

Muinín Catalyst STEAM Education for Sustainable Development and Futures Literacy

SDG14 The Future Of The Ocean



SDG14 Media Communication

Programme Phase: Phase 3 - Implementation

Micro-Module 7: Media Communication 1 - Video

Subject Areas: Climate Action and Sustainable Development, Design, English, Enterprise, Geography, Science



SDG14 Media Communications



SDG14 Future of Ocean Health: Media Communication 1 - Video

Micro-Module 7: Implementation

Subject Areas: Climate Action and Sustainable Development, Design, English, Enterprise, Science

4 QUALITY EDUCATION



13 CLIMATE ACTION



16 PEACE, JUSTICE AND STRONG INSTITUTIONS



17 PARTNERSHIPS FOR THE GOALS



Micro-module Summary: Media Communication

Media communication is a supporting micro-module that links into the project-based learning modules that use local places to enable learners to gain knowledge and skills around contemporary issues of sustainable development.

The main modules have a year-end goal which encourages linked learning, project management and Implementation of a project linked to the SDGs and real-world scenarios

This micro-module offers media micro-projects; video, poster, presentation and audio, that can augment project-related assignment pieces or extended as stand-alone projects.

In this Module, the learner will:

- develop skills of organising, planning, and producing media outputs
- develop awareness of the basics of media production
- practice problem solving and critical thinking skills as individuals and part of a group
- build transferable skills and capacity that will support learners to share any media they produce, whether in their personal or professional futures
- be introduced to tools and methods for media production

Materials

- Lesson plans
- Accompanying resources
- Optional assessments
- Skill support resources
- Internet Access required

SDG14 Media Communication



SDG14 Media Communication 1 – Introduction to Pre and Post Production Video.

This micro-module introduces learners to video / film-making and has been devised to give learners basic skills within video / film-making development, creation, and production. Ideally, the micro-module is delivered as a micro-project - 8hrs taught time with additional self-directed learning required to shoot their footage for their film, between lesson 7 and 8. If educators want to introduce a 'light-touch', less complex film or video component to their projects, we have other lessons and worksheets that can support this approach, also. Please let us know and we can advise the most appropriate pathway

SDG14 Media Communication 1 – Introduction to Pre and Post Production Video

Lesson 1 The Rapid Film Project

In this lesson, learners will playfully begin to explore key aspects of film making and pre production. Using a rapid remix technique, learners will quickly create a story outline for a film

Resources: Teachers Materials: Rapid Remix cards

Lesson 2 From Idea to Story

In this lesson, learners will begin to consider the aspects of film making and pre production. They will gain an awareness of basic video production planning and learning core elements of idea / story development. An additional lesson enables learners to continue to learn the core elements of idea / story development and begin to storyboard their ideas in preparation for making their videos.

Resources: Worksheets:Video Analysis, Worksheet: Idea Development Worksheet, Storyboarding

Lesson 3 Developing a Project Plan

In this lesson, learners will be introduced to the five stages of film production and begin to explore ideas for their film / video project, which will help them prepare for making their videos.

Resources: Worksheets:Project Planning 1, Creating Vision / Mood Board

Lesson 4 From Idea to Story 2

In this lesson, learners will continue to learn the core elements of idea / story development and begin to storyboard their ideas in preparation for making their videos.

Resources: Worksheet: Storyboarding 1, Resource Sheet: Storyboarding

Lesson 5 Camera Shot List Scavenger Hunt

In this lesson, learners will undertake a camera shot list scavenger hunt to begin to understand different shots so they can develop their storyboards.

Resources: Worksheet: Camera Shot list Support Sheet: Camera Shot list

SDG14 Media Communication



Lesson 6 Pre Shoot Planning

In this lesson, learners will develop their storyboards and start to plan with a pre-shoot list. Learners will add more details to their story boards, such as camera angles and shots, thoughts on lighting, time of film and think about filming locations, any permissions required, any costumes or props required as well assign team roles.

Resources: Worksheets: Shot List, Basic Camera Shots, Pre Shoot Planning

Lesson 7 Lights Camera Action

Most learners will be using their phone and in-camera audio and digital platforms, e.g. reels for editing. This lesson is for those using a camera or interested in learning more about the process and getting some technical tips for their shoot.

Resources: Support Sheet: Basic AV Camera Kit, Worksheet: Lighting and Audio

Between Lesson 7 and 8 learners will be shooting their footage as they will have completed all the steps to enable their shoot to go well.

Lesson 8 Editing

Learners are introduced to digital editing and begin to transfer their footage. They will learn the basics of all they need to know for creating a basic sequence with audio, transitions and titles

Resources: Support Sheet: Basic AV Camera Kit, Worksheet: Lighting and Audio

External Expertise

- Dr. Anita McKeown, FRSA, FIPM, MEI - is an award-winning film-maker, artist|scholar and STEAM educator, co-designing values-based leadership through education and community processes. She works at the intersection of art, equitable placemaking and technology: open-source culture and Technology (ethical and ecological implications) and STEAM education, across a range of interdisciplinary projects, processes and partnerships

Using the Resources:

If you wish to use these resources, we can offer an induction and online support throughout the module to help you plan integration into your projects and timetable. To register for this option, please contact hello@futurefocus21c.com For more information on the resources please visit www.muinincatalyst.com

Setting up an online learning environment for the lessons on this module:

Our lessons integrate the use of virtual learning environments. To ensure seamless use of our lessons, a module should be set up on your school's virtual learning environment such as Teams,

SDG14 Media Communication



Google Classroom, etc. Learners are encouraged to upload documents to share with their peers. If your virtual learning environment does not support document sharing, we recommend OneDrive or Google Drive.

You can also use Google Sites or Microsoft Sway to encourage learners to present their work over the year - this can easily be set up to reflect the aims of TY and provide a showcase for their work as well as assessment tool.

Setting up a Canva Education account.

As our lessons integrate design, our lessons also refer to Canva. Educators and schools are able to open a free Canva for Education account by registering here: www.canva.com/education. Canva for Education provides primary and secondary school teachers and students with premium features and templates. You can then also set up lessons and invite your learners to the class.

SDG14 MM7 Media Communications - Video References

Webpages

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- Boords (no date) 40+ FREE storyboard templates (PDF, PSD, Word & PPT). Available at: <https://boords.com/storyboard-template#pdf-storyboard-templates> (Accessed 8 May 2024).
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- Kidsvid (no date) Kids' vid: video production for students. Available at: http://kidsvid.4teachers.org/nav_pages/teaching.shtml (Accessed 8 May 2024).
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- Pinterest (no date) Creating a vision board. Available at: <https://ie.pinterest.com/sunflowerways/creating-a-vision-board> (Accessed 30 April 2024).
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- Storyboarder (no date) Storyboarder - The best and easiest way to storyboard. Available at: <https://wonderunit.com/storyboarder/> (Accessed 8 May 2024).

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- StudioBinder Inc (no date) StudioBinder: Video, TV & film production management and collaboration software. Available at: <https://app.studiobinder.com/register?shot-lists-storyboards> (Accessed 30 April 2024).
- Vimeo (no date) Vimeo Video Experience Platform with AI. Available at: <https://vimeo.com/> (Accessed 8 May 2024).
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Videos

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- Becki and Chris (2021) How to plan a YouTube video - my pre production process. Available at: https://www.youtube.com/watch?v=zErUe_UVOGY (Accessed 8 May 2024).
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- MAPFRE (2019) SDG 12: RESPONSIBLE CONSUMPTION AND PRODUCTION. Available at: <https://www.youtube.com/watch?v=cKIPNGZBrtI> (Accessed 8 May 2024).
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- Surfers Against Sewage (2021) Thank you, Sea. Available at: <https://www.youtube.com/watch?v=cOmSPOeaOwQ> (Accessed 8 May 2024).

