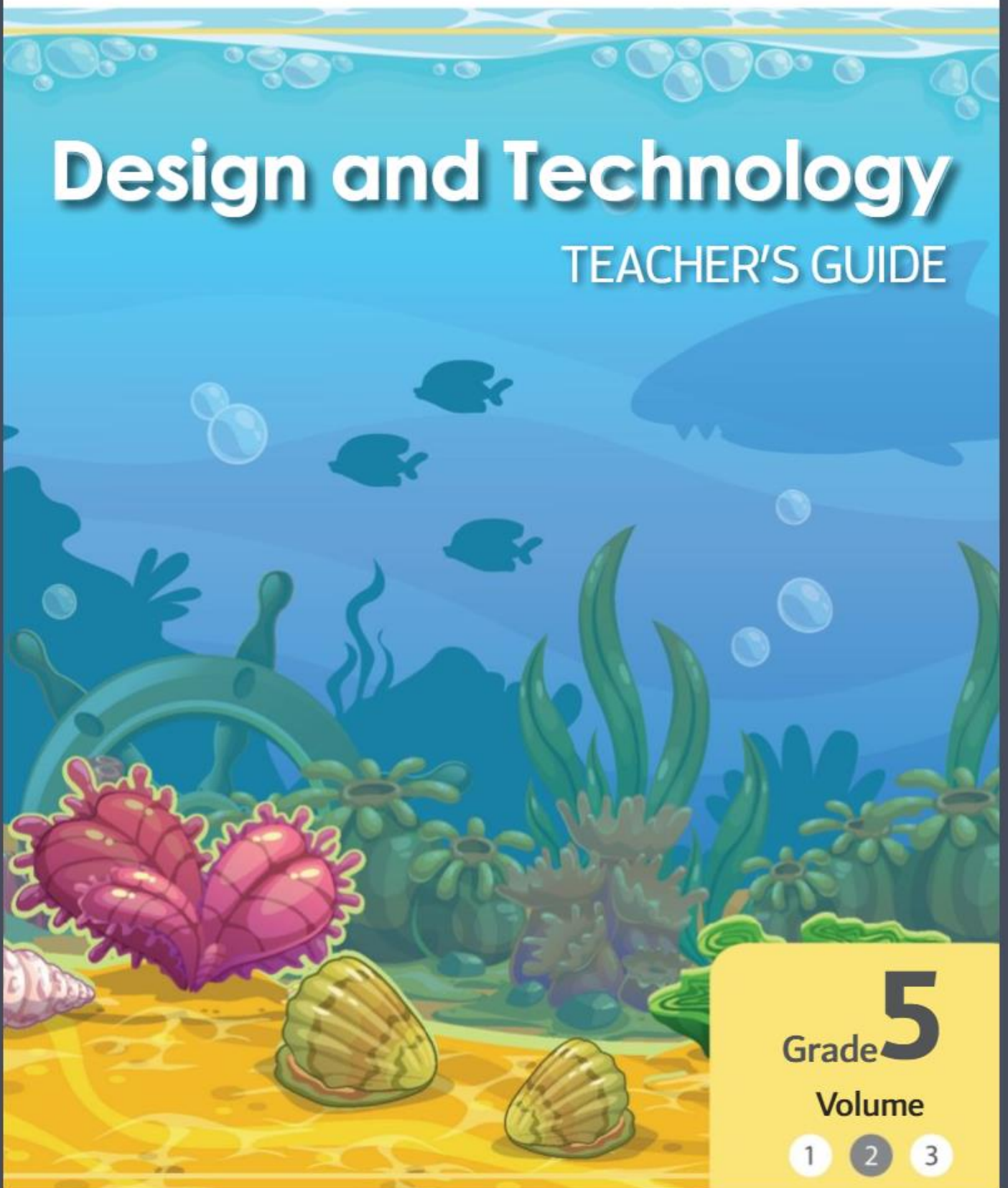
UNITED ARAB EMIRATES
MINISTRY OF EDUCATION



YEAR OF
ZAYED

Design and Technology

TEACHER'S GUIDE



Grade **5**









Volume

1

2

3

Grade	5	Subject	DT	Lesson number	1	Week number	1
Unit	Date		Time		Page number		
1	WC: 13/01/19		45 minutes		16-22		
Equipment required:				Learning objectives			
Grade 5 book Pen Paper				1.1 Define animation. 1.2 Understand the difference between animation and live action.			
Keywords				animation, illusions, film			
Starter/Introduction activity							
Time 10 minutes		Introduce animation to students by talking through the unit overview, learning outcomes and keywords. Ensure e-safety standards at the beginning of the book are covered.					
Main							
Time 30 minutes		<p>Define animation and mention the important keyword 'illusion'.</p> <p>Show the students the two animation and film images of Belle from Beauty and the Beast. Complete Activity 1 by writing the differences between both pictures, so students have a clear understanding of the differences between real life and animation.</p> <p>Activity 1 Differences:</p> <ol style="list-style-type: none"> 1) Animated version has much bigger eyes. 2) Animated version has less detail in the clothes. 3) Animated version has a smaller body, but bigger head. This is opposite to the film. 4) Animated version doesn't have creases and details on the face. 5) Animated version's colours are more vibrant/brighter. <p>Any similar answers are also acceptable.</p> <p>Then, get students to complete Activity 2 by drawing an arrow from the film character to the animation character. Ask students if they know who the characters are.</p>					











Animation		Film
		
		
		
		

Complete Activity 3 by getting students to draw a picture of their favourite animation character and give 3 reasons for why they like them.

