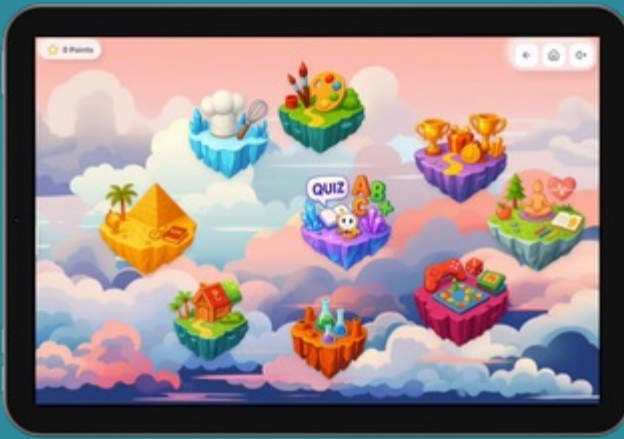


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Digital Sequences Guide Attention - Year 5

Table of Contents	
Presentation: Digital Sequences Guide Attention	
Teacher Guide: Five-Lesson Sequence	
Display: Screen Order Changes Meaning	
Garden Story: Six Screens	
Garden Route Comparisons	
Reading Nook Transfer Story	
Sequence Discussion Cards	
Worksheet 1: Guided Comparison	
Worksheet 2: Change the Route	
Worksheet 3: Transfer a Digital Story	
Game: Screen-Route Workshop Rules	
Game: Screen-Route Challenges	
Game: Build a Screen Route	
Worksheet 4: Reading Nook Rehearsal	
Worksheet 5: Change the Reveal	
Quiz: Digital Sequences Guide Attention	
Assessment: Guide the Audience	
Rubric: Learning Evidence	



Screen order changes meaning

WIDE FIRST



DETAIL FIRST



ONE FRAME



The first screen guides attention.
Later screens change what it means.

A Garden Recovers



What changes when the audience sees screen 2 before screen 1?

A Garden Recovers

Route A: 1, 2, 3, 4, 5, 6

1



2



3



4



5



6



Route B: 2, 1, 3, 4, 5, 6

2



1



3



4



5



6



Route C: 6, 1, 2, 3, 4, 5

6



1



2



3



4



5



What is seen first?

What is explained later?

A Reading Nook Changes

1



2



3



What would change if screen 4 came first?

Which detail supports your inference?



What do you see first?

Use two screen numbers in your explanation.



What do you infer?

Use two screen numbers in your explanation.



Which later screen changes your view?

Use two screen numbers in your explanation.



What would a different first screen do?

Use two screen numbers in your explanation.

Name: _____

Wide, Detail and Reveal — Guided Practice

1



2



3



4



5



6



Wide shows the setting; detail shows a part.

1

Which screen gives the whole storm setting: 1 or 2? Why?

2

Which screen shows the small plant close up: 1 or 2?

3

If screen 2 comes first, what might the audience wonder?

4

If screen 6 comes first, what is explained later?

Name: **ANSWERS**

Wide, Detail and Reveal — Guided Practice

1



2



3



4



5



6



Wide shows the setting; detail shows a part.

1

Which screen gives the whole storm setting: 1 or 2? Why?

Screen 1: the wide storm garden shows the setting.

2

Which screen shows the small plant close up: 1 or 2?

Screen 2: the seedling is shown close up.

3

If screen 2 comes first, what might the audience wonder?

What damaged the small plant?

4

If screen 6 comes first, what is explained later?

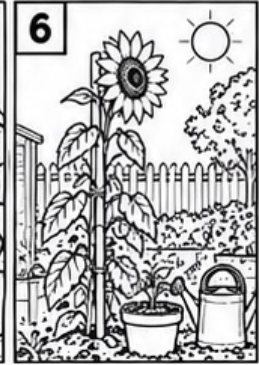
The repair work that led to the healthy garden.

Name: _____

Date: _____

Change the Screen Route

Look at the six screens from the story. Then answer the questions below.



1 Choose a first screen for concern. Why?

2 Choose a first screen for hope. Why?

3 Which screen reveals the required plant?

4 How does 6 before 1 change attention?

5 How does 6 before 1 change expectation?

6 Cite two screen details that show recovery.

Change the Screen Route

Look at the six screens from the story. Then answer the questions below.



1 Choose a first screen for concern. Why?

1: storm damage first creates concern.

2 Choose a first screen for hope. Why?

6: the restored garden suggests hope.

3 Which screen reveals the repaired plant?

6 shows the recovered plant.

4 How does 2 before 1 change attention?

2 first draws attention to the vulnerable seedling before the storm context.

5 How does 6 before 1 change expectation?

6 first creates a how-did-it-recover question.

6 Cite two screen details that show recovery.

The bent sunflower in 1 is upright in 6; the red pot is restored.

Name: _____

A Different Digital Story

1



2



3



4



1 Place screen 4 first. What question might an audience ask?

2 Choose an order that explains the change clearly. List the screen numbers and explain why.

3 Choose an order that creates a surprise. Which two image details support your choice?

A Different Digital Story

1



2



3



4



1 Place screen 4 first. What question might an audience ask?

How did the cosy reading nook appear?