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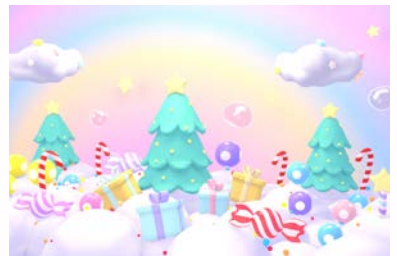
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- The Media Insider (2019) How to draw A-grade storyboards (even if you can't draw!) Available at: <https://www.youtube.com/watch?v=NPrkxj2MyZI> (Accessed 8 May 2024).
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- Tomorrows Filmmakers (2016) Storyboarding - Tomorrow's filmmakers. Available at: <https://www.youtube.com/watch?v=-578C3gFepU> (Accessed 8 May 2024).



Cut the images below into strips / individual images and use them as prompts for the learners' Rapid Film Concept. Learners will use these with their team and the film themes, and 3D asset to construct an outline for their Rapid Film Idea.



Setting: Set in a Forest - What type of Forest?



Setting: Set in a Winter Wonderland - Is it realistic, animation, Christmas?



Setting: Set in a shop



Setting: Set in a city - Where is the city? Is it day or night?



Cut the images below into strips / individual images and use them as prompts for the learners' Rapid Film Concept. Learners will use these with their team and the film themes and 3D asset to construct an outline for their Rapid Film Idea.



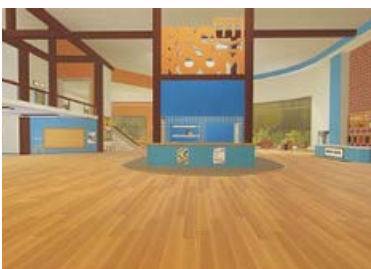
Settings: Set in the country



Setting: Set under the ocean. Is it beautiful or frightening? Are there animals?



Setting: Set in a Outer Space. Is it Science based, Sci Fi, or based on Aliens?



Setting: Set in a computer game, Is in a Virtual World, a Quest Style game or...



Theme: A Comedy



Theme: A Tragedy or disappointing ending



Theme: A Fantasy or Magical Film



Theme: A Superhero film



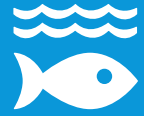
Theme: A Sad film / animated film



Theme: An exciting or scary film

MM7 MC1 L1TG RAPID FILM 3D ASSETS

14 LIFE BELOW WATER



Assets are part of the film making process, e.g. editing clips and audio recordings are known as assets. In this context, images of 3D Assets are something that are being used as a prop, that are necessary for the character's motivation or the plot in the film.

This might be as part of their character, e.g. Sherlock Holmes and his pipe or violin, an object in a quest, or event, e.g. The Ring in Lord of the Rings, the Pill in the Matrix or cassette / music in Guardians of the Galaxy.



3D Asset: A motorbike / scooter



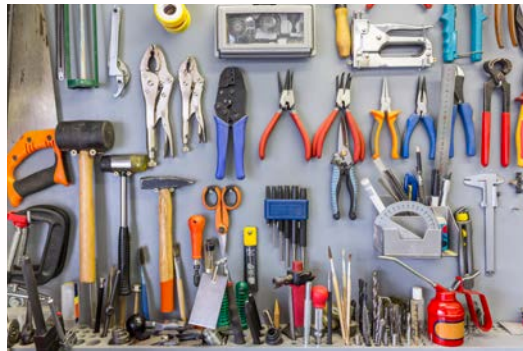
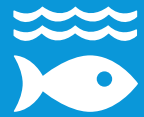
3D Asset: A Key, set of keys, being given a key



3D Asset: A Legal document

MM7 MC1 L1TG RAPID FILM 3D ASSETS

14 LIFE BELOW WATER



3D Asset: Tools of the trade



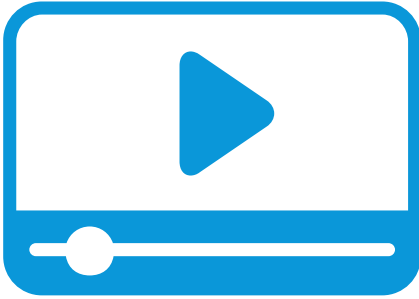
3D Asset: A hat. What is the occasion for the hat, what century is the hat from?



3D Asset: A map. Travelling to see friends, going on a world trip or treasure hunt?



MM7 MC1 L1WS VIDEO ANALYSIS



SDG14 and the Ocean Health programme takes full account of current and future economic, social and environmental impacts by considering the relationship between our species, the ocean and our communities, especially as a small island nation.



Student Name / Team: _____

Date: _____

1

Watch the following two videos. Each have been made in very different ways and both look at our relationship to the ocean in different ways.

- Video 1 Thank you Sea, Surfers against Sewage [4:21 min]
<https://www.youtube.com/watch?v=cOmSPOeaOwQ>
- Video 2 When my body is in trouble, I swim 10 Magical Fingers [4:20 min]
<https://www.youtube.com/watch?v=QCe670ahJgw>

2

What are the main points of / or message of each video?
Write down the focus e.g. are they sharing information, presenting a tourism offering or a location or promoting an activity?

Video 1.

Video 2.

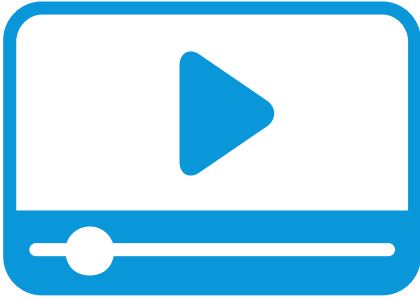
3

Who's involved, e.g. are there characters telling a story? Did they also make the video? Do you think there is a target audience? Does it have more than one target audience, if yes who are they?

MM7 L1 WORKSHEET

VIDEO ANALYSIS

SDG14 and the Ocean Health programme takes full account of current and future economic, social and environmental impacts by considering the relationship between our species, the ocean and our communities, especially as a small island nation.



Student Name / Team: _____

Date: _____

4

Did you like or find anything interesting about the videos? If you didn't, you can also say what you didn't like or didn't find interesting. Think about the style of the video and the content.

- Video 1

- Video 2

5

Did you find them inspiring in any way? Why / why not?

Video 1.

Video 2.

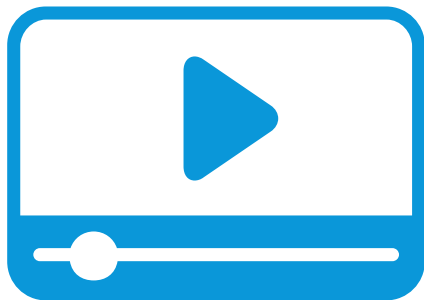
6

Think about your answers above - use them to start thinking about your video. Make notes here about each of the videos - their styles, the way they were made, their story, or message.

Was there anything or ideas that might inspire how you will make your film?

After discussion as a class, Worksheet 2 will help you to think through some of your ideas before starting your storyboard.

