



This exciting programme gives students the opportunity to try their hand at a wide variety of animation skills used in the production of games and films. This option offers a great insight into the current, fast-moving animation industry, and is perfectly suited to creative young minds.

Key facts

- Computer Animation: 6 hours per week (Tuesday-Wednesday-Friday)
- English lessons: 20 lessons per week (15 hours)
- Activities & Day trips: 1 full day trip, 2 half day activities/trips, 4 evening activities, plus weekend activities
- Age range: 13-17 years
- Available with: Portsmouth Classic College
- Course duration: minimum 1 week

Course details

- Develop all four English language skills (Reading-Writing-Listening-Speaking) with the support of professional, qualified and friendly EC teachers
- All lessons and activities work together and each week covers a different theme. What is learnt in class is linked with activities outside of the classroom, hence learners get to use and practise their skills every single day!
- Introduction to Computer Animation
- Develop basic artistic graphical aspects of computer animation including programming and scripting
- Introduction to Tools for Animation
- Gain great insight in to the fast-moving Animation industry
- All tutoring is in English and so students will improve their confidence and conversational English during the session
- Suitable for all levels
- End of course certificate

Curious about what a typical Young Learners week looks like when you're enrolled in a Plus Programme? Take a look at the sample timetable below!

	Morning	14:00—16:00	Evening
Sat		Arrival of Full day trip	
Sun	Induction & Placement test	Orientation tour	Welcome party
Mon	Lessons	Half day activity/trip	Social activity
Tue	Lessons	EC Plus Computer Animation	Social activity
Wed	Lessons	EC Plus Computer Animation	Social activity
Thur	Lessons	Half day activity/trip	Social activity
Fri	Lessons	EC Plus Computer Animation	Social activity

Sample Week

	Time	Topic
Week 1		
Tue	14:00-16:00	Intro to Computer Animation
Wed	14:00-16:00	Motion Computer lab session (3D body suits)
Fri	14:00-16:00	Motion capture video making
Week 2		
Tue	14:00-16:00	Applications for Motion Capture
Wed	14:00-16:00	Motion Computer lab session (3D body suits)
Fri	14:00-16:00	Tools for Animation
Week 3		
Tue	14:00-16:00	Programming and scripting
Wed	14:00-16:00	Motion Computer lab session (3D body suits)
Fri	14:00-16:00	Motion capture video making

Sample Plus Programme

This is a sample programme only and changes may occur