2 Choose an order that explains the change clearly. List the screen numbers and explain why.

1, 2, 3, 4: the empty corner, plan, books and cushions show each change.

3 Choose an order that creates a surprise. Which two image details support your choice?

4, 1, 2, 3: the finished nook first surprises us; the empty shelf later shows how much changed.



Screen-Route Workshop



How does the order of screens change what the audience sees and feels?



1 SET UP:

Use the six garden screen cards and a route mat. Work with a partner.



2 YOUR TURN:

- 1 Read one challenge.
- 2 Choose three or more screens.
- 3 Put them in order.
- 4 Explain what the audience sees first and what later screens reveal.

Think about what the audience knows, feels and understands at each point.

3 WORKED TURN

Goal: confusion then relief.

Route: 2 → 1 → 4 → 6.

Reason: the close seedling worries us; the wider storm view supplies context; the repair and sunny garden bring relief.



Close worries us



Wider view gives context



Repair shows hope



Sunny garden brings relief

4 PEER CHECK:

Does the reason name two visible details and explain the order? Ask for a stronger reason if needed.

Use evidence from what we can see on the screens.

5 FINISH:

Swap roles after six challenges; each learner explains at least three routes.

Different orders can tell different stories!

Screen-Route Challenge Cards

1

Build concern before showing the whole garden.



2

Show hope first, then explain why it was needed.



3

Delay the storm context until after the small plant.



4

Reveal the result before the repair.



5

Explain the repair clearly from damage to recovery.



6

Make two sensible readings from the same three screens.



Name two screen details when you explain.



Build a Screen Route



First

Next

Next

Next

Next

Reveal



Audience sees first



Audience infers:



Later screen changes meaning because:

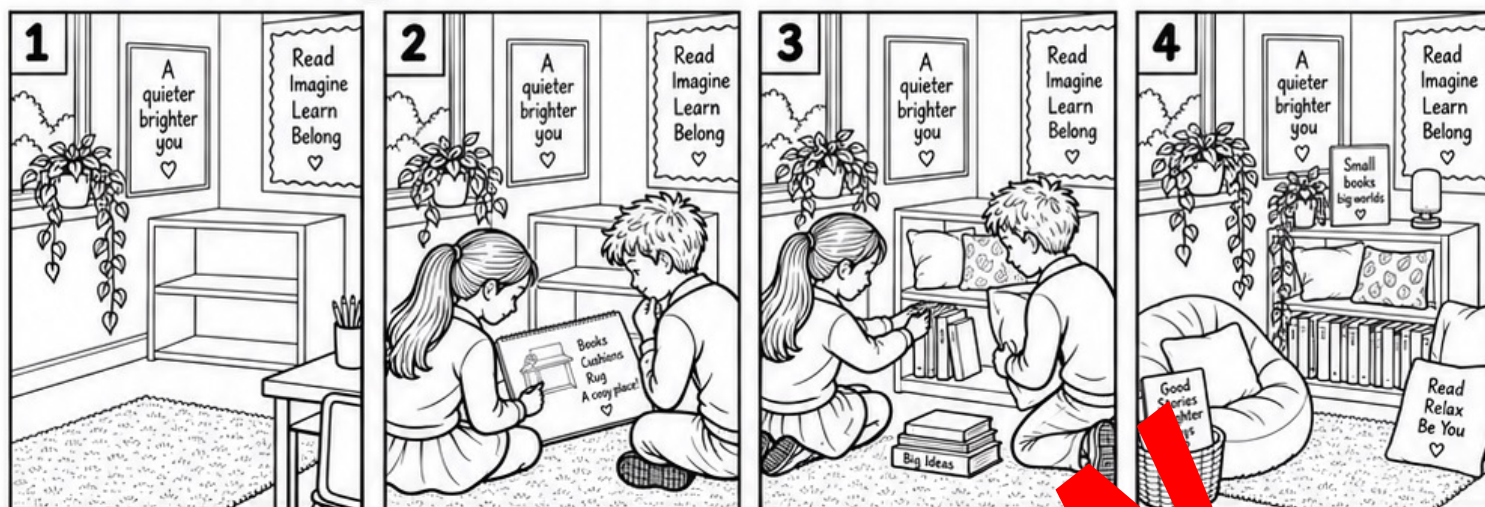


Teacher check

Accept a route when it is coherent and the explanation uses at least two visible screen details. Ask what changes if the first screen moves.

