



FutureMinds: Cultivating Innovative Leaders in STEAM and Active Citizenship

Project n° 2024-2-BE01-KA210-SCH-000286437

Activity Template **ENVIRONMENT IN STOP-MOTION**

School: Topelius School

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Activity objectives: In line with the STEAM principle, the animation aimed to combine technology, design skills and the arts. The goal was for children to learn to plan and implement an art project and create a moving image together while working together.

General framework: The purpose of this project is to combine modern technology with more traditional handcrafting.

Cross-curricular subjects involved: Arts, technology, music, designing

Material needed to develop the activity: iPads with iStop Motion, paper, modelling paste, Legos, small toys etc.

Timing: The planning, artwork, shooting and editing 2x 3 hrs. It is good to

Groups: 2-4 students/ group.

Procedure to develop the activity:

[AnimationErasmus.pptx](#)

The teacher guided the students to think about the world situation and nature conservation from a future perspective. Many things are changing the world, such as natural disasters and pollution. The groups had a preliminary task to think about the differences in the recycling systems of homes and countries. The students were challenged to consider the importance of recycling and nature conservation in the world of the future.

The students first considered the topic they felt was most meaningful. They wrote a script. Next, they prepared the characters and backgrounds. The students used the STOP motion app. They used it to shoot the images. The images were edited in the iMotion app, where they could add effects and, for example, music.

Competences and skills to be acquired:

This learning situation requires teamwork skills, planning skills and reflective skills. When viewing the finished animations, you can reflect together on what the group's background idea was. The group must think in advance about what message they want to convey with the animation and what it will teach the viewer.

Pictures:

Pitfalls and strengths:

Timing, making sure that the video is long enough.

Development of teamwork skills, cooperation skills, design skills, art education.



THE FUTURE BELONGS TO US

- This animation highlights nature conservation, recycling, and a hopeful future. The story follows a young character who discovers how small everyday actions—like sorting waste and reusing materials—can protect the environment. As they travel through forests, oceans, and cities, the world gradually changes from polluted and dull to clean and vibrant. The animation shows that a sustainable future is possible when people work together and make responsible choices.
 - As the character journeys through forests, oceans, and urban landscapes, they witness the consequences of waste and pollution. Along the way, they meet animals and natural elements that come alive to show how recycling and resource conservation make a real difference. Each scene illustrates a small action—sorting waste, reusing materials, choosing sustainable energy—that collectively leads to positive change.
 - Clean cities powered by renewable energy, thriving ecosystems, and communities working together highlight what is possible when people commit to protecting nature. The visual style emphasizes transformation: dark, dull tones evolve into vibrant colors as the environment recovers.
 - Ultimately, the animation aims to inspire viewers by showing that the future is not predetermined—it is created by the choices we make today. Through a mix of engaging storytelling and meaningful environmental messages, the animation encourages responsibility, creativity, and optimism about building a greener world.
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1. Set Up Your Workspace

1. Place your characters, objects, or materials on a stable surface.
2. Position your camera (built-in, external webcam, or iPad/iPhone camera) so it does not move.
3. Make sure the lighting is even and steady—avoid windows or changing light sources.

2. Open iStopMotion

1. Start the iStopMotion application on your Mac or iPad.
2. Choose “**New Document**” and select your desired resolution and frame rate
 1. Common frame rate for stop motion: **10–12 fps** for beginners, **24 fps** for smooth animation.

3. Prepare the Camera

1. From the camera dropdown, select the camera you will use.
2. Adjust focus, exposure, and white balance so they remain constant.
3. Enable **Onion Skinning** – this allows you to see the previous frame faintly, helping you make small, consistent movements.

iMovie

4. START ANIMATING

- Position your objects for the first frame.
 - Click “**Capture Frame**” (camera icon or space bar).
 - Move your objects slightly—small movements create smooth animation.
 - Capture the next frame.
 - Repeat this process slowly and patiently.
 - **Tip:**
 - If something moves accidentally, delete the unwanted frame immediately.
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5. Review Your Animation

- Press **Play** to watch your sequence.
- Adjust timing if needed:
- Duplicate frames to slow down motion
- Delete frames to speed up motion

6. Add Sound (Optional)

- Open the **Audio** tab.
 - Import sound effects, music, or recorded voice.
 - Adjust timing so sounds match the animation.
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7. Export Your Animation

1. Go to **File** → **Export**.
2. Choose your format:
 1. **Movie (.mov)** for high quality
 2. **MP4** for sharing online
3. Name your file and choose the save location.
4. Click **Export**.

8. Share or Edit Further

- You can import the exported movie into:
- IMovie

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