Plenary	
Time 5 minutes	Summarise lesson, recapping the learning objectives and key vocabulary used throughout.
Assessment focus	Students will be able to define animation. Students will understand the difference between animation and live action.

Grade	5	Subject	DT	Lesson number	2	Week number	1
Unit	Date		Time		Page number		
1	WC: 13/01/19		45 minutes		23-24		
Equipment required:				Learning objectives			
Grade 5 book Pen Paper				1.3 Understand the difference between 2D and 3D shapes.			
Keywords				2D animation, 3D animation, triangle, circle, square, rectangle, rhombus, cuboid, diamond, pyramid, sphere, cube			
Starter/Introduction activity							
Time 15 minutes		Introduce the words 2D and 3D, and explain that animations come in both 2D and 3D. Show students the 2D square and 3D cube and explain the differences between them both.					
Main							
Time 20 minutes		<p>Now, complete Activity 4 by comparing both the 2D and 3D horses, and write 3 things that are different about both pictures.</p> <p>Activity 4 Differences between horses:</p> <ol style="list-style-type: none"> 1) There's only 1 colour in 2D horse. 2) 2D horse looks flat. 3) 3D horse has more detail on the body – muscles are defined. 4) 2D horse is only 1 colour whereas 3D horse has a mix of colours. <p>Any similar answers are also acceptable.</p>					

Complete Activity 5 by matching the 2D shape with the correct 3D version of the shape.

2D shape		3D shape
triangle 		pyramid 
circle 		sphere 
square 		cube 
rectangle 		cuboid 
rhombus 		diamond 

Plenary

Time
5 minutes

Summarise lesson, recapping the learning objectives and key vocabulary used throughout.

Assessment
focus

Students will understand the difference between 2D and 3D shapes.

Grade	5	Subject	DT	Lesson number	3	Week number	1
Unit	1	Date	WC: 13/01/19	Time	45 minutes	Page number	25-29
Equipment required:				Learning objectives			
Grade 5 book Pen Paper				1.4 Identify the five types of animation.			
Keywords				traditional animation, 2D vector-based animation 3D computer animation, motion graphics, Stop Motion			
Starter/Introduction activity							
Time 10 minutes	Start off the lesson by completing Activity 6 to further improve student understanding of 2D and 3D animation. Have a class discussion to compare student opinions on why they think the animations are 2D or 3D.						
Main							
Time 30 minutes	<p>Explain to students that there are five types of animations that are used to create animations. They are traditional animation, 2D vector-based animation, 3D computer animation, motion graphics and Stop Motion.</p> <p>Talk students through traditional animation and explain that this was the first type of animation that ever existed. Explain the process of how the animations were made back then. Play the YouTube video to demonstrate.</p> <p>Do the same with 2D vector-based animation and 3D computer animation. Play the relevant videos to support explanation.</p>						
Plenary							
Time 5 minutes	Summarise lesson, recapping the learning objectives and key vocabulary used throughout.						
Assessment focus	Students will be able to identify the five types of animation.						

Grade	5	Subject	DT	Lesson number	4	Week number	2
Unit	Date		Time		Page number		
1	WC: 20/01/19		45 minutes		30-32		
Equipment required:				Learning objectives			
Grade 5 book Pen Paper Camera				1.4 Identify the five types of animation.			
Keywords				motion graphics, Stop Motion			
Starter/Introduction activity							
Time 10 minutes		Finish off the five types of animation by briefly describing motion graphics and Stop Motion. Play the relevant videos.					
Main							
Time 30 minutes		<p>To further explain Stop Motion animation, use the 'apple' example with the students to create their own short clip of a moving object using the cameras.</p> <p>Students can use any object they would like to use, but it should preferably be something that can stand on the table without tipping over, e.g. a cup, bottle, bag, etc. Once the camera position has been decided, DO NOT move the camera, as this means the video will not be smooth.</p> <p>Example instructions:</p> <ul style="list-style-type: none"> - Take a picture of the bottle on the table. - Move the bottle to the left by an inch. - Repeat the process, gradually moving it in the same direction. - Play the video back and you will have created the illusion of the bottle sliding along the table. 					
Plenary							
Time 5 minutes		<p>Complete Activity 7 by filling in the gaps.</p> <p>There are five types of animation. These are traditional animation, 2D animation, 3D animation, motion graphics and Stop Motion. 2D stands for two-dimensional. The image looks flat and is not realistic. 3D stands for three-dimensional. The image looks realistic. Traditional animation is the oldest type of animation. 3D computer animation is used the most. Motion graphics is different from the other types of animation. It is mostly used for logos and movie openings. Stop Motion is the same as traditional animation. But a camera is used instead of drawing.</p>					






















	Summarise lesson, recapping the learning objectives and key vocabulary used throughout.
Assessment focus	Students will be able to identify the five types of animation. They will also be able to create their own flip book.