Name: _____

Reading Nook: Rehearse the Route



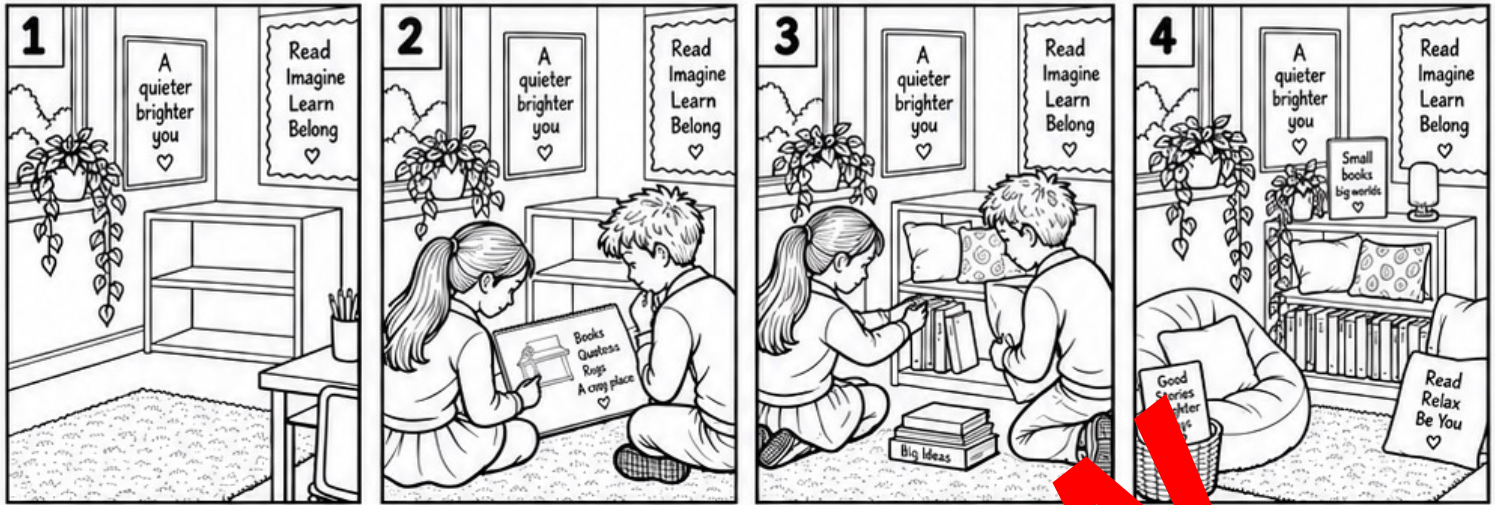
- 1 Annotate what the audience sees first in route 1, 2–3.

- 2 What might the audience infer in screen 4 opens the slideshow? Cite a later screen.

- 3 Repair this wrong claim: “A close frame alone proves the story is surprising.” What two-screen evidence is needed?

Name: **ANSWERS**

Reading Nook: Rehearse the Route



- ① Annotate what the audience sees first in route 1, 2–3.

Screen 1 shows an empty shelf and bare corner. We expect a change.

- ② What might the audience infer when screen 4 opens the slideshow? Cite a later screen.

Screen 4 first makes us ask how the nook appeared; screen 1 later shows it was empty.

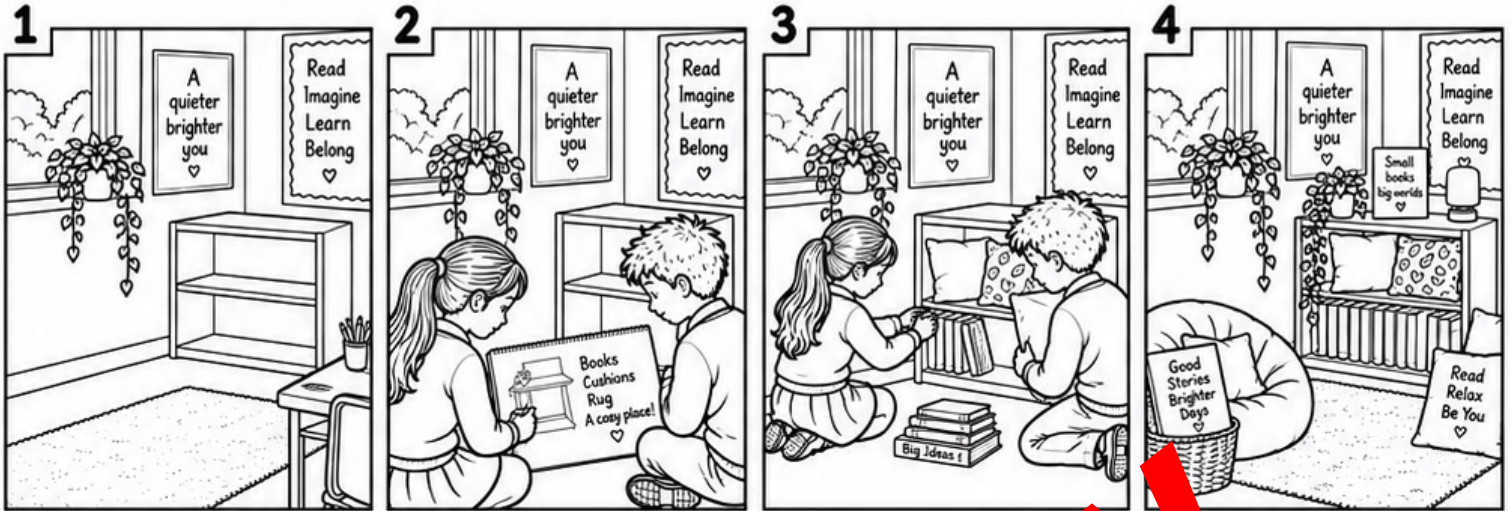
- ③ Repair this wrong claim: “A close frame alone proves the story is surprising.” What two-screen evidence is needed?