MC1 L2 WORKSHEET IDEA DEVELOPMENT



SDG14 and the Ocean Health programme takes full account of current and future economic, social and environmental impacts by considering the relationship between our species, the ocean and our communities, especially as a small island nation.



Student Name / Team: _____

Date: _____

1 What is the purpose of your video? Try to think of 3 main points.

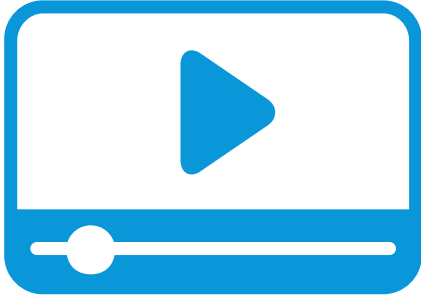
2 Who is your target audience? Do you have more than one?

3 What images / styles of videos might they like?

4 What is the main message you want to convey (tell them) about?

5 Do you have a slogan or phrase to help them remember your message? If not, try to think of one.

MM7 MC1 L2WSB STORYBOARDING 1



SDG14 and the Ocean Health programme takes full account of current and future economic, social and environmental impacts by considering the relationship between our species, the ocean and our communities, especially as a small island nation.



Student Name / Team: _____

Date: _____

A good storyboard is:

- Clear
- Easily understood by anyone
- Doesn't have overly detailed drawings - shows key scenes, characters and times of day
- Shows Shot list / perspective, camera angles, etc

1

Have you established your timeline?

Some things to think about -

- When does your film occur - what time of the day?
- What are the main events in your story and in what order do they happen?
- Will you use flashbacks?
- Will you have different endings?
- Different storylines happening at once to show different outcomes?

2

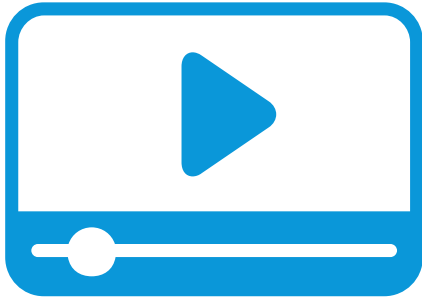
Before you start - Do you know the key scenes in your story?

Some things to think about -

- Scenes should show your story / plot development
- Key scenes show important info for the viewer
- Key scenes also show if your locations change or time changes or character changes - make it clear



MM7 MC1 L2WSB STORYBOARDING 1



SDG14 and the Ocean Health programme takes full account of current and future economic, social and environmental impacts by considering the relationship between our species, the ocean and our communities, especially as a small island nation.



Student Name / Team: _____

Date: _____

3

Have you a written description for each image in your storyboard?

- Rough draft - this doesn't have to be perfect but it needs to show a description and some dialogue ideas, e.g. conversations between main characters.
- Are the characters fighting, smiling, or moving toward a destination? Some sort of action should take place in each drawing.
- Show Backgrounds / Characters.

Part 2 Design - Thumbnails / Cells

1

Rough draft - this doesn't have to be perfect but it needs to show you are beginning to think about some of the following points

- Composition (lighting, foreground/background, color palette, etc.)
- Angle from which the camera is shooting (high or low)
- The type of shot (wide shots, close-ups, over-the-shoulder shots, tracking shots, etc.)
- Props (objects in the frame)
- Actors (people, animals, cartoon talking couch, etc. Anything that can act rather than be acted upon)
- Special effects

2

Description / Dialogue

- Make sure the description says what's happening
- Include dialogue
- Approx. shot lengths

3

Review and finalise your draft storyboard.

- Does it clearly explain your film - show it to some people and see if they understand
- Tweak descriptions / dialogue once you have feedback
- Don't get too bogged down in details - stick figures could suffice or photos
- Do you want to add colour? Only if it's necessary



Storyboard Resources



Use the storyboarding template provided, the index cards, or one of the digital resources to begin storyboarding your project.

CREATE A STORYBOARD SEQUENCE

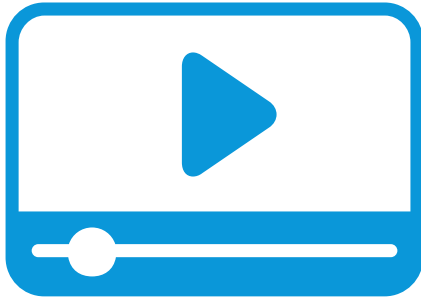
- Once you have your story idea, characters and ideas of shots, you are ready to create your storyboard.
- Get a cork board, some index cards, and drawing pins. You can use the computer and some templates, a magnetic board, or just pieces of paper.
- Think of each row of cards or paper as an act or scene in your story.
- Write down a brief description and do a drawing on your cards / paper for scenes that you know are in your story.
- Now look and see if there are any gaps in your story – you can do this with someone else and see if makes sense.
- Once it's storyboarded then you can begin writing the full script.

TEMPLATES

- <https://www.studiobinder.com/blog/downloads/storyboard-template/>
- <http://www.printablepaper.net/category/storyboard>
- <https://boords.com/storyboard-template#pdf-storyboard-templates>
- <https://app.studiobinder.com/register?shot-lists-storyboards>
- www.prezi.com
- <https://boords.com/storyboard-template#microsoft-word-storyboard-templates>

Create you own storyboard with MS PowerPoint - <https://docs.microsoft.com/en-us/azure/devops/boards/backlogs/office/storyboard-your-ideas-using-powerpoint?view=tfs-2018>

MM7 MC1 L2WS MY STORYBOARD



SDG14 and the Ocean Health programme takes full account of current and future economic, social and environmental impacts by considering the relationship between our species, the ocean and our communities, especially as a small island nation.



Student Name / Team: _____

Date: _____

1

Scene 1

2

Scene 2

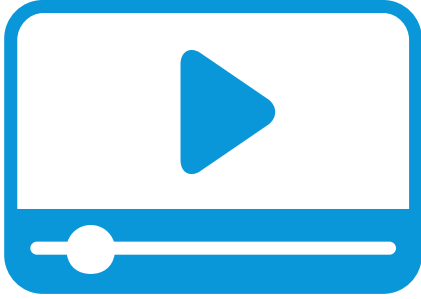
3

Scene 3

4

Scene 4

MM7 MC1 L2WS MY STORYBOARD



SDG14 and the Ocean Health programme takes full account of current and future economic, social and environmental impacts by considering the relationship between our species, the ocean and our communities, especially as a small island nation.



Student Name / Team: _____

Date: _____

5

Scene 5

6

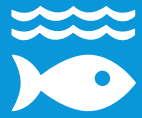
Scene 6

7

Scene 7

8

Scene 8



THE 5 STAGES OF FILM PRODUCTION:

This worksheet will introduce you to the 5 stages of film production, which you will return to throughout the lessons. In your own words, write a definition for the different stages of film production. You can use google, but make sure you get the definition relevant to film! If you use AI / Chat GPT, we want to see your definition and Chat GPTs version, also.

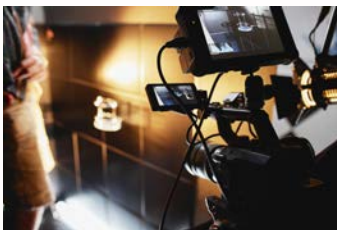
1. DEVELOPMENT:



2. PRE- PRODUCTION



3. PRODUCTION



4. POST-PRODUCTION



5. DISTRIBUTION



In this lesson you will focus on the Development stage and begin to develop ideas for your own film. You will return to the worksheet in other lessons when you reach the other stages.

