

Piximatey – Time Travel

(Stop-motion & time)

With Piximatey Education, you can get started with stop-motion quickly and easily. This beautiful wooden case is packed with equipment, so it only takes a few minutes to set up a scene.



In this lesson, students will make a stop-motion film in which someone travels through time. They discover differences between the past, present, and future and learn how to visualize this using scenery, materials, and animation.

Learning objectives

- Time
- Orientation towards yourself and the world
- Artistic orientation
- 21st-century skills:
 - Creative thinking and acting – Communication
 - Basic ICT skills
 - Computational thinking

Students learn how to build a story with a clear beginning, middle, and end. They discover how to make changes over time visible and translate this into an animation.

Supplies

- Piximatey education animation studio
- Clay
- Cardboard, paper, markers, scissors, glue
- Phone or tablet
- Optional: objects from different eras (e.g. old telephone, modern gadgets, clothing)
- Optional: colored lights or filters

Duration and structure of the lesson

Duration: 2-3 lessons of 45-60 minutes



1. Introduction

Explain to the students that they are going to make a stop-motion film in which someone travels through time.

Discuss together:

- What is the difference between the past, the present, and the future?
- What things change over time?
- What would you do if you could time travel?

Show objects, clothing, or buildings from different periods.

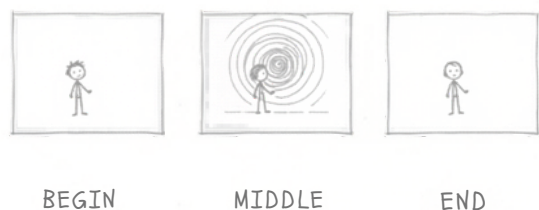
2. Time Travel – The Story

Divide the students into groups. Have each group come up with a story in which a character travels through time, for example:

- From the present to the Middle Ages
- From the present to the future or multiple time jumps

Have the students think about:

- Who is the main character and where does the story begin?
- What happens during time travel?
- What changes in the new era?



Develop the story in a storyboard with a clear beginning, middle, and end.

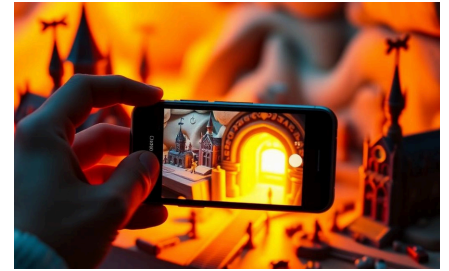
3. Decor and preparation

The students build various sets that match the time periods in their story.

- Use cardboard, paper, and clay to make buildings, landscapes, and characters.
- Think about differences between the eras: clothing, technology, transport, colors, light.

Have the students:

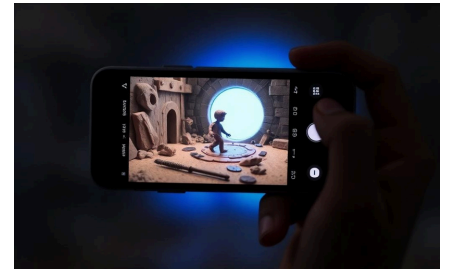
- Create a test setup and test if everything is clearly visible on screen.
- Thinking about the transition from one time to another (e.g. a time portal, flash of light, clock)



4. The movie

The students are going to make their stop-motion film.

- The camera remains stationary on the tripod.
- Move objects a small amount each time and recreate every movement a photo.
- Have the students film their scenes one by one according to their storyboard.



Encourage them to:

- to add character movements
- To make a clear transition between the times
- Add sound effects or music
- To play with light and color to enhance the atmosphere



5. Conclusion

Watch the videos together in class.

Discuss:

- What times do you see?
- Which changes stand out?
- What did you think turned out well?

Let students reflect:

- What went well?
- What would you do differently next time?
- What have you learned about time and filmmaking?

Examples of times and atmospheres

Past



Quiet, old buildings, little technology

Today



Bright, modern buildings, technology available

Future



Neon, futuristic shapes, robots and gadgets

Extra options

- Create multiple time jumps in one story
- Combine with a history lesson
- Let students incorporate themselves into the future
- Use different lighting effects to distinguish times

Theory – Making time visible in film

In films, time is often made visible through changes in:

- Clothing and buildings
- Technology
- Colors and light

By handling this consciously, you as a creator can make clear in which time period your story takes place.