Grade	5	Subject	DT	Lesson number	5	Week number	2
Unit	Date		Time		Page number		
1	WC: 20/01/19		45 minutes		33-37		
Equipment required:				Learning objectives			
Grade 5 book Pen Paper				1.5 Create own flip book animation.			
Keywords				traditional animation			
Starter/Introduction activity							
Time	Recap the previous lesson and share students' animations with the rest of the class.						
10 minutes							
Main							
Time	Create your own version of a traditional animation by making a flip book using paper/Post-it notes.						
30 minutes							
Plenary							
Time	Go through End of unit summary and complete Pop quiz 1 .						
5 minutes							
	Pop quiz 1 answers:						
	1) B						
	2) C						
	3) A						
	4) A						
	5) B						
Assessment focus	Students will be able to create their own flip book animation.						




Grade	5	Subject	DT	Lesson number	6	Week number	2
Unit	Date		Time		Page number		
2	WC: 20/01/19		45 minutes		40-51		
Equipment required:				Learning objectives			
Grade 5 book Pen Paper Camera				2.1 Explain the software and its features. 2.2 Describe how hardware and software interact. (G5.1.1.5.1) 2.3 Identify different tools available in the software package.			
Keywords				software, hardware, tools			
Starter/Introduction activity							
Time 10 minutes		Introduce Stop Motion Studio to students as the software they will be using, alongside cameras, during this term to make their own animations. Talk through the unit overview, learning outcomes and keywords. Explain to students that Stop Motion Studio is a software and the camera is a hardware. Briefly explain the relationship between software and hardware, and how they interact with each other.					
Main							
Time 30 minutes		<p>Play the 'magic water' video to give students an insight into what can be created using Stop Motion Studio. This will give them an idea of the types of animations that they will be able to make.</p> <p>Open the software and briefly discuss the differences between the Mac and Windows versions (depending on if they are using Mac/Windows). Play the example videos on start-up to show students what others have created ('big fish' for Mac and 'welcome' for Windows).</p> <p>Attach cameras to laptops. Talk through the available tools and begin Task sheet by getting students to create a basic drawing of their name. Play the 'Sami' video, so students have an idea of what to make.</p>					
Plenary							
Time 5 minutes		Summarise lesson, recapping the learning objectives and key vocabulary used throughout.					
Assessment focus		Students will understand the software and its features, and understand how hardware and software interact. They will also be able to identify the different tools available in the software package.					



Grade	5	Subject	DT	Lesson number	7	Week number	3
Unit	Date		Time		Page number		
2	WC: 27/01/19		45 minutes		51-54		
Equipment required:				Learning objectives			
Grade 5 book Pen Paper Camera				2.4 Demonstrate understanding by creating a basic drawing.			
Keywords				task sheet, animation			
Starter/Introduction activity							
Time	Recap the previous lesson and finish off the drawing from the previous lesson.						
10 minutes							
Main							
Time	Continue with the Task sheet by creating and cutting out the drawing. Once cut and ready, create an animation on Stop Motion Studio. Create small movements and take a picture after every movement. Add music and/or voice-over. Use the 'Sami' example video for inspiration.						
30 minutes							
Plenary							
Time	Summarise lesson, recapping the learning objectives and key vocabulary used throughout.						
5 minutes							
Assessment focus	Students will demonstrate their understanding by creating a basic drawing.						

Grade	5	Subject	DT	Lesson number	8	Week number	3
Unit	Date		Time		Page number		
2	WC: 27/01/19		45 minutes		55-63		
Equipment required:				Learning objectives			
Grade 5 book Pen Paper				2.5 Define what frames are and their purpose.			
Keywords				frames			
Starter/Introduction activity							
Time	Introduce and explain what frames are to students.						
10 minutes							
Main							
Time	Remind students of the flip book they made in Unit 1. Explain that each page of the flip book is similar to a single frame in an animation.						
30 minutes	Get students to watch the 'dark woods' animation using the QR code. Pause the video using the space bar or pause button at each frame to recognise what a frame is and to distinguish one frame from another.						
	Complete Activity 3 by circling the differences between each of the pictures from the 'dark woods' animation.						
Plenary							
Time	Summarise lesson, recapping the learning objectives and key vocabulary used throughout.						
5 minutes							
Assessment focus	Students will be able to define frames and they understand their purpose.						