1. DEVELOPMENT:

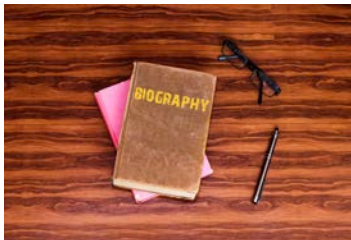
- Your ideas
- Inspiration and mood boards

1. Using a piece of paper or digital board, draw, or place an image in the centre that begins to describe or represent your film's main idea. This is just the starting point, so it can be very broad and just a rough idea.

2. Add a note, write 1 - 2 sentences that describes the film just to get you started.

With your team, start adding any ideas that relate to your initial idea - [the Project Concept](#). Think about any characters and their relationships, the locations you could use, visual styles, and keep adding ideas until you fill the board!

EXAMPLE OF VISUAL IDEATION



Early life / Biography



Marine Biologist / Oceanographer Explorer



Short documentary on Dr Sylvia Earle



Expeditions - China, Galapagos, Bahamas



Research and Academic life



Scuba and untethered diving record



Hope spots / Marine Conservation



Hope spots near me



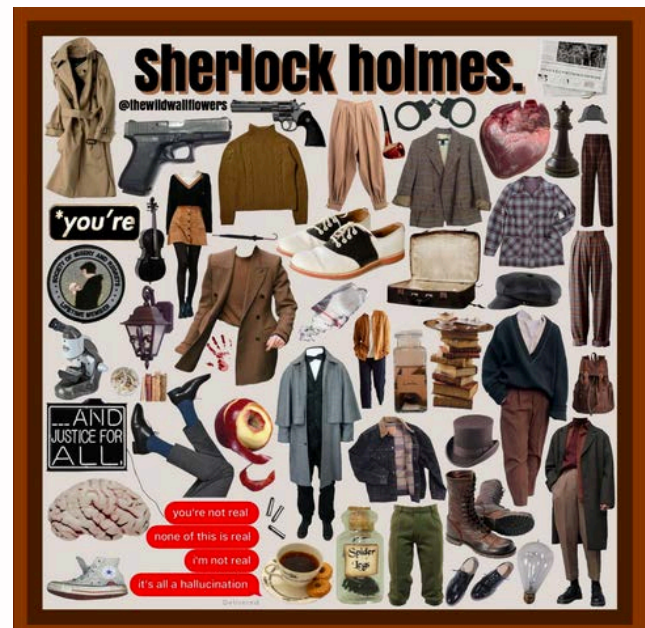
You can continue to build out your board with images for your characters, locations, costumes, or whatever you want so you can creatively explore your ideas.

You can build different mood boards for different aspect, e.g. characters or the look and feel of your film using colours.

CHARACTER MOODBOARD



Pinterest Mood boards for Sherlock Holmes



Creating character mood boards helps to develop unique and memorable characters and is a big part of your storytelling. You can highlight any specifics you want them to have. The acronym STEAL helps you remember the different aspects of developing a character.

S.T.E.A.L.

- **S**peech: What a character says and how they say it; vernacular, accent, etc.
- **T**houghts: What a character thinks and believes.
- **E**ffects on Others: How a character interacts with and influences others.
- **A**ctions: Everything a character does.
- **L**ooks: How a character looks and appears; clothing, hair, etc.

Use this to help you. develop your own character mood boards and unique characters.

2. PRE- PRODUCTION

The Script

There are very specific formats for writing a script and after the outline and treatment (the full summary of your film) many people use scriptwriting software. For your purposes you are going to use a story map to



create an outline and a summary, and use that to develop your storyboard. You will also create simple dialogue, if needed.

our
**STORY
BEGINS**
here

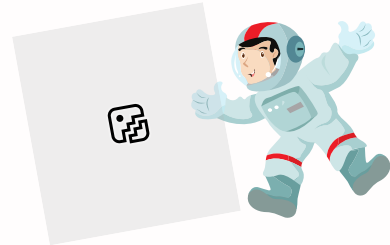
This is the opening of the story - Who, What Where and When?



This is the problem or purpose of the film and defines your main plot line.

DON'T FORGET

Who are the characters and settings, what they will say, and where and how they will say it.



The middle of the film

DON'T FORGET

There maybe one or two events with different characters that make up the film.



The resolution of the problem or realisation of the purpose - the closing scenes



Tells us about your film. What is it called and why are you interested in making it?

Tells us the main theme / idea in your film. What's the story? Describe the type of film it is, e.g. animation, documentary.

Who are your characters in the film or if its a documentary? Tell us about the main person.

How does your film increase awareness of SDG14 or the Ocean's Health?

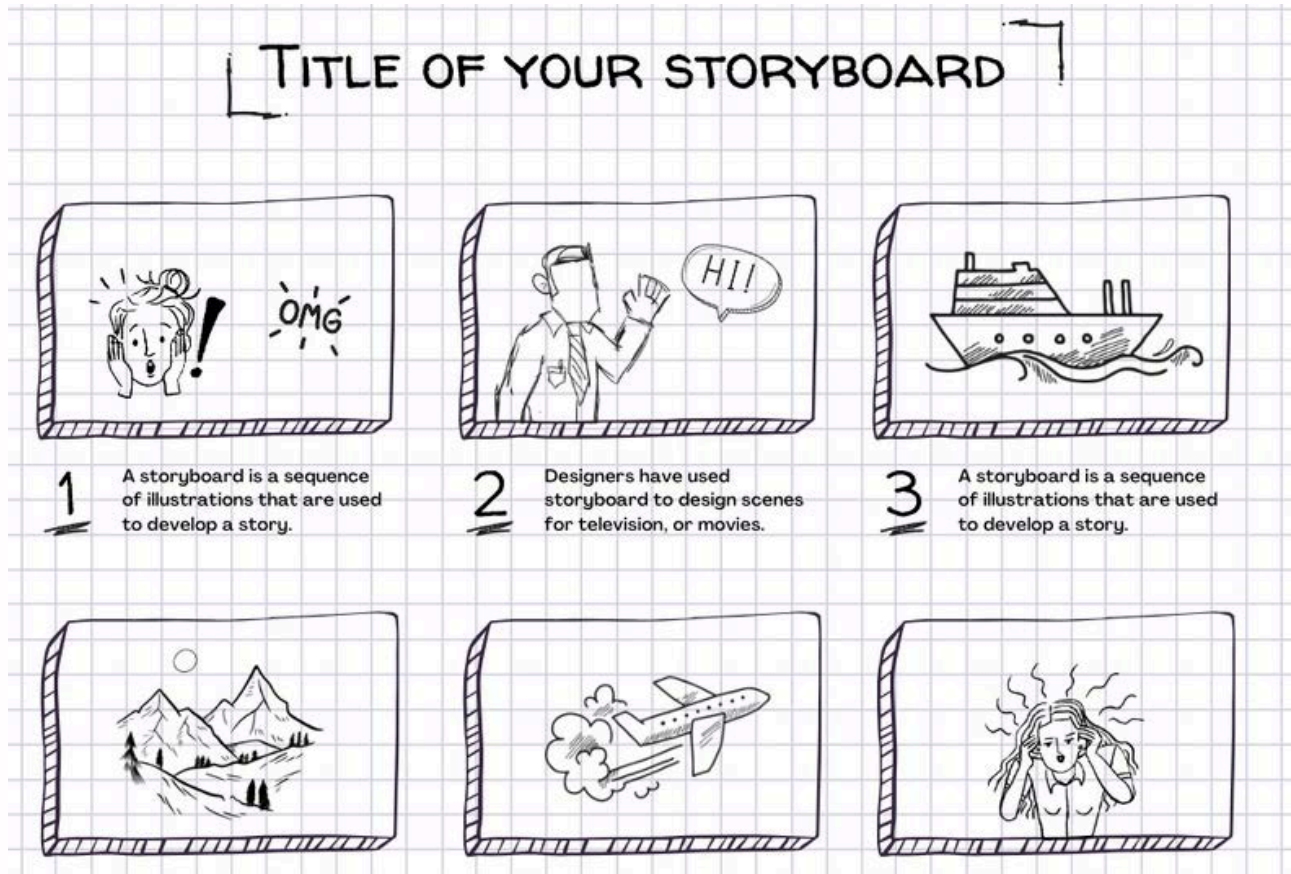
What makes your film different?
What is its unique selling point?



