

Make a Flipbook (For a 7-year-old) — Build the model while turning the pages

This is a fun, simple project where the picture comes to life when you flip the pages. We'll make a bouncing ball flipbook. You will **build the model while turning the pages** to see the animation.

What you need

- About 20 small pieces of paper the same size (post-it notes or cut paper 3 in × 2 in)
- Pencil (or colored pencils/markers)
- Paper clip, small binder clip, or stapler (for holding pages)
- Flat surface to draw on

Quick idea — How it works

Each page is one step (one frame) of movement. If you draw the ball a little lower or higher on each page, flipping the pages quickly makes your brain see motion. This is called animation!

Step-by-step: Make the bouncing ball flipbook

1. **Stack the paper:** Put your pages in a neat stack with all edges lined up. If you use post-it notes, sticky edge should be at the top.
2. **Hold the left edge:** Clip or staple the left edge so the pages stay together like a little book. Leave the right edge free to flip.
3. **Draw the first ball:** On the top page, draw a small circle near the top of the page — this is frame 1.
4. **Make tiny changes:** Flip to the next page and draw the ball a little lower than on the first page. Keep the size and shape close to the first one. Each page moves the ball a little more down until it reaches the bottom.
5. **Bounce back up:** After you reach the lowest point, start drawing the ball a little higher on each new page so it looks like it bounces up again.
6. **Keep drawings simple:** Use the same spot horizontally (left-right), only change up-down. You can mark a faint dot in the corner as a guide if you want all drawings in the same place.
7. **Flip and watch:** Hold the left edge with one hand and use your thumb to quickly flip the pages from top to bottom. Watch your ball bounce!

Hints for success

- Make small moves between frames. Tiny steps make smoother motion.
- If the ball changes size too much, redraw slightly smaller or larger so it looks the same size each time.
- Try different speeds: flip fast to see smooth motion, flip slowly to see each step.
- Use color for fun: color the ball the same on every page.

Make it fancier (optional)

- Add a ground line so it looks like the ball hits the floor.
- Draw a little shadow that gets bigger when the ball is near the ground.

- Try other animations: a walking stick figure, a flower opening, or a car driving across the page.

Safety and cleanup

- Ask for help if you use a stapler.
- Keep pencils and markers away from your face.
- Put supplies away when you finish.

Why this is cool

By building the model page by page and turning the pages, you make a small movie you created yourself. This is the same idea behind cartoons and movies — lots of pictures shown quickly make movement!

Have fun making your flipbook! Try different ideas and show your family your little movie.