

Pivot Animator Module Activity Sheet

1. Activity Questions

Place the correct letter next to the number corresponding to the question in the module:

1. ____	2. ____	3. ____	4. ____	5. ____	Value:
6. ____	7. ____	8. ____	9. ____	10. ____	____/10

Complete the on-line activities: (Definitions and Animations)

Show your teacher your completed activity with both a definition and a Pivot animation explaining each of the following simple machines. **Each must have a working URL for the definition you provided. The definitions, Url's, and Animations (in gif format) must be in a PowerPoint presentation saved to your Pivot folder.**

Definitions are valued at 2 points. 1 for a working URL, and 1 for the quality of the definition.

Animations are valued at 7 points:

Each animation will include:

- *a minimum of 25 frames
(excellent ones will have many more than this)*
- *backgrounds (made in paint, not downloaded)*
- *characters*
- *a demonstration of the simple machine.*
- *save with appropriate names (plane, wheel, etc.)*
- *The quality of each will determine the mark*

If animations have more than 30 frames a good contrasting background, and explain the machine then a full 7/7 will result. If between 20 and 30 frames with a good background and explain, then 5/7 will result. If less than 20 frames, discretion of the teacher for marking.

Simple Machine Animations:

Incline Plane:

Animation ____/5

Wheel and Axle:

Definition ____/2

Animation ____/7

Screw:

Definition ____/2

Animation ____/7

Wedge:

Definition ____/2

Animation ____/7

Lever:

Definition ____/2

Animation ____/7

Pulley:

Definition ____/2

Animation ____/7

Class Mark / Journal / 20

Activity / 60

Post Test / 20

Total / 100