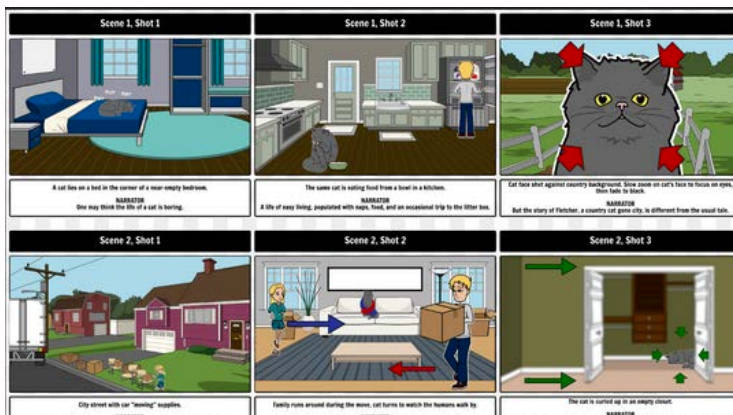
2. PRE- PRODUCTION

Storyboards

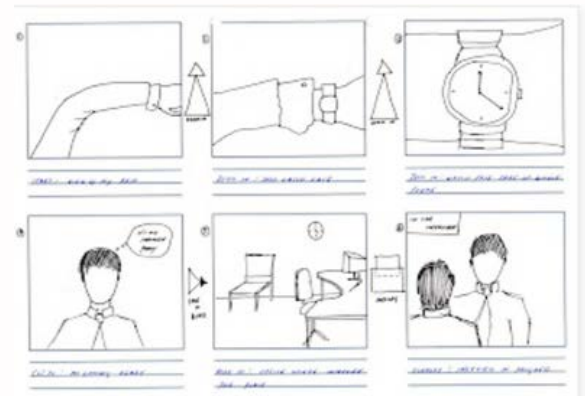
Storyboards enable you to visualise your ideas as a sequence - showing the film's action over time. You will develop your storyboard in the this lesson.



Storyboard explanation from Canva 2023. Canva has a storyboard editor - with a number of templates



Different Storyboard styles, Canva 2023





Shot list and storyboard

Project Name: The Big Reveal

<p>Scene 1 Shot 1 Panel 1</p> <p>Shot: Extreme Close-Up Camera: Zoom Out (Slow)</p> <p>EQPT. STICKS TIME: 3s</p>	<p>Scene 1 Shot 1 Panel 2</p> <p>Shot: Extreme Close-Up Camera: Zoom Out (Slow)</p> <p>EQPT. STICKS TIME: 3s</p>	<p>Scene 1 Shot 1 Panel 3</p> <p>Shot: Close-Up Camera: Zoom Out (Slow)</p> <p>EQPT. STICKS TIME: 3s</p>
<p>Scene 1 Shot 1 Panel 4</p> <p>Shot: Close-Up Camera: Zoom Out (Slow)</p> <p>EQPT. STICKS TIME: 3s</p>	<p>Scene 1 Shot 1 Panel 5</p> <p>Shot: Close-Up Camera: Zoom Out (Slow)</p> <p>EQPT. STICKS TIME: 3s</p>	<p>Scene 1 Shot 1 Panel 6</p> <p>Shot: Medium Shot Camera: Zoom Out Ends</p> <p>EQPT. STICKS TIME: 5s</p>

As part of the storyboarding process you will also need to add in your shot list and angles.

The image from a Canva template shows how this might look and in lesson 5 you will need to think about the bullets below:

- Shot lists
- Scene Number
- Shot Number
- Shot Description
- Camera Movement
- Shot Size and Type

Storyboard showing shots, angles and props, Canva 2023

Wexler & Harrison Residence	Kaufmann House	Abernathy House	Bob Hope House
<p>4 cards</p> <p>Interview Architectural Historian Joan Ganil</p>	<p>4 cards</p> <p>Interview Historian John Cooney</p>	<p>4 cards</p> <p>Interview Owner Michael Havenland</p>	<p>4 cards</p> <p>Interview Architect Sam Burke</p>
<p>Shots required</p> <ul style="list-style-type: none"> <input type="checkbox"/> Full exterior front and rear <input type="checkbox"/> Interior (every room) <input type="checkbox"/> Closeups of the prefab metal exterior <input type="checkbox"/> Aerial shots of the property 	<p>Shots required</p> <ul style="list-style-type: none"> <input type="checkbox"/> Full exterior front and rear <input type="checkbox"/> Interior (every room) <input type="checkbox"/> Sun deck and outdoor fireplace <input type="checkbox"/> Garden front and rear 	<p>Shots required</p> <ul style="list-style-type: none"> <input type="checkbox"/> Full exterior front and rear <input type="checkbox"/> Interior (every room) <input type="checkbox"/> Pool and entertainment area <input type="checkbox"/> Aerial shots of the property 	<p>Shots required</p> <ul style="list-style-type: none"> <input type="checkbox"/> Full exterior front and rear <input type="checkbox"/> Interior (every room) <input type="checkbox"/> Groundfloor <input type="checkbox"/> First floor
<p>Scene 1</p> <p>Begin filming from the interior of the property entering the front door. Move through the home capturing every room. Exit through the rear doors and into the garden.</p>	<p>Scene 2</p> <p>Begin filming from street down driveway. Move around to the rear of the property enter the rear doors to film the interior. Exit the property using aerial footage.</p>	<p>Scene 3</p> <p>Begin filming from street down driveway. Move around to the rear of the property enter the rear doors to film the interior. Exit the property using aerial footage.</p>	<p>Scene 4</p> <p>Begin filming from central courtyard looking up through the circular roof opening. Move to the front of the property entering the front door. Capture both floors of the interior leaving through the rear doors.</p>
<p>Equipment</p> <ul style="list-style-type: none"> • Sony a7iii • Sony f1.8 28mm Lens • Sigma 35 mm f1.4 Lens • 6 x Newer lights, LED panel 	<p>Equipment</p> <ul style="list-style-type: none"> • Sony a7iii • Panasonic GH5 • Sony f1.8 28mm Lens • Sigma 35 mm f1.4 Lens • D.I.I Mavic 2 Pro 	<p>Equipment</p> <ul style="list-style-type: none"> • Sony a7iii • Panasonic GH5 • Sony f1.8 28mm Lens • Sigma 35 mm f1.4 Lens • 6 x Newer lights, 1 LED panel 	<p>Equipment</p> <ul style="list-style-type: none"> • Sony a7iii • Sony f1.8 28mm Lens • Sigma 35 mm f1.4 Lens

This shot list from milanote.com shows the reference image in the storyboard and the details of the shots they want / need to get for the film and the equipment (gear list) needed.

