

REFERENCES



Module II



Course
Animation



Topic
Animation
shape and
background



Lesson I

Activity

- **Short Description:** In groups, build a universally known referent to understand what similarities they have with the story you want to tell.
- **Methodology:** Collaborative Learning.
- **Duration:** 1h
- **Difficulty (high - medium - low):** low
- **Individual / Team:** team (max 4)
- **Classroom / House:** Classroom/house
- **What do we need to do this activity?**
 - **Hardware:**
 - **Software:**
 - **Other resources:** pen, paper.



Description

- **Text description:** Find similarities between successful products with students' narratives

Instructions

1. Identify universal narratives with students.
2. Discuss the reasons for the taste of the students' narratives.
3. Find intermediate or distant points where animation can tell a story that is close but valuable in terms of the students' narrative.

Expected outcomes

- The stories can find common points that are remote by the social construction of animation.
- The stories to tell have many things to relate to and by finding common points we can find the correct application of montage and animation in closer contexts.
- Build groups on congruent narratives that can create a correctly performed animation.

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

- **Module, Course, Topic, Lesson**

DIGICOMP (Competences developed): 2.4 Collaborating through digital technologies; 5.1 Solving technical problems.

ENTRECOMP (Competences developed): 3.4 Working with others.

