

WS#4747 Stop Motion Action!  
Creating Clay Animated Movies in the Classroom  
Monday, June 19, 2006- Friday, June 23, 2006

Name \_\_\_\_\_

Building \_\_\_\_\_ District \_\_\_\_\_

Email \_\_\_\_\_

Phone \_\_\_\_\_

Cost:    ESSDACK        \$200.00  
          NonESSDACK    \$400.00  
          Materials fee   \$ 25.00

Please return to your district central  
office for signature and approval.

\_\_\_\_\_  
Principal

\_\_\_\_\_  
Superintendent/Director

Superintendent/Directors: Mail, E-Mail or FAX to  
ESSDACK/INT #622  
1500 E. 11th Ave, Suite 200  
Hutchinson, KS 67501  
E-Mail address: [pamm@essdack.org](mailto:pamm@essdack.org)  
(620) 663-9566 FAX (620) 663-5734  
Homepage: [www.essdack.org](http://www.essdack.org)

\*\*\*\*\*Detach and Return\*\*\*\*\*

## Tonya Witherspoon

Tonya Witherspoon, an Instructional Technology Specialist, is a new member of the ESSDACK staff. She worked previously in the College of Education at WSU teaching both undergraduate and graduate teacher education courses in technology integration and providing the College of Education faculty with instructional technology support and training. Tonya has experience teaching courses such as robotics, clay animation, multimedia, web design, early childhood technology integration, and global and distance education. Her teaching methodology provides hands-on, minds-on, meaningful experience with reflective practice. Tonya received both an M.Ed degree in Curriculum and Instruction and a Graduate Certificate in Educational Technology from Wichita State University. She has been awarded for her work in distance learning with a "Global Learning Excellence in Technology Innovation Award" and an "ISTE SIGTEL Online Learning Award." Tonya speaks internationally and writes for Prentice Hall, ISTE, Syngress Publishing, and McGraw Hill.

For more information, contact  
Tonya Witherspoon ([tonyaw@essdack.org](mailto:tonyaw@essdack.org))

  
**ESSDACK.org**  
Educational Services and Staff Development  
Association of Central Kansas  
1500 E. 11th Ave, Suite 200  
Hutchinson, KS 67501

# STOP MOTION ACTION!



## CREATING CLAY ANIMATED MOVIES IN THE CLASSROOM

Monday, June 19 -  
Friday, June 23, 2006

Presented by:  
Tonya Witherspoon

# STOP MOTION ACTION!

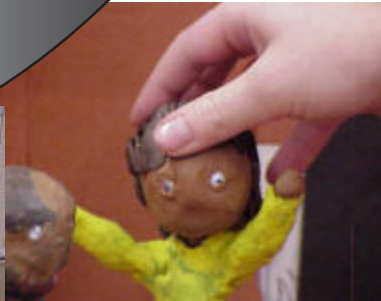
## CREATING CLAY ANIMATED MOVIES IN THE CLASSROOM

Students learn best when they are actively involved in creating their own learning! Creating a clay animation movie allows students to use their artistic and creative talents while using clay and technology to communicate and tell a story or illustrate an idea.

Clay animation appeals to multiple intelligences and a broad variety of learners. Language skills are engaged while brainstorming and writing the script and storyboard.

Mathematical, logical, and spatial skills are used in organizing the project, sequencing the frames, and using digital photography and video editing technology. Creativity is encouraged when students sculpt clay characters, draw and paint sets, and animate their stories. Collaboration skills are practiced when students work together to produce a clay animation project.

For more information and example student movies see:  
<http://education.wichita.edu/claymation>



WS#4747

Location: ESSDACK @ Hutchinson  
1500 E. 11th Ave  
Hutchinson, KS  
(620) 663-9566

Cost: ESSDACK \$200.00  
NonESSDACK \$400.00  
Materials fee \$ 25.00

Time(s): 8:30 AM - 4:00 PM

Target Audience: K-12 classroom teachers

In this weeklong workshop teachers will work in the mornings learning to create clay animation movies. The process will include brainstorming ideas, creating a storyboard, writing a script, sculpting clay puppets, creating scenery, special effects, and shooting and editing stop motion animation. Technology makes the complex animation process simple, fun and easy to do in the classroom. Examples of how to connect clay animation to specific content and meet curriculum objectives will be shared as well as classroom/project management and assessment ideas.

Teachers will work in the afternoons with small groups of 4th grade and older students in a practicum situation where they will repeat the lesson and practice the skills they learned in the morning. This practice session will allow teachers to practice and learn project management and teaching methods in a simulated classroom environment.

All teachers completing this workshop will receive a \*digital camera and software to use in their classroom.

Attendance is REQUIRED at ALL class sessions.

\*The cameras used in this workshop are Logitech QuickCam Pro 4000