MM7 MC1 L5WS SCAVENGER HUNT SHOT LIST



Working in pairs, you will capture a minimum of 6 shots / angles to match the shots detailed in the worksheet in preparation for your film production.

Tick your selected shots and fill in the details (what / where). Once you have your 6 shots, you can return to the classroom and upload them to your class drive with your names, scavenger hunt list and images. This exercise will help you make the final decisions for your storyboard.

CAPTURE 6 OF THE FOLLOWING SHOTS / ANGLES

1. Zoom in / Out Details

Zoom In - The lens of the camera moves in such a way as to bring the image closer to the camera.

Zoom out - The lens of the camera moves in such a way as to move the image away from the camera.

2. Pan Right / Pan Left Details

Pan Right - The camera swivels to the right, causing the image to move from right to left across the screen.

Pan Left - The camera swivels to the left, causing the image to move from left to right across the screen.

3. Tilt Shot Details

Tilt shot – up and down, goes from actor to another element (sky, floor, action or another actor), again can give directions using arrows.

4. Full Shot Details

Frames your actor / character head to toe. Introduces your character.

5. Point of View Details

From the 'eyes' of the actor or action towards a different point within view.



6. Head Shot - Close up

An image that shows character / actors shoulder to head.

7. Head Shot - Extreme Close up

An image that shows details between the neck and forehead only.

8. Medium Shot Details

An image that shows details from the waist up.

9. Wide / Establishing / Long Shot Details

Showing where (landscape, location), who (characters / actors) and their relationships (sitting beside each other, talking to someone, alone).

10. Ground Level Angle Details

Camera is placed on the ground to catch details, follow a characters movement across a scene; can also be used with a tilt shot.

11. Overhead Angle Details

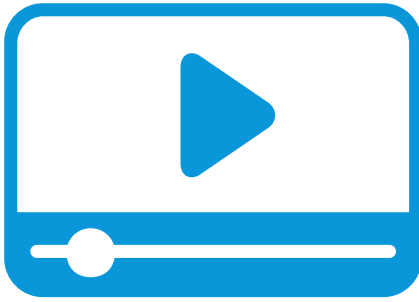
Birds Eye View - Ninety degrees above the subject shooting straight down.

12. Dutch Angle Details

Camera is at a skewed angle; can create a sense of unease, bewilderment, mania.

MM7: MC1 L5WS CAMERA SHOTS

14 LIFE BELOW WATER



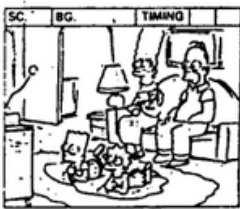
Different shots, perspective, and points of view add visual interest, dynamics, and can be used to tell your story in unique ways.

Student Name / Team: _____

Date: _____

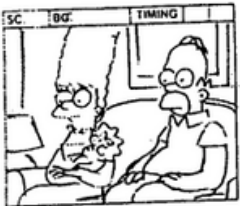


TYPES OF SHOTS



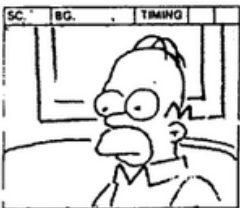
WIDE SHOT (also LONG or ESTABLISHING)

Composition showing WHERE we are, WHO is there, and where they are IN RELATION TO ONE ANOTHER. Simply staged to allow the viewer easy comprehension and acclimation. This shot is the most important shot of any sequence...all shots afterwards are based around it. It doesn't have to be the first shot of a scene, but it MUST happen at some point, otherwise the viewer will be disoriented.



MEDIUM SHOT

Used when the characters become more important than the surroundings. Shows facial expressions AND gestures while continuing the relationships between one or two other characters.



CLOSE UP

This shot involves the viewer more, focusing on a particular character or object. Subtle facial acting is used, or there is text to be read, small details to be noticed. Close-ups involve minimal animation while being powerful images...just don't overuse them.

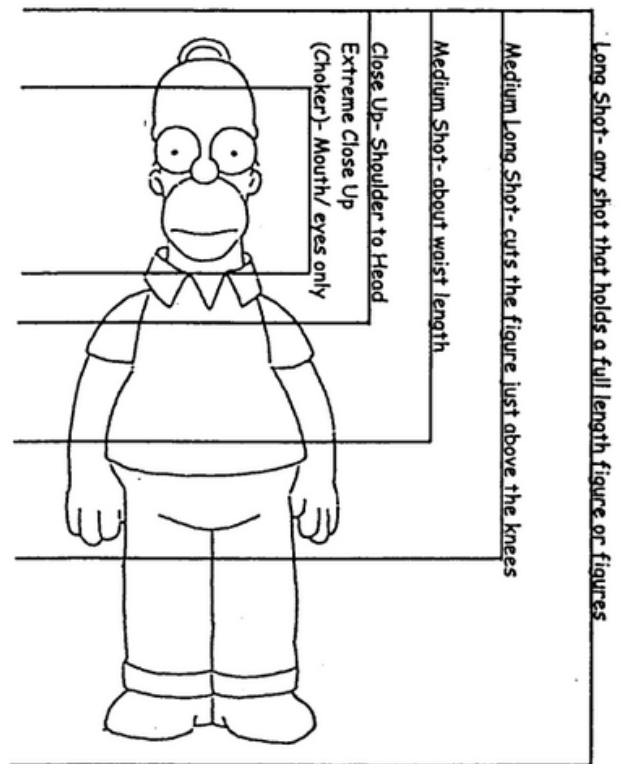


Image: http://www.animationmeat.com/pdf/televisionanimation/strybrd_the_simpsonsway.pdf

- Wide shot - establishes your film setting and location.
- Medium shot - is shot from medium distance, often facial and some body details.
- Close up shot – bringing the camera very close to an actor or detail.

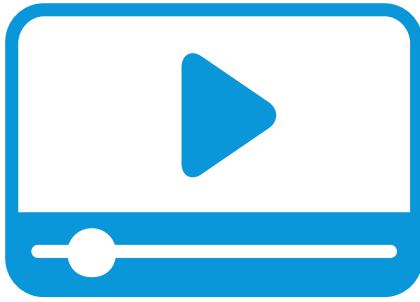


Point of View

From the 'eyes' of the actor or action towards a different point within view.



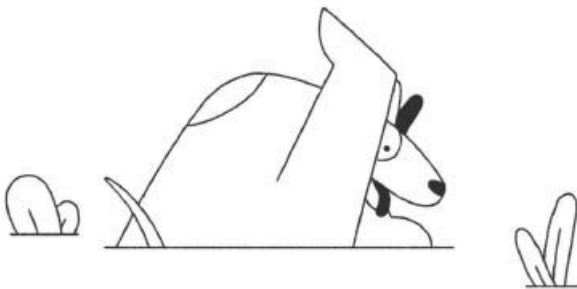
MM7: MC1 L5WS CAMERA SHOTS



Different shots, perspective, and points of view add visual interest, dynamics, and can be used to tell your story in unique ways.

Student Name / Team: _____

Date: _____



Full Shot -

Frames your actors from head to toe and introduces your characters.