Grade	5	Subject	DT	Lesson number	9	Week number	3																
Unit	Date		Time		Page number																		
2	WC: 27/01/19		45 minutes		64-72																		
Equipment required:				Learning objectives																			
Grade 5 book Pen Paper				2.6 Add animation and transitions to slides and objects. (G5.1.2.5.2)																			
Keywords				frames, Microsoft PowerPoint																			
Starter/Introduction activity																							
Time 10 minutes	Recap the previous lesson and introduce the next section 'More on frames' to students.																						
Main																							
Time 30 minutes	<p>Complete Activity 4 by following the instructions on using sprites to create an animation on Microsoft PowerPoint. Use the sprite example and video in the book for inspiration.</p> <p>Complete End of unit quiz for homework (answers below).</p> <table border="1"> <thead> <tr> <th>Symbol</th> <th>Meaning</th> </tr> </thead> <tbody> <tr> <td></td> <td>Set a timer.</td> </tr> <tr> <td></td> <td>Back arrow</td> </tr> <tr> <td></td> <td>Take a picture.</td> </tr> <tr> <td></td> <td>Settings</td> </tr> <tr> <td></td> <td>Add pictures and videos.</td> </tr> <tr> <td></td> <td>Theme</td> </tr> <tr> <td></td> <td>Include your voice</td> </tr> </tbody> </table>							Symbol	Meaning		Set a timer.		Back arrow		Take a picture.		Settings		Add pictures and videos.		Theme		Include your voice
Symbol	Meaning																						
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	Back arrow																						
	Take a picture.																						
	Settings																						
	Add pictures and videos.																						
	Theme																						
	Include your voice																						

			Play your animation.
Plenary			
Time 5 minutes	Summarise lesson, recapping the learning objectives and key vocabulary used throughout.		
Assessment focus	Students will be able to add animation and transition to slides and objects.		

Grade	5	Subject	DT	Lesson number	10	Week number	4
Unit	Date		Time		Page number		
3	WC: 03/02/19		45 minutes		76-85		
Equipment required:				Learning objectives			
Grade 5 book Pen Paper				3.1 Draw 2D images to be animated.			
Keywords				characters			
Starter/Introduction activity							
Time	Introduce the new unit to the students by talking through the unit overview, learning outcomes and keywords.						
10 minutes							
Main							
Time	Watch the short video on 'Stop Motion saves trees' to get an idea on what we will be creating.						
30 minutes	Talk a little about characters and complete Activity 1 (answers below). Activity 1						
	Animation				Name		
					Toy Story		
					Monsters, Inc.		
					The Incredibles		

		<p>Inside Out</p>
		<p>Shrek</p>
<p>Introduce the 3 drawings that students will be creating and the different levels that each of them are; easy, medium and difficult.</p> <p>Begin Activity 2 by drawing and colouring fish.</p>		
<p>Plenary</p>		
<p>Time 5 minutes</p>	<p>Summarise lesson, recapping the learning objectives and key vocabulary used throughout.</p>	
<p>Assessment focus</p>	<p>Students will be able to draw 2D images to be animated.</p>	

Grade	5	Subject	DT	Lesson number	11	Week number	4
Unit	Date		Time		Page number		
3	WC: 03/02/19		45 minutes		86-87		
Equipment required:				Learning objectives			
Grade 5 book Pen Paper Camera				3.2 Animate 2D images in Stop Motion Studio.			
Keywords				fish, Stop Motion Studio			
Starter/Introduction activity							
Time 10 minutes		Recap the previous lesson and allow students to continue with their animations.					
Main							
Time 30 minutes		Cut the fish out using scissors and create an animation of fish using Stop Motion Studio. Watch the example video for inspiration.					
Plenary							
Time 5 minutes		Summarise lesson, recapping the learning objectives and key vocabulary used throughout.					
Assessment focus		Students will be able to animate 2D images in Stop Motion Studio.					

Grade	5	Subject	DT	Lesson number	12	Week number	4
Unit	Date		Time		Page number		
3	WC: 03/02/19		45 minutes		88-92		
Equipment required:				Learning objectives			
Grade 5 book Pen Paper				3.1 Draw 2D images to be animated.			
Keywords				octopus, Stop Motion Studio			
Starter/Introduction activity							
Time	Recap the previous lesson and tell students they will be making a similar type of animation, but it will be slightly more advanced than the last lesson with the fish.						
10 minutes							
Main							
Time	Begin Activity 3 by creating two drawings of an octopus and cut them out ready to animate in Stop Motion Studio. Students will animate them in the next lesson.						
30 minutes							
Plenary							
Time	Summarise lesson, recapping the learning objectives and key vocabulary used throughout.						
5 minutes							
Assessment focus	Students will be able to draw 2D images to be animated.						










Grade	5	Subject	DT	Lesson number	13	Week number	5
Unit	3	Date	WC: 10/02/19	Time	45 minutes	Page number	93-95
Equipment required:				Learning objectives			
Grade 5 book Pen Paper Camera				3.2 Animate 2D images in Stop Motion Studio.			
Keywords				Stop Motion Studio			
Starter/Introduction activity							
Time	10 minutes	Recap the previous lesson and allow students to finish off their octopus drawings from the previous lesson, if they need to.					
Main							
Time	30 minutes	Now, animate octopus in Stop Motion Studio. Add music and/or voice-over. Watch the example videos for inspiration. Follow instructions in the book carefully.					
Plenary							
Time	5 minutes	Summarise lesson, recapping the learning objectives and key vocabulary used throughout.					
Assessment focus	Students will be able to animate 2D images in Stop Motion Studio.						



