STORY HACKERS

STEAM Activity

Dreamers

Flip-Book Animation

Flipping quickly through sequential pages gives the illusion of movement, or animation. Art skills are what you'll be using the most, but the story needs to be engineered first! Think about what type of story you want to tell with your drawings—a person jumping as high as they can, a flower growing from a seed or a bear climbing a tree. Be sure your story has a beginning and end point before you get started. Then just fill in the gaps from start to finish.

Materials:

- A sticky note pad or loose sheets of paper cut to the same size
- Pencils, pens or markers

Instructions:

1. Start by drawing object(s) on the first page. For example, draw a ball.
2. On the second page, draw the same object but alter it slightly. Make the ball bigger and move it a little to one side.
3. Continue drawing the same object on each individual page, each time changing its size and placement. Use as many pages as needed to tell your story.
4. Flip through the sticky notepad and watch as the drawing comes to life through animation. Loose sheets of paper will need to be bound together at one end with a binder clip or tape.