Tracking shots -

You can add how the camera moves by adding arrows to the images, e.g. left, right, up, or down.



Tilt shot -

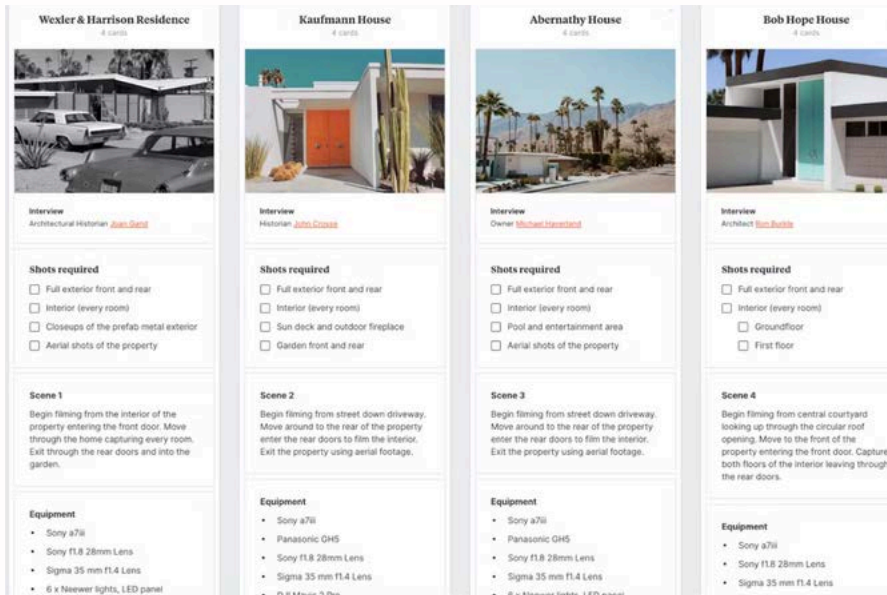
Goes from actor to other element (action or other actor), again can give directions using arrows.



Zoom shot -

Zoom in and out to go towards or away from actors and / or action.

For more shot images visit - <https://boards.com/blog/16-types-of-camera-shots-and-angles-with-gifs>



DON'T FORGET

Remember the Shot List image from Lesson 4? Use it and the notes below to help you fill in the table on the next two pages. make a shot list for your storyboard.

1. Shot number and scene number:

- Numbering your shots and scenes is essential to planning your shoot, organizing your footage, and staying on schedule.

2. Location:

- Knowing every shot you need at any given place ensures you get what you need before moving on to the next location.

3. Shot type:

- Make sure the director of photography, gaffer (boss), set decorator, and prop master (or friends you've enlisted as crew members) know what they'll need to set up the shot.

4. Camera angle:

- Planning the camera angle in advance lets the crew know how and where to position the camera, as well as the people and things the camera will capture.

5. Camera movement:

- Is the camera fixed or panning? Tilting or zooming? Moving on a dolly? Do you need a Steadicam or drone operator?

6. Scene description.

- It's easy to get confused if your film contains hundreds of shots, so a short scene description can help you stay organised.

7. Audio notes

- If the scene contains dialogue, your sound mixer has to be prepared to capture it.



1. PRODUCTION

Once you have your ideas and your storyboard, you move into production which involves the shooting of your film and will require a crew. Within your team, you will most likely have people doing a number of roles / jobs. For this reason, we have listed the professional roles in film making. You will not have all of these roles as it depends on your film and equipment.

- Director - Directs the shooting and filming, and makes all the major decisions.
- Cinematography - the Cinematographer, with the director, directs the shooting and the filming and works with the Camera Operators and Grips (managing all the equipment, transport and set up of equipment) to do all the camerawork, including stills and moving images.
- Picture and Sound Editors these gather stills and audio throughout the shoot to make a rough cut.
- Scripts - Making sure everyone knows what they are saying and when.
- Production - Day to day co-ordination including catering, finance, schedules, etc., and make sure the film is resourced from start to finish.
- Hair, make up and costume departments - deal with all the actors' appearance.
- Props - any additional props needed for the sets in the film and for actors to use.
- Location finds the location and negotiates the arrangements, permissions and fees.
- And last but not least, your actors.

Who's Doing What?

In preparation for your shoot, start to delegate tasks. As a small team you will have to do more than one job and possibly get others involved!

1. When is your shoot? Pick a date and work backwards planning from then until now.
2. Where is your shoot? Have you got your locations / shots sorted? Do you need permission or transport?
3. Who is your Director?
4. Who will capture the shots? Are you taking it in turns?
5. Do you have your actors and have they had the script and learnt their lines?
6. Who is responsible for hair and make up?
7. Have you got all your costumes and props? Make a list from your storyboard and check as you will need to have them ready for your shoot date.

A [Call Sheet](#) is a simple way for your production manager to co-ordinate the film shoot to make sure everything gets done on time and within budget. You will not necessarily need this as you are a small team and a short film. You will still have to be organised, as you will be doing multiple jobs and won't have a lot of time. Below is an example, but you can use a spreadsheet or word document; whatever works best for you.



2. POST-PRODUCTION

So, you have shot your film and the shoot was a success! You are now moving into the post-production phase when the film is edited. This includes the audio. Often an editor will assemble the footage shot-by-shot and, if necessary, add music and sound effects, transitions (moving between shots), visual effects, any voice overs / replacements and credits.

As a team you might do this together by making the decisions collectively, or if you had a director, they direct the edit.

3. DISTRIBUTION

The final stage of any film production is distribution once it's ready for a screening. This is when the promotion happens and if you have a deal, depending on the deal, it might be released in cinemas, DVDs or on a digital / streaming platform. You don't need a deal; you can share your film on many platforms, e.g. Vimeo, Youtube, short previews on Instagram / teasers on Tiktok, at film festivals, in galleries or at school.

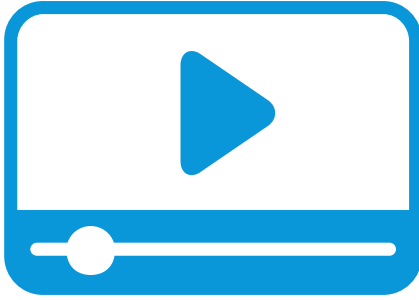
Why not have a red carpet event as a fundraiser for your next film?

Your class could share all their films!



**THE
END**

MM7 MC1 L7WS AV BASIC KIT



As technology has developed becoming increasingly mobile and relatively cheap, the ability to make a film has become quite accessible.



Student Name / Team: _____

Date: _____

The best camera is the one you have on you!



Smartphone, DSLR stills camera with video functionality, a vintage camcorder, an action camera like a Go Pro or a webcam.

Things to think about:

Are you mobile, at your desk, or always making videos that might justify a designated camera? Also, focus on the size of the image sensor and lens glass. This is what makes for an exceptional camera.

A mic, ANY MIC, is better than the microphone built into the camera. For video blogs, interviews, or when delivering a piece to camera, a lavalier microphone (also known as a tie clip mic) is a perfect choice and it can fit into the headphone jack of your phone. You can also get a full microphone kit with discreet mounts to hide the mic, perfect for phones, tablets and DSLRs, so very versatile and suitable for most needs.



Make sure you select a 'video' tripod and not a 'photography' tripod.