Grade	5	Subject	DT	Lesson number	14	Week number	5
Unit	3	Date	WC: 10/02/19	Time	45 minutes	Page number	96-97
Equipment required:				Learning objectives			
Grade 5 book Pen Paper				3.2 Draw 2D images to be animated.			
Keywords				advanced, Stop Motion Studio			
Starter/Introduction activity							
Time	5 minutes	Recap the previous lesson and introduce the next animation students will create (advanced animation).					
Main							
Time	35 minutes	Begin Activity 4 (advanced drawing) by drawing each character (or printing and cutting each character). Cut drawings out ready to animate them in Stop Motion Studio next lesson.					
Plenary							
Time	5 minutes	Summarise lesson, recapping the learning objectives and key vocabulary used throughout.					
Assessment focus	Students will be able to draw 2D images to be animated.						

Grade	5	Subject	DT	Lesson number	15	Week number	5
Unit	3	Date	WC: 10/02/19	Time	45 minutes	Page number	96-97
Equipment required:				Learning objectives			
Grade 5 book Pen Paper Camera				3.2 Animate 2D images in Stop Motion Studio.			
Keywords				Stop Motion Studio			
Starter/Introduction activity							
Time	Recap the previous lesson and allow students time to finish off anything remaining from the previous lesson.						
10 minutes							
Main							
Time	Continue with Activity 4 by animating stick man in Stop Motion Studio. Add music and/or voice-over. Watch the example videos for inspiration.						
30 minutes	*Reminder* - Encourage students to bring in clay for 3D animation for next lesson. If they can't buy clay, then one of their own small toys will also work, e.g. Lego characters.						
Plenary							
Time	Summarise lesson, recapping the learning objectives and key vocabulary used throughout.						
5 minutes							
Assessment focus	Students will be able to animate 2D images in Stop motion Studio.						

Grade	5	Subject	DT	Lesson number	16	Week number	6
Unit		Date		Time		Page number	
3		WC: 17/02/19		45 minutes		98-101	
Equipment required:				Learning objectives			
Grade 5 book Pen Paper				3.3 Create 3D figures to be animated.			
Keywords				3D animation			
Starter/Introduction activity							
Time		Recap the previous lesson and introduce the next section on creating 3D animation by making our own models.					
5 minutes							
Main							
Time		Play the 'How to make Morph' YouTube video to explain to students how the 3D character is created.					
35 minutes							
		Begin Activity 5 by creating a character from clay. If students don't have clay, you can use any other types of materials, such as paper, sticks, glue, etc. but encourage students to create their own models using their hands as this is an important skill they should practise.					
		If students have their own toys, e.g. Lego characters, these can also be used.					
Plenary							
Time		Summarise lesson, recapping the learning objectives and key vocabulary used throughout.					
5 minutes							
Assessment focus		Students will be able to create 3D characters to be animated.					

Grade	5	Subject	DT	Lesson number	17	Week number	6
Unit	Date		Time		Page number		
3	WC: 17/02/19		45 minutes		102-106		
Equipment required:				Learning objectives			
Grade 5 book Pen Paper				3.4 Animate 3D figures in Stop Motion Studio. 3.5 Animate toys in Stop Motion Studio.			
Keywords				3D animation			
Starter/Introduction activity							
Time	Recap the previous lesson and allow students time to complete their models from the previous lesson.						
10 minutes							
Main							
Time	Now, use the 3D model created from the previous lesson to create an animation of their choice. They can make their character walk, run, play or even put two characters together to create an animation.						
30 minutes	Students can also use their own toys, e.g. Lego characters to create their animations.						
	Watch the example videos for inspiration.						
	Complete Pop quiz 2 .						
Plenary							
Time	Summarise lesson, recapping the learning objectives and key vocabulary used throughout.						
5 minutes							
Assessment focus	Students will be able to animate 3D characters in Stop Motion Studio.						

Grade	5	Subject	DT	Lesson number	18	Week number	6						
Unit	Date		Time		Page number								
4	WC: 17/02/19		45 minutes		110-119								
Equipment required:				Learning objectives									
Grade 5 book Pen Paper				4.1 Identify what stories are.									
Keywords				story, beginning, middle, end									
Starter/Introduction activity													
Time 10 minutes	Introduce the new unit to students by talking through the unit overview, learning outcomes and keywords. Briefly explain to students that all animations have a storyline. To make a good animation, a story must be written.												
Main													
Time 30 minutes	<p>Explain to students that all stories have a beginning, middle and end. Talk about characters and play the 'Inside Out' video.</p> <p>Complete Activity 1 (answers below).</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="text-align: center;"></td> <td style="text-align: center; vertical-align: middle;">Joy</td> </tr> <tr> <td style="text-align: center;"></td> <td style="text-align: center; vertical-align: middle;">Fear</td> </tr> <tr> <td style="text-align: center;"></td> <td style="text-align: center; vertical-align: middle;">Disgust</td> </tr> </table>								Joy		Fear		Disgust
	Joy												
	Fear												
	Disgust												













		Anger	
		Sadness	
<p>Allow students time to read the example story of Rainbow Fish to understand the story's beginning, middle and end. Get them to read the story in pairs and then have a class discussion to test understanding.</p>			
Plenary			
Time 5 minutes	Summarise lesson, recapping the learning objectives and key vocabulary used throughout.		
Assessment focus	Students will be able to identify what a story is.		