A close frame alone proves nothing. Compare the empty shelf in 1 with the finished nook in 4.

Name: _____

Date: _____

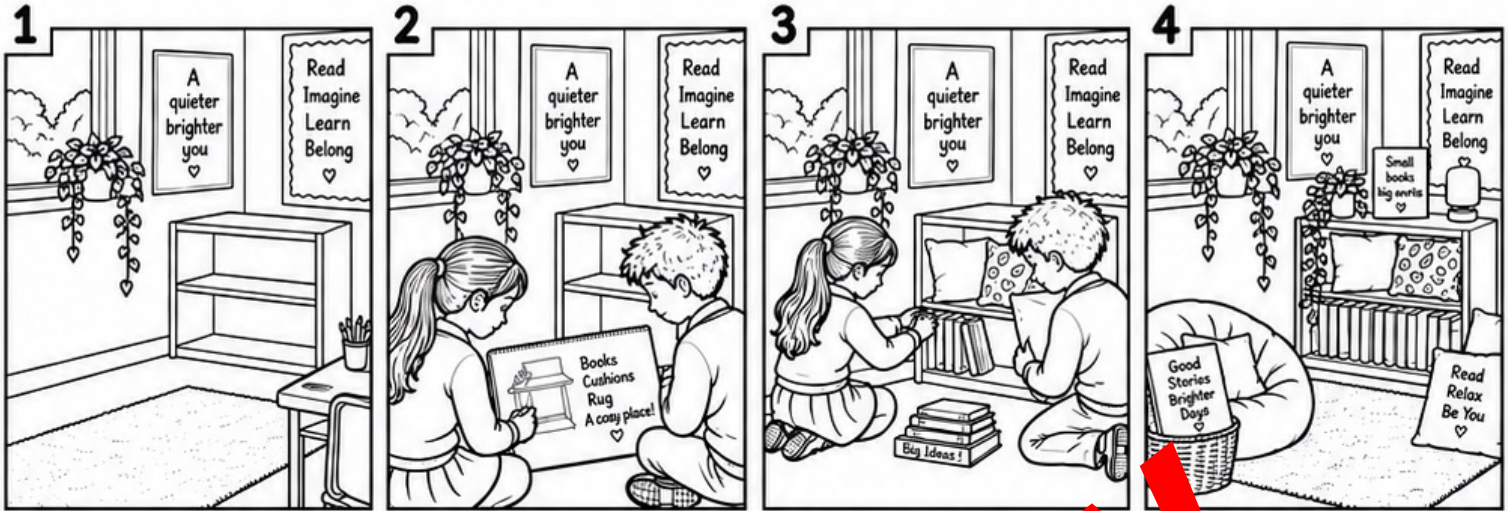
Reading Nook: Change the Reveal



- 1 Write a four-screen route that delays the finished nook. Mark the reveal and explain what the audience thinks about it.

- 2 Write an alternative route that shows the finished nook first. Compare its effect using two exact image details.

Reading Nook: Change the Reveal



- 1** Write a four-screen route that delays the finished nook.
Mark the reveal and explain what the audience thinks about it.

Route 1-2-3-4. Screen 4 is the reveal. The plan and added books lead us to expect a finished nook.

- 2** Write an alternative route that shows the finished nook first.
Compare its effect using two exact image details.

Route 4-1-2-3. The cosy nook first makes us ask how it happened; the empty shelf in 1 and books in 3 explain the change.

Name: _____

Date: _____

Assessment: Guide the Audience

A digital sequence can guide attention. The order of images changes what the audience notices, thinks and feels.

1



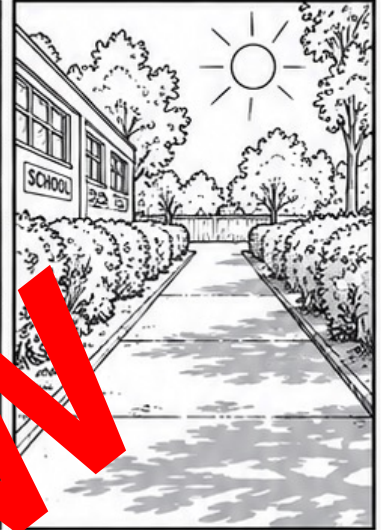
2



3



4



A. Annotate what the audience sees and infers across at least two screens in order 1 – 2 – 3 – 4.

B. Write a different four-screen order. Explain how it changes the audience's first question or feeling. Use two exact image details.

C. Mark the screen that acts as your reveal.

☐

1

☐

2

☐

3

☐

4

Assessment: Guide the Audience

A digital sequence can guide attention. The order of images changes what the audience notices, thinks and feels.

