

AFTERIMAGE

Age: 11- 16 years old

Number of students: 10-25

STEAM subject: Illusion of movement: afterimage

Link to the school curriculum/syllabus: Biology, optics

Key question: How is the human eye linked to the animated image?

Brief description

This workshop aims to make children aware of the principles of moving or animated pictures and cinema in general. They will explore the animation timetable and get to know its most important stations both in theory and practice, using hand-made structures and digital applications. Finally, when pupils study modern times, they will use animation applications that are more familiar and attractive to them in order to correlate to the basic principles and the evolution of moving pictures and ask themselves why they fascinate people.