

Thaumatrope



Module II



Course
Animation



Topic
History and
legacy of
animation



Lesson IV

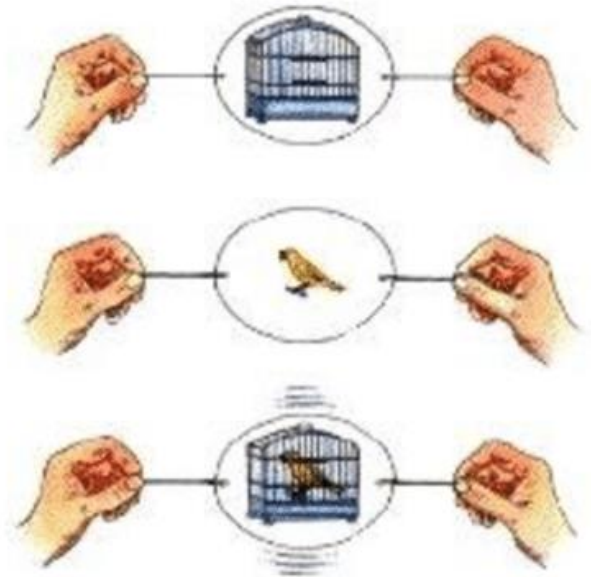
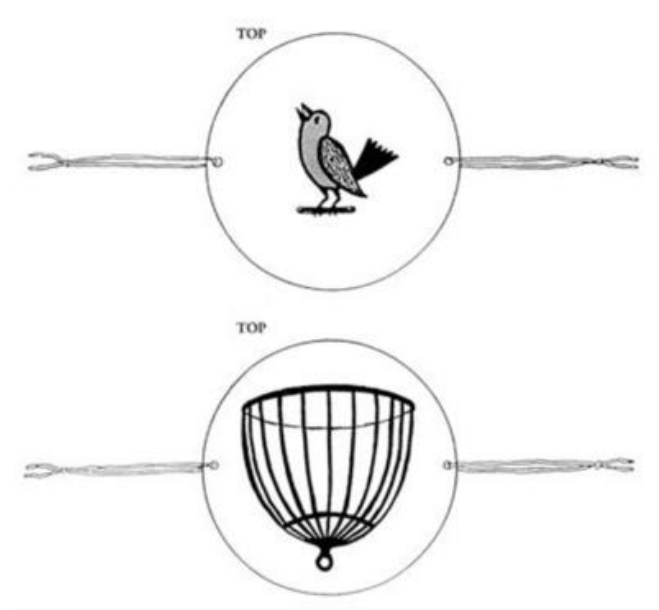
Activity

- **Short Description:** In groups, make a simple thaumatrope to understand retinal persistence.
- **Methodology:** Project-based learning.
- **Duration:** 2h
- **Difficulty (high - medium - low):** medium
- **Individual / Team:** team (max 4)
- **Classroom / House:** Classroom/house
- **What do we need to do this activity?**
 - **Hardware**
 - **Software**
 - **Other resources** Paper, pencils, colors, a small stick and some glue



Description

- **Text description:** Make a simple thaumatrope.
- <https://www.hagaloustedmismo.cl/proyectos/como-hacer-un-taumatropo.html>



Instructions

1. Come up with the idea for an animation in pairs.
2. Draw both faces of the thaumatrope.
3. Glue both sides with the stick.
4. See if the animation works to check retinal resistance.
5. Compare it with the other thaumatropes and discuss the use of the technique.

Expected outcomes

- Identify ideas about simple animations.
- Understand what retinal persistence is about to find the parameters and parallels with the current animation.
- Check how two images can tell a story.



This activity can be used in other (module, course, topic, lesson):

- Module, Course, Topic, Lesson

DIGICOMP (Competences developed): 1.1 Browsing, searching and filtering data, information and digital content

ENTRECOMP (Competences developed): 1.1 Spotting opportunities; 3.4 Working with others

Example (when necessary):

https://www.youtube.com/watch?v=dIUggg_uvyM&ab_channel=ChristineCaswell