1



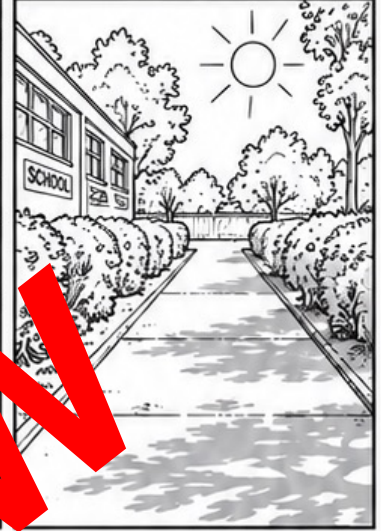
2



3



4



A. Annotate what the audience sees and infers across at least two screens in order 1 – 2 – 3 – 4.

Screen 1 shows branches blocking the path. Screen 2 shows footprints stopping. The audience infers the storm made the route unsafe.

B. Write a different four-screen order. Explain how it changes the audience's first question or feeling. Use two exact image details.

Route 4–1–2–3 starts with a safe path and raises "How was it cleared?" Branches in 1 and pupils moving them in 3 explain the change.

C. Mark the screen that acts as your reveal.

Accept a marked reveal that fits the chosen route, with a reason.

☐

1

☐

2

☐

3

☐

4

Learning Evidence Rubric

Year 5 – Digital Sequences Guide Attention

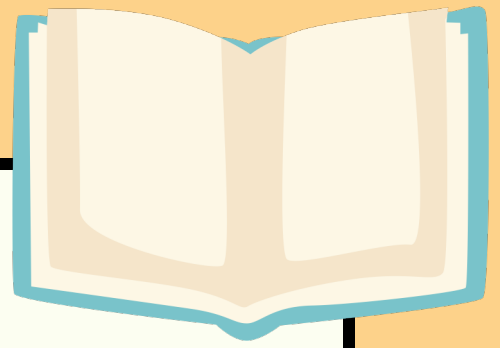
	Needs teaching	Developing with support	Target met independently
Concept/accuracy	Single image label or inaccurate order claim	Explains familiar order with a prompt	Explains meaning across a fresh sequence
Application/procedure	Cannot yet create a purposeful route	Orders screens with a model	Orders and annotates an alternative order
Reason/evidence	Guess or preference only	Same order with prompt	Uses two exact image details to justify effect
Transfer/communication	Reasons unclear or not transferred	Clear with support on familiar case	Coherent fresh-case explanation

Observed evidence:

Targeted next step:

Digital Sequences Guide Attention





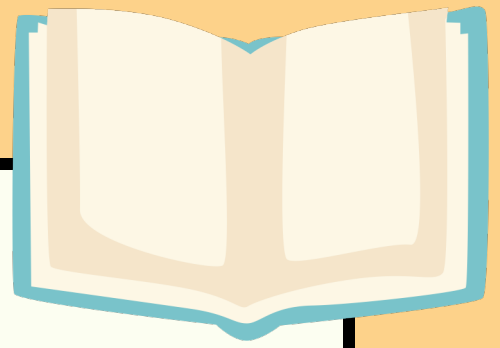
Our Learning Goal

Explain how screen order guides what a reader notices and infers.

Success: name two screens, cite visible details, and explain the effect of their order.

Before we begin: what do you see first? What changes when a wide view comes first?





Words for Screen Stories

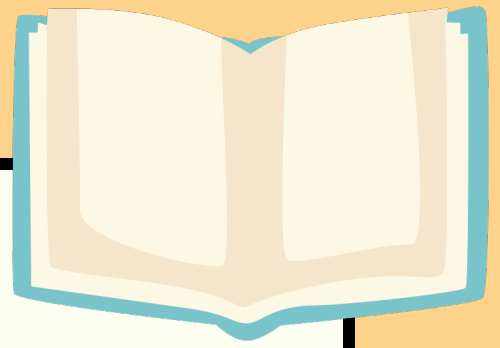
Frame or panel: one picture in a sequence.

Wide view gives setting; close detail draws attention to a part.

Reveal: a later screen changes what we understand.

Inference: a conclusion supported by what we can see.





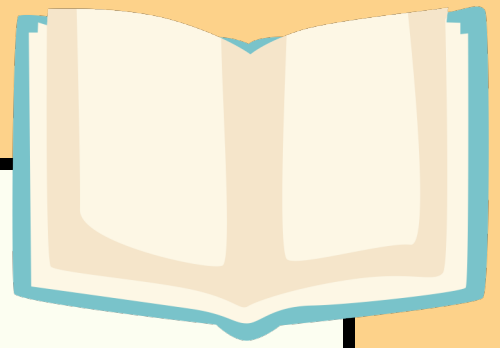
A Garden Recovers

Six screens show damage, discovery, repair and recovery.

Read the order: 1 → 2 → 3 → 4 → 5 →

What does the first screen prepare us for?
notice?





