

# Animation as representation



Module II



Course  
Animation



Topic  
History and  
legacy of  
animation



Lesson I

## Activity

- **Short Description:** The teacher explains how animation is a different representation of reality. How this is part of each of the students and what are the types of stories to tell and types of animation. The teacher asks the students what animation is, what they know about it, what referents they know, briefly physically explains what it is about.
- **Methodology:** Collaborative Learning
- **Duration:** 30 min
- **Difficulty (high - medium - low):** low
- **Individual / Team:** Individual
- **Classroom / House:** Classroom
- **What do we need to do this activity?**
  - **Other resources** paper and pencil, takes notes about the discussion.

## Description



- **Text description:** Animation is not a representation; it is a creation of a reality generated by each of the students. Do you consider animation an important aspect in culture and in your lives in particular? What references do you know?

### Instructions

1. Explanation of animation
2. Explanation of the physical process
3. Questions about referents

### Expected outcomes

- Finding that animation is a complex process that people usually consider a simple process, and knowing if there are animation references other than the usual ones and those for children to make animation consider another means and not a genre.

**DIGICOMP (Competences developed):**

**ENTRECOMP (Competences developed): 1.2 Creativity**