Grade	5	Subject	DT	Lesson number	19	Week number	7
Unit	Date		Time		Page number		
4	WC: 24/02/19		45 minutes		120-121		
Equipment required:				Learning objectives			
Grade 5 book Pen Paper				4.2 Plan and write a story.			
Keywords				story, beginning, middle, end			
Starter/Introduction activity							
Time	Begin the lesson by completing Activity 2; answering questions on Rainbow Fish that was read last lesson.						
10 minutes	1) B 2) B 3) B 4) C 5) B						
Main							
Time	Now, complete Activity 3 by writing about your favourite story and separating it into a 'beginning, middle and end'.						
30 minutes							
Plenary							
Time	Summarise lesson, recapping the learning objectives and key vocabulary used throughout.						
5 minutes							
Assessment focus	Students will be able to identify what a story is.						

Grade	5	Subject	DT	Lesson number	20	Week number	7
Unit	Date		Time		Page number		
4	WC: 24/02/19		45 minutes		122-125		
Equipment required:				Learning objectives			
Grade 5 book Pen Paper				4.2 Plan and write a story.			
Keywords				story, beginning, middle, end			
Starter/Introduction activity							
Time	Recap the previous lesson and allow students to share some of the stories they have written.						
10 minutes							
Main							
Time	Next activity is designed to get students' imaginations working. Complete Activity 4 by thinking of a story using only the 4 pictures given. Do the same for all 3 sets of pictures.						
30 minutes	<p>Now, explain to students that a story should answer these questions: who, what, where, when, and why. Explain the importance of answering each of these questions.</p> <p>Now, allow students time to complete Activity 5. They must first fill in the blanks for each row, but encourage students to think of a variety of ideas, e.g. for who: me, the bus driver, an animal or an alien, rather than me, my mom, my dad and my friend.</p>						
Plenary							
Time	Summarise lesson, recapping the learning objectives and key vocabulary used throughout.						
5 minutes							
Assessment focus	Students will plan and write a story.						






Grade	5	Subject	DT	Lesson number	21	Week number	7
Unit	Date		Time		Page number		
4	WC: 24/02/19		45 minutes		126-130		
Equipment required:				Learning objectives			
Grade 5 book Pen Paper				4.2 Plan and write a story. 4.3 Illustrate thoughts, ideas and stories in a step-by-step manner. (G5.2.1.2.2)			
Keywords				story, beginning, middle, end			
Starter/Introduction activity							
Time	Recap the previous lesson and allow students time to complete the previous activity. Once Activity 5 is complete, get students to select a word from each row for their story, so that they can begin making their storyboards. If students have another story in mind that they want to create, then they can do that, but be sure to check their stories to quality assure.						
10 minutes							
Main							
Time	Now that we know what each story will be about, complete Activity 6 by writing about the beginning, middle and end. Begin storyboard.						
30 minutes							
Plenary							
Time	Summarise lesson, recapping the learning objectives and key vocabulary used throughout.						
5 minutes							
Assessment focus	Students will plan and write a story. Students will illustrate thoughts and ideas in a step-by-step manner through creating a storyboard.						

Grade	5	Subject	DT	Lesson number	22	Week number	8
Unit	Date		Time		Page number		
4	WC: 03/03/19		45 minutes		130-132		
Equipment required:				Learning objectives			
Grade 5 book Pen Paper				4.3 Illustrate thoughts and ideas in a step-by-step manner. (G5.2.1.2.2)			
Keywords				story, beginning, middle, end			
Starter/Introduction activity							
Time	Recap the previous lesson and get students to share what they've done so far with their storyboards.						
10 minutes							
Main							
Time	Now, continue with the storyboard, so that each scene of the movie is considered. Use the example storyboard on Rainbow Fish to help you.						
30 minutes	Once this is done, complete Activity 8 to understand a bit about backgrounds (answers below).						

		 <p>Underwater</p>	  
		 <p>Desert</p>	  
		 <p>Arctic</p>	  
Plenary			
Time 5 minutes	Summarise lesson, recapping the learning objectives and key vocabulary used throughout.		
Assessment focus	Students will illustrate thoughts and ideas in a step-by-step manner through creating a storyboard.		

Grade	5	Subject	DT	Lesson number	23	Week number	8
Unit	4	Date	WC: 03/03/19	Time	45 minutes	Page number	133-135
Equipment required:				Learning objectives			
Grade 5 book Pen Paper Camera				4.4 Demonstrate the skills learned in previous units and apply them to create a movie. 4.5 Add backgrounds, music and voice-overs to the movie.			
Keywords				story, beginning, middle, end			
Starter/Introduction activity							
Time	Recap the previous lesson and allow students time to complete their storyboards.						
10 minutes							
Main							
Time	Now, allow students to begin their stories using Stop Motion Studio.						
30 minutes	Be sure to include music/voice-over and elements for a background.						
Plenary							
Time	Summarise lesson, recapping the learning objectives and key vocabulary used throughout.						
5 minutes							
Assessment focus	Students will demonstrate the skills learned in previous units and apply them to create a movie. They will add backgrounds, music and voice-over to their movies.						

