DAVID SHEPHERD WILDLIFE FOUNDATION

Teacher Guidance

Drawing and Animating a Pangolin



Image credit: Gareth Thomas

The Art of Survival: FIGHT • PROTECT • ENGAGE

Learning Objectives

This Pangolin workshop can be altered to meet different age groups and their learning objectives.

Broadly, for all students:

Techniques and skills

- Sketching circles etc.
- Breaking animals and people down into recognisable shapes which help students draw them
- Blending colours
- Using art methods like cross-hatching, pointillism, shading, and continuous line to sketch

Drawing & Painting

- Use a range of media to create artworks
- Develop different techniques
- Create visually impactful pieces

Different techniques

- Develop stop-motion animation skills
- Explore how art and words can interact to tell stories

Ideas and Creativity

- Experiment with novel media and storytelling methods
- Imaginatively consider the function of their artwork

Artistic development

- Develop & share ideas imaginatively
- Experiment with different kinds of art and design

Equipment

1. iPad
2. Aardman Animator app (free, pre-installed onto the iPad)
3. Plain A3 paper
4. Plain A4 paper Plain A4 paper
5. Pencils (HB, B, 2B)
6. Colouring pencils
7. Watercolour paints and brushes (optional)
8. Scissors
9. Split Pins
10. Rubber
11. Sharpener
12. Blu Tac / equivalent

Learning

KS1 Ages 5-7

- Children will do a guided pangolin draw-along, to build on their drawing skills.
- Children will be presented with pre-created stop motion assets, which they can cut out, design/embellish/colour in, and then work in small groups to tell a story.
- There will be a focus on learning how to animate/stop motion animation basics.
- The story will introduce children to how art and words can interact to tell stories.

Draw-along / drawing skills

- Break the pangolin into simple shapes for the children to draw, using familiar language e.g.. “pear”, “circle”, “oval”, “almond”, “triangle”, and “cone’.
- Encourage the children to hold pencils loosely, and keep their lines as light as possible (practising pencil technique).

KS2 Ages 7-11

- Children will do a guided pangolin draw-along, to build their drawing skills.
- Children will be presented with pre-created stop motion assets, which they can cut out, design/embellish/colour in, and then work in small groups to tell a story.
- If some children wish to be pushed, they could use the pangolin they created in the original draw-along to animate with. This will require the children to draw a couple of extra limbs.
- There will be a focus on learning how to animate/stop motion animation basics.
- The story will introduce children to how art and words can interact to tell stories.
- Children will be encouraged to read out/perform the story script and add this to their short film.

KS3 Ages 12-14

- Students will use the pangolin draw-along resources to create characters in their own style. They probably won't work with the worksheets, but will be more reliant on the video.
- They can work together in groups - or individually - to make backgrounds and characters to tell stories.
- They will choose which stories, myths, or legends they want to tell with their animation. They can either do this in groups or individually - either developing group and communication skills, or honing a unique style.
- There will be a focus on learning how to animate/stop motion animation basics .
- The story will introduce children to how art and words can interact to tell stories.
- Students will be encouraged to read out/perform the story script and add this to their short film.
- Students will learn the basics of editing - adding voiceovers and music to their stop motion animations.

GCSE Ages 14-16

- Students will use the pangolin draw-along resources to create characters in their own style. They should have more free- reign over style, and the characters they are making.
- Students should be encouraged to think about the different positions the characters will be in throughout the animation - and make more limb assets as required.
- They can work together in groups - or individually - to make backgrounds and characters to tell stories. They can either tell the stories presented to them, or use their own knowledge and research skills to tell an original story about pangolins.
- There will be a focus on learning how to animate/stop motion animation basics.
- The story will introduce children to how art and words can interact to tell stories.
- Students will be encouraged to read out/perform the story script and add this to their short film.
- Students will learn the basics of editing - adding voiceovers and music to their stop motion animations.

Pangolin resources

The assets are designed for K1] to use, and KS2 to use if they are less comfortable following the draw-along and worksheet.

There is a pre-drawn pangolin for colouring in and cutting out. It should be printed on thin A4 card.

There is a downloadable pre-painted background, which should be printed on thin A3 card. Alternatively children can work in groups to create their own together.

Resources can be downloaded

drive.google.com/drive/folders/1ATTt4E1IWTq9MPDl6L_71UhrIe25vRR?usp=sharing

Video guide

DSWF : How to stop-motion animate a Pangolin

youtube.com/watch?v=eaPp85uEyII





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DAVID SHEPHERD WILDLIFE FOUNDATION 2025

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DAVID SHEPHERD WILDLIFE FOUNDATION

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