The goal of NGSS is not to teach all the facts but rather to provide students with sufficient knowledge under the expectation that they’ll learn how to go out and access new information themselves.*

Stop motion animation is a playful tool for tinkering that you and your students can use to engage with many of the Next Generation Science Standards in the classroom.

This guide will give a few suggestions for connections to the standards and ways of adapting the activity for the classroom.

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*AfterNM Alliance NGSS Resource Guide

**NGSS core idea of Engineering, Technology and the Application of science has three parts that relate to how students interact with the stop motion activity.**

Defining a problem

Developing possible solutions

Optimizing the design

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Engaging Core Ideas (ETS1)

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Stop Motion Animation in the Classroom

move objects, take photos and play back the frames to create a homemade movie

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After initial explorations with animation techniques, students can use stop motion to model NGSS practices and topics. Can you imagine a prompt to make an animation that:

- uses shapes and patterns?
- shows animals in their environments?
- explains systems in the body?
- depicts something microscopic or on the scale of the solar system?
- imagines the past or future?
- looks like imagining a prompt to make an animation that

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Inspirations and overlaps

AFTERSCHOOL ALLIANCE

ENGAGE ELEMENTARY STUDENTS WITH STOP ANIMATION
by Stephanie Hatten
www.iste.org/explore/articleDetail

wonderfulidea.co

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NGSS + animation resources

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**Stop and explore like-like movements.**

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CATS

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DEFINITIONS

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ETS1

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