Grade	5	Subject	DT	Lesson number	24	Week number	8
Unit	Date		Time		Page number		
4	WC: 03/03/19		45 minutes		135-136		
Equipment required:				Learning objectives			
Grade 5 book Pen Paper Camera				4.4 Demonstrate the skills learned in previous units and apply them to create a movie. 4.5 Add backgrounds, music and voice-overs to the movie.			
Keywords				story, beginning, middle, end			
Starter/Introduction activity							
Time 10 minutes		Recap the previous lesson and continue working on the movie from the previous lesson.					
Main							
Time 30 minutes		Continue creating your movie using Stop Motion Studio. Be sure to include music/voice-over and elements for a background. Go through End of unit summary.					
Plenary							
Time 5 minutes		Summarise lesson, recapping the learning objectives and key vocabulary used throughout.					
Assessment focus		Students will demonstrate the skills learned in previous units and apply them to create a movie. They will add backgrounds, music and voice-over to their movies.					




Grade	5	Subject	DT	Lesson number	25	Week number	9
Unit	Date		Time		Page number		
5	WC: 17/03/19		45 minutes		140-146		
Equipment required:				Learning objectives			
Grade 5 book Pen Paper				5.1 Plan a movie about the UAE by creating a story board.			
Keywords				Stop Motion Studio, UAE, country, emirate			
Starter/Introduction activity							
Time 10 minutes	Introduce the final unit to students by talking through the unit overview, learning outcomes and keywords. Talk through the project overview and explain to students that they will be creating an informative movie on the UAE for people from different countries who don't know anything about the UAE.						
Main							
Time 30 minutes	Complete the Activity 1 by using the internet to match the name of the country with the picture (answers below).						
	Eiffel Tower France						
	The Great Wall of China China						
	Statue of Liberty America						
	The Leaning Tower of Pisa Italy						
	Taj Mahal India						





Burj Khalifa United Arab Emirates	
The London Eye England	

Complete Activity 2 by watching the video of the 7 emirates of the UAE and filling in the names (answers below).

- Abu Dhabi
- Dubai
- Sharjah
- Ajman
- Umm Al Quwain
- Ras Al Khaimah
- Fujairah

Finish off the lesson by completing Activity 3 by matching the picture of the emirate with its name (answers below).

	Abu Dhabi
	Fujairah
	Ajman

	Sharjah
	Ras Al Khaimah
	Dubai
	Umm Al Quwain

Finally, complete Activity 4 by writing the name of your favourite emirate and reasons for why it is your favourite.

Plenary	
Time 5 minutes	Summarise lesson, recapping the learning objectives and key vocabulary used throughout.
Assessment focus	Students will plan a movie about the UAE by creating a series of storyboards.

Grade	5	Subject	DT	Lesson number	26	Week number	9
Unit	5	Date	WC: 17/03/19	Time	45 minutes	Page number	147-151
Equipment required:				Learning objectives			
Grade 5 book Pen Paper				5.1 Plan a movie about the UAE by creating a story board.			
Keywords				Stop Motion Studio, UAE, country, emirate			
Starter/Introduction activity							
Time	10 minutes	Start off the lesson by completing Activity 5; filling in the blanks of the conversation (answers below).					
Main							
Time	30 minutes	<p>Introduce the project brief and show students the video 'Stop Motion video on England' to give them an idea of what they'll be creating.</p> <p>Explain to students that their movie should include:</p> <ol style="list-style-type: none"> 1) a popular UAE attraction. 2) a popular UAE activity. 3) an Emirati food/drink. 4) your favourite thing about the UAE. <p>Talk through all the points written under 'Your final video must:'.</p> <p>Complete Activity 6. Begin the planning stage by creating a sketch of the introduction page (Activity 7).</p> <p>Activity 6</p> <p>C B C C A</p>					
Plenary							
Time	5 minutes	Summarise lesson, recapping the learning objectives and key vocabulary used throughout.					
Assessment focus	Students will plan a movie about the UAE by creating a series of storyboards.						

Grade	5	Subject	DT	Lesson number	27	Week number	9																																																																																																				
Unit	5	Date	WC: 17/03/19	Time	45 minutes	Page number	152-155																																																																																																				
Equipment required:				Learning objectives																																																																																																							
Grade 5 book Pen Paper				5.1 Plan a movie about the UAE by creating a storyboard.																																																																																																							
Keywords				Stop Motion, UAE																																																																																																							
Starter/Introduction activity																																																																																																											
Time 10 minutes	Recap the previous lesson and then complete Activity 8 (answers below).																																																																																																										
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Time 30 minutes	<p>Now, plan the 'popular attraction' part of the story by creating a storyboard.</p> <p>Complete Activity 9 by filling in the gaps for a popular activity (answers below) and creating a storyboard.</p> <p>The UAE has many fun and exciting activities. The Dubai mall has a huge ice rink for anyone who enjoys skating. You can find the Ski Dubai in Mall of the Emirates. Make sure to wear lots of warm clothes, because it's very cold inside. For people who like something that is exciting and fun, the zip line in Jebel Jais is where they should go. It is the longest zip line in the world! Everyone loves to swim, so go to Wild Wadi or Atlantis water parks.</p>																																																																																																										
Plenary																																																																																																											
Time 5 minutes	Summarise lesson, recapping the learning objectives and key vocabulary used throughout.																																																																																																										
Assessment focus	Students will plan a movie about the UAE by creating a series of storyboards.																																																																																																										

