Objective

By the end of this lesson, you will be able to understand and apply basic concepts of geometry in the context of animation.

Materials and Prep

- Pencil and paper
- Ruler
- Protractor
- Access to a computer or tablet for animation software (optional)

Prior knowledge: Basic understanding of shapes and angles.

Activities

- Activity 1: Create a Shape Gallery
  Draw different shapes such as squares, rectangles, triangles, and circles. Label their properties like sides, angles, and names. Arrange them in a gallery format.
- Activity 2: Animation Exploration
  Use a computer or tablet animation software (if available) to create an animated scene. Incorporate various shapes and transformations like rotations, translations, and reflections.
- Activity 3: Real-World Geometry Hunt
  Go on a scavenger hunt around your house or neighborhood to find real-world objects that represent different geometric shapes. Take pictures or make sketches of these objects and label their properties.

Talking Points

- Shapes are everywhere around us. Can you name some shapes you see in your daily life?
- Geometry is a branch of mathematics that deals with shapes, sizes, and properties of figures.
- Angles are important in animation. They can determine the direction of movement and create dynamic scenes.
- Transformations like rotations, translations, and reflections can bring shapes to life in animations.
- Shapes have different properties such as sides, angles, and names. These properties help us identify and categorize shapes.
- Geometry is not just abstract math; it has practical applications in fields like animation, architecture, and design.