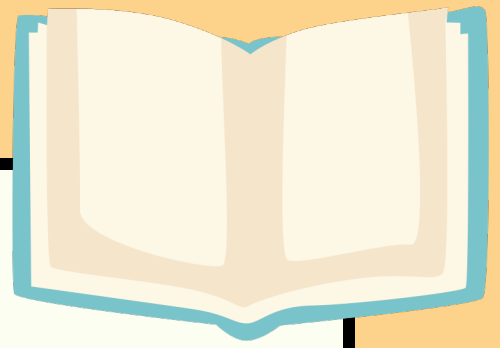
Wide View First

Screen 1 shows the whole storm-damaged garden.

Screen 2 then directs attention to the small seedling.

The audience knows the context before inspecting the seedling.





Detail First

Try order 2 → 1 → 3 → 4 → 5 → 6.

The vulnerable seedling comes before the wider storm context.

What question might the audience ask before screen 1 appears?

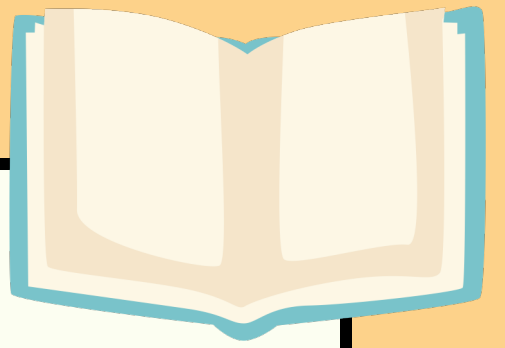


Pause and Decide

Show screen 6 before the repair work

What does the audience know?

What do they still need to discover?





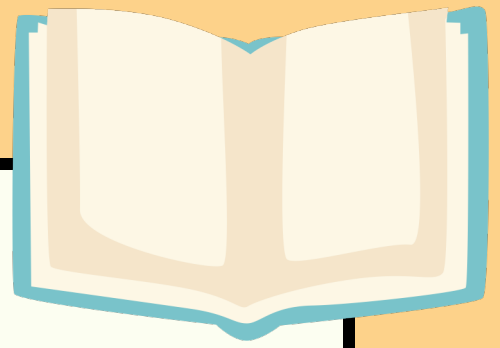
A Reasoned Answer

The sunny recovered garden first created a puzzle: how did it recover?

Later damage and repair screens explain the result.

The same images changed their effect when the reveal moves.



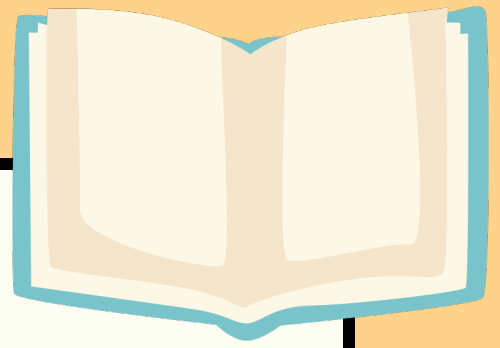


Wide and Close Frames

Wide screen 1 supplies the storm setting.
Close screen 2 makes the small plant feel
important.

Neither frame alone contains the sequence.
compare their positions.





One Workshop Turn

Goal: concern, then relief.

Route: 2 → 1 → 4 → 6.

Reason: the close seedling raises concern;
the wide storm view explains why; rep
and sunshine bring relief.





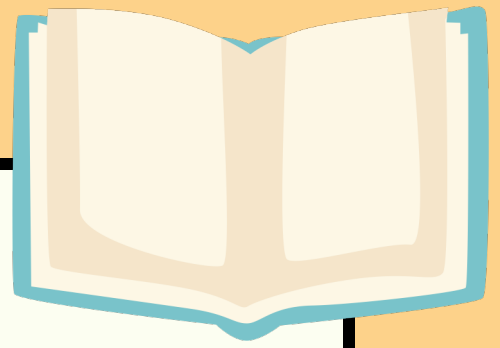
Your Turn

Choose three or more garden screens from a helpful review.

Tell a partner what the audience sees first.

Name a later screen that changes the first impression.





Check the Misconception

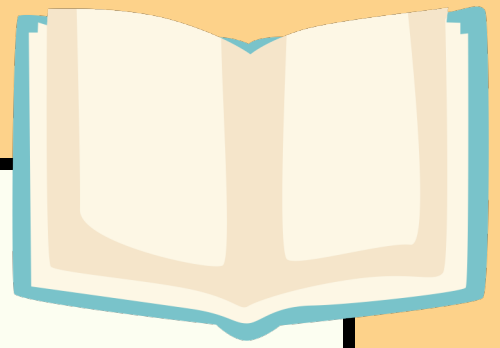
Claim: "A close camera view proves the story is deeper."

Correction: a single frame label is not enough.

Compare at least two screen positions and visible details to explain meaning.



A Fresh Digital Story

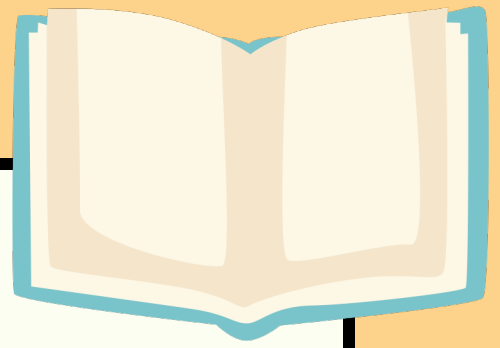


A reading nook changes across four screens.

