

AN ANIMATION TOY

Level: Primary 5th year (Social Science)

Time: 2 sessions

Materials:

- ❑ empty jar
- ❑ piece of white paper
- ❑ pencil
- ❑ scissors
- ❑ coloured pencils or paints
- ❑ string
- ❑ glue

**Loïe
Fuller**



FUN FACTS

- ❑ Fuller was an American dancer who achieved international fame for her Serpentine Dance, a dance with skirts. She was also known for using unusual lighting techniques.
- ❑ She felt so welcome in France that she lived her adult life in France. She regularly danced in Paris and became the face of the Art Nouveau movement.
- ❑ She wrote her autobiography in French and English.



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**Basic description:**

During today's session we will create a thaumatrope, a simple animation toy. We have to tell the pupils in advance to bring the necessary materials, in this case, an empty jar, to make their work of art. We will start by presenting Loïe Fuller. We will ask what they know about the inventor and his inventions. Explain that one of his inventions was the kinetoscope, an early version of film camera. After this short introduction, we will explain the steps to follow.

Lesson Plan:

First session: (15 min) Explain and talk to your children about Loïe Fuller.
(30 min) Steps 1-4 should be completed in the first session.

Second session: (30 min) Steps 5-7 should be completed in the second session.
(15 min) Close the session with a game related to the topic.

Game:

Play a word association game with the class. Ask them all to stand up. Start the game by saying *film camera*. Point to a pupil at the back of the class and ask them to say a word associated with *film camera*. The next pupil says a word related to the word the first pupil said. This continues around the class. If a pupil hesitates, they are out and sit down. The last pupil standing is the winner.

Learning Outcomes:

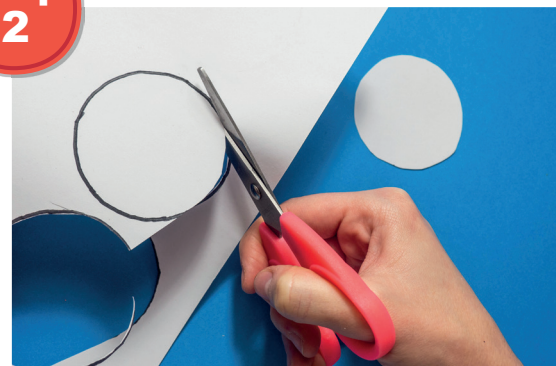
- ✔ Know words related to film.
- ✔ Makes three-dimensional works planning the process and choosing the best way of doing it.

Step 1



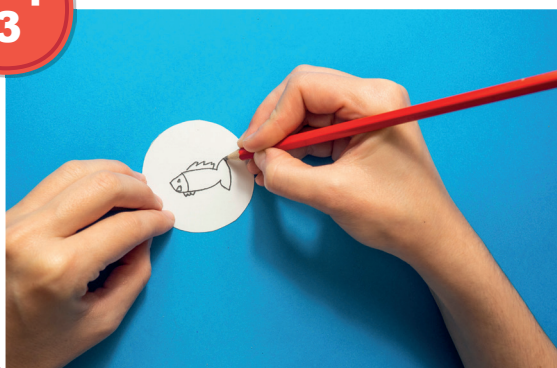
Draw around the bottom of the jar on a piece of paper, twice.

Step 2



Cut out the circles.

Step 3



Draw a fish in one circle.

Step 4



Draw a fish bowl in the other. Make sure it's large enough for the fish. Paint it.

Step 5



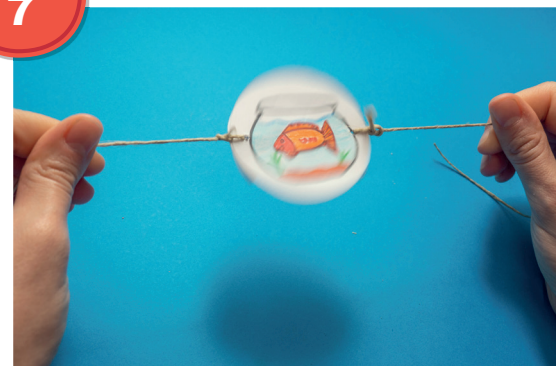
Glue the second circle to the back of the first circle.

Step 6



Make two holes and tie the string in each hole.

Step 7



Move the string. Look at the fish in the bowl. Now make another thaumatrope with different pictures!