Grade	5	Subject	DT	Lesson number	28	Week number	10
Unit	Date		Time		Page number		
5	WC: 17/03/19		45 minutes				
Equipment required:				Learning objectives			
Grade 5 book Pen Paper							
Keywords							
Starter/Introduction activity							
Time	ASSESSMENT WEEK						
Main							
Time	ASSESSMENT WEEK						
Plenary							
Time	ASSESSMENT WEEK						
Assessment focus	Students will plan a movie about the UAE by creating a series of storyboards.						

Grade	5	Subject	DT	Lesson number	29	Week number	10
Unit	Date		Time		Page number		
5	WC: 17/03/19		45 minutes				
Equipment required:				Learning objectives			
Grade 5 book Pen Paper							
Keywords							
Starter/Introduction activity							
Time	ASSESSMENT WEEK						
Main							
Time	ASSESSMENT WEEK						
Plenary							
Time	ASSESSMENT WEEK						
Assessment focus	Students will plan a movie about the UAE by creating a series of storyboards.						

Grade	5	Subject	DT	Lesson number	30	Week number	10
Unit	Date		Time		Page number		
5	WC: 17/03/19		45 minutes				
Equipment required:				Learning objectives			
Grade 5 book Pen Paper							
Keywords							
Starter/Introduction activity							
Time	ASSESSMENT WEEK						
Main							
Time	ASSESSMENT WEEK						
Plenary							
Time	ASSESSMENT WEEK						
Assessment focus	Students will plan a movie about the UAE by creating a series of storyboards.						

Grade	5	Subject	DT	Lesson number	31	Week number	11
Unit	Date		Time		Page number		
5	WC: 24/03/19		45 minutes		156-159		
Equipment required:				Learning objectives			
Grade 5 book Pen Paper				5.1 Plan a movie about the UAE by creating a storyboard.			
Keywords				Stop Motion, UAE			
Starter/Introduction activity							
Time 10 minutes		Recap the previous lesson and complete Activity 10 by writing about a popular Emirati food/drink. (Make sure students pick a food/drink that originates from the UAE and not just their own favourite food/drink.)					
Main							
Time 30 minutes		Now, create the storyboard for the popular food/drink. Now, write about what your favourite thing about the UAE is and create the storyboard.					
Plenary							
Time 5 minutes		Summarise lesson, recapping the learning objectives and key vocabulary used throughout.					
Assessment focus		Students will plan a movie about the UAE by creating a series of storyboards.					

Grade	5	Subject	DT	Lesson number	32	Week number	11
Unit	Date		Time		Page number		
5	WC: 24/03/19		45 minutes		160-163		
Equipment required:				Learning objectives			
Grade 5 book Pen Paper Camera				5.2 Demonstrate the skills learned in previous units and use them to create the movie in Stop Motion Studio. 5.3 Add music and voice-overs to complete the movie.			
Keywords				Stop Motion, UAE, Emirati			
Starter/Introduction activity							
Time	Recap the previous lesson and allow students time to finish off any storyboard planning before creating their movies on Stop Motion Studio.						
10 minutes							
Main							
Time	Create your movie using Stop Motion Studio. Be sure to include music/voice-over and elements for a background.						
30 minutes							
Plenary							
Time	Summarise lesson, recapping the learning objectives and key vocabulary used throughout.						
5 minutes							
Assessment focus	Students will demonstrate the skills learned in previous units and use them to create a movie in Stop Motion Studio. Students will add music and voice-over to complete the movie.						

Grade	5	Subject	DT	Lesson number	33	Week number	11
Unit	Date		Time		Page number		
5	WC: 24/03/19		45 minutes		163-167		
Equipment required:				Learning objectives			
Grade 5 book Pen Paper Camera				5.2 Demonstrate the skills learned in previous units and use them to create the movie in Stop Motion Studio. 5.3 Add music and voice-overs to complete the movie.			
Keywords				Stop Motion, UAE, Emirati			
Starter/Introduction activity							
Time 10 minutes		Recap the previous lesson and continue working on the movie from the previous lesson.					
Main							
Time 30 minutes		Continue creating your movie using Stop Motion Studio. Be sure to include music/voice-over and elements for a background.					
Plenary							
Time 5 minutes		Summarise lesson, recapping the learning objectives and key vocabulary used throughout.					
Assessment focus		Students will demonstrate the skills learned in previous units and use them to create a movie in Stop Motion Studio. Students will add music and voice-over to complete the movie.					