What happens if the finished nook appears first?

Use the empty shelf to hold books or cushions and a table.





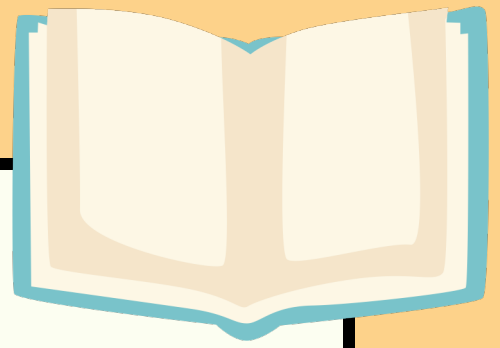
Three Routes to the Goal

Support: order fewer panels and give a central reason.

Core: explain a six-screen reorder with visual evidence.

Extension: defend two interpretations or design a new purposeful route.





Independent Assessment

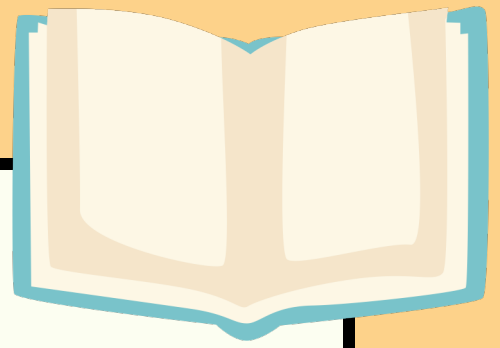
Annotate a fresh four-screen path sequence.

Choose a different order and mark a reveal.

Explain the changed effect with at least two exact image details.



Reflect on Your Evidence

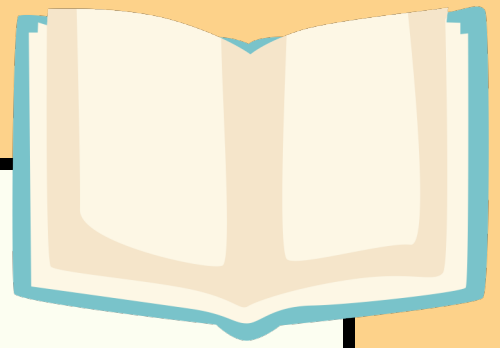


What does the audience see first?

When does wider context appear?

Which later image details change your interpretation?





What We Learned

Screen order directs first attention

Delaying context creates questions

A later reveal can change what earlier screens mean.



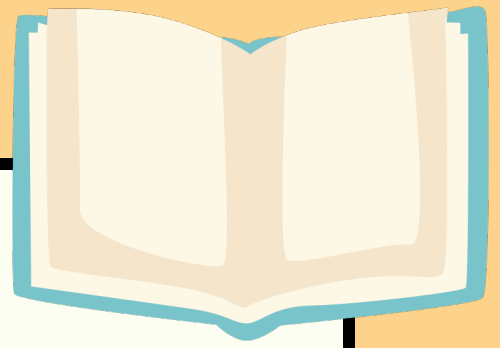


Well Done!
Explain how screen order guides
meaning.



Digital Sequences Guide Attention – Quiz

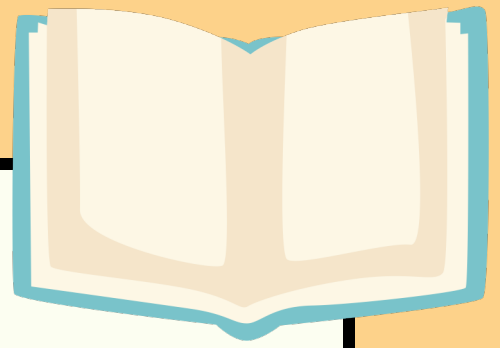




Question 1

Which screen gives the whole storm setting: 1 or 2?

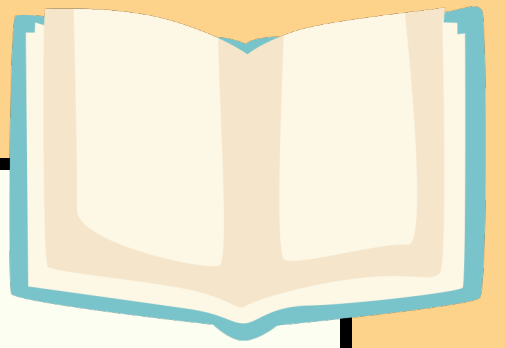




Answer 1

Screen 1. Its wide view shows the damage to the garden, puddles and bent sunflower.





Question 2

How does detail-first differ from wide-first?





Answer 2

Detail first raises concern about the storm plan before the storm setting is clear. Wide first supplies that context immediately.

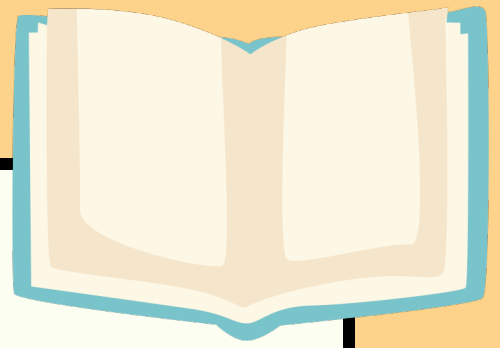




Question 2

In the reading-nook story, which screen could open a how-did-it-happen puzzle?

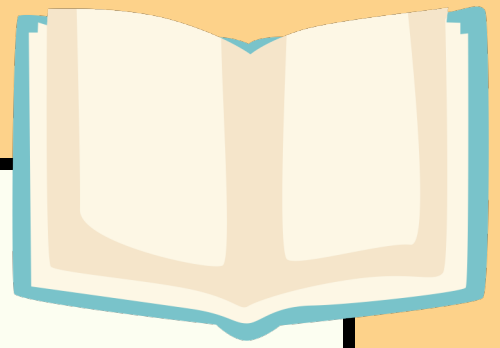




Answer 3

Screen 4. The finished nook first makes us wonder how the empty corner changed

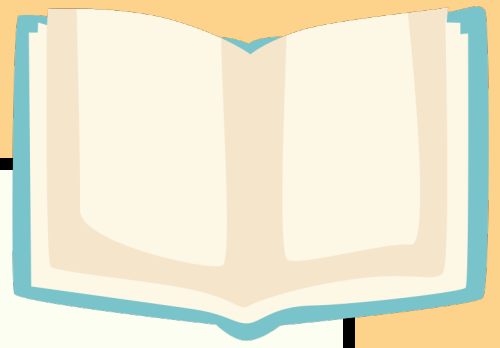




Question 11

Where does the staking screen belong in a clear repair route?

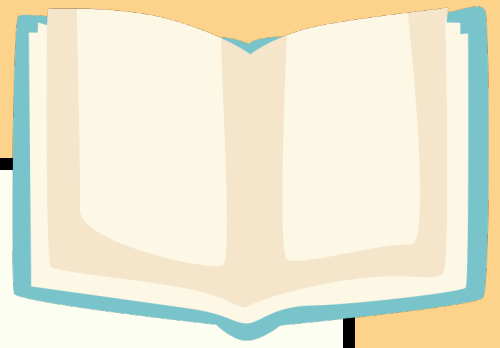




Answer 4

After damage and replanting, before the recovered children. It shows the action leading to recovery.





Question 5

What changes when the recovered order appears before the storm?





Answer 5

The result becomes a puzzle. Later damage
and repair screens explain how it
happened.





Question 6

Correct this claim: "A low angle alone makes the sequence hopeful."





Answer 6

One camera label is insufficient. Compare at least two screen positions and details, such as damage followed by recovery.



Question 7

Build a three-screen route for concern
then relief.





Answer 7

For example, $2 \rightarrow 4 \rightarrow 6$: vulnerable seedling, no planting, then healthy garden. Explain the visible change.



Question 8

How do routes $1 \rightarrow 2 \rightarrow 6$ and $6 \rightarrow 1 \rightarrow 2$ differ?





Answer 8

The first moves from cause to recovery. The second shows the result first and delays the explanation.



Question a

Reading nook: place the finished screen
first. What question arises?

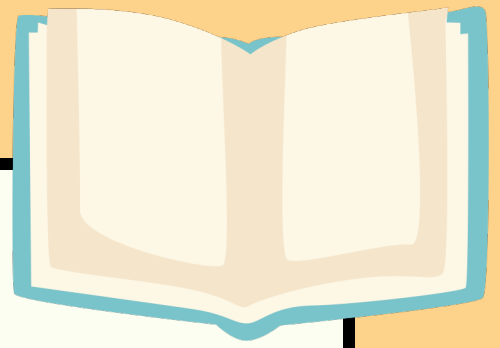




Answer d

How did the cosy nook appear? The large empty shelf and book-placement screens give evidence.

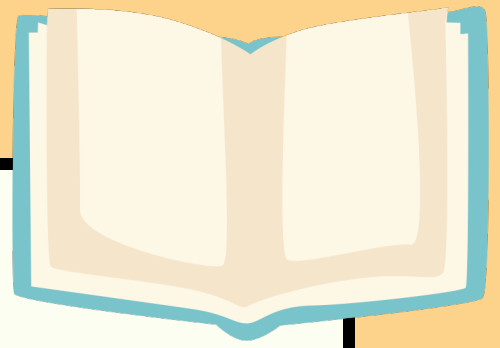




Question 10

What two details support your reading-nook answer?





Answer 10

The shelf is empty in screen 1; books and cushions fill it in screen 4. Link both details to the route.





Question II

Does swapping any two screens always change meaning?





Answer II

No. Some swaps preserve the main inference. Explain whether moving a reveal or context screen changes what is understood.





Question 12

A display begins empty, then pupils have a part, when it is full. Choose a purposeful opening.





Answer 12

A valid opening and later reveal are supported by two possible details and a reason for the effect; alternatives can be correct.





Well Done!
**Use screen or other and visible
evidence to explain meaning.**