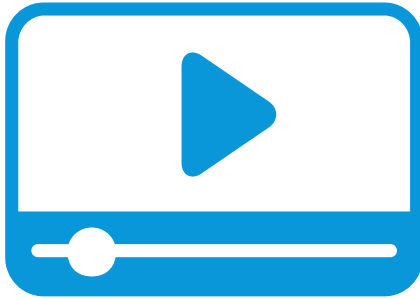
What's the difference?

A video tripod is built to allow for smoother horizontal and vertical movement, while a photography tripod is for static shots and designed to be immobile.

Think about what you want to do and what your needs are.



MC1 LESSON 7 AV BASIC KIT



As technology has developed becoming increasingly mobile and relatively cheap, the ability to make a film has become quite accessible.



Student Name / Team: _____

Date: _____

The first rule of the club is...



Make sure the light is in front of your subject and not behind them, or you'll silhouette them. Natural light is best, and soft light is the most flattering. Don't let all your hard work go to waste by blinding the viewer or making your video so dark that they can't see it. Softboxes are excellent for beginners. They're cheap, portable, low power, and give off hardly any heat. They're easy to set up too. The colour temperature of the light is the same as natural daylight, so perfect for adding a natural looking boost to your images.



Explore the general, standard audio-visual kit and begin to work out what you need for what you want to do. You can start by labelling the pieces above.



The images in this worksheet are illustrated using [Clipchamp](#) a browser based software owned by Microsoft, so it is accessible through most school's computers. You do not have to use Clipchamp, there are many video editing software programmes and the process and steps to edit are all similar.

DON'T FORGET

Remember to use your storyboard and shot list to help you create your rough cut - the first draft of your video / film sequence!

Step-by-Step Editing Overview

1

Select your programme, open a new project file and give it a name and select where you are going to save your work to.



2

Once you have reviewed and selected your clips / footage, import your clips (media assets) into the programme and save your file again.



3

Bring your clips and any still images you require into the timeline in the order you want your viewer to see your film - this is your 'Rough Cut'.



4

Next, after watching your Rough Cut (draft) you will start to 'edit' by trimming your clips if necessary, adding transitions and effects.



5

Finally, its time to add any audio (music / voice over) check your levels and save and export your film. Use the correct format required for the way you want to share your work e.g. Youtube or... Its up to you!



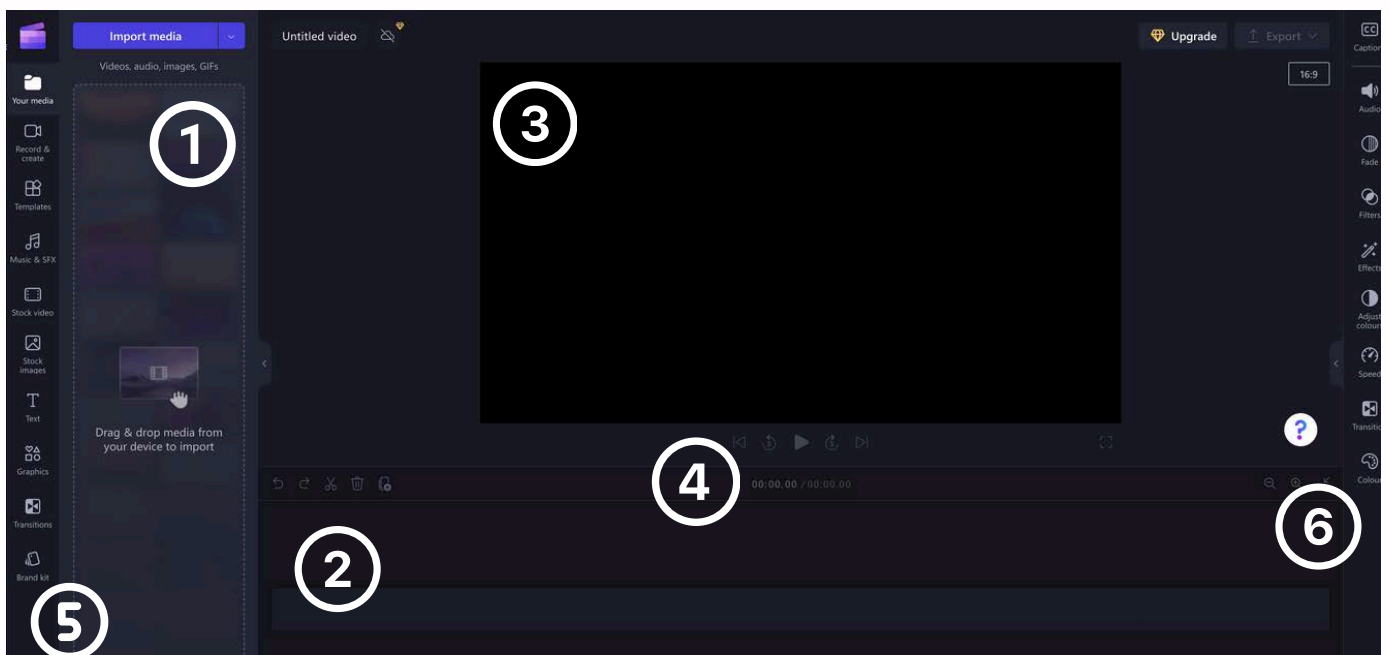
MM7: MC1 L8WS BASIC EDITING

14 LIFE BELOW WATER



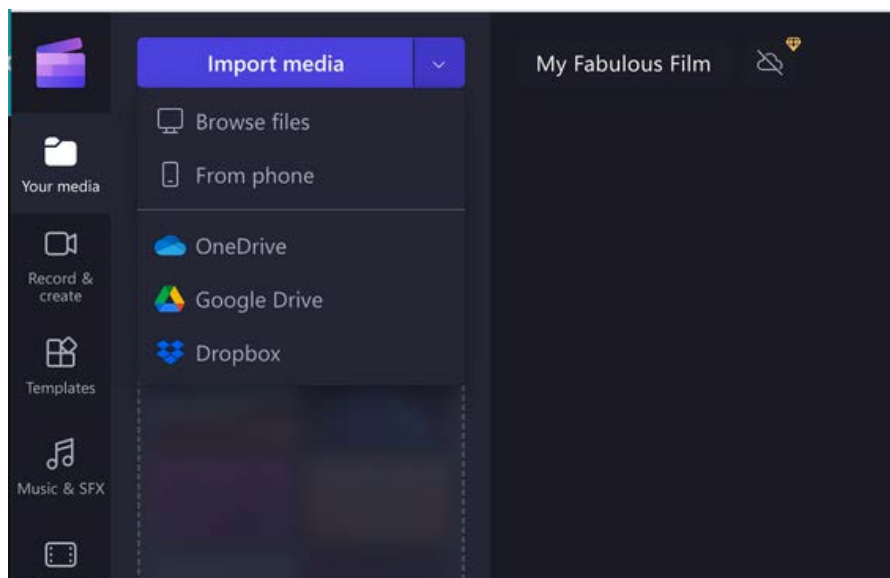
This is the main screen in Clipchamp - you can see the various working areas

- 1.Import Media - audio, images and gifs also known as media assets.
- 2.Timeline - where you will drag your assets too.
- 3.Media Viewer - where you will see your assets if you click or over over them in the timeline.
- 4.Media Viewer Controls.
- 5.Pre existing media and tools bar e.g. stock footage, images, music.
- 6.Audio and effects tool bar that you can use to edit your media assets (image, audio, transitions).



Step 1: As Clipchamp is browser based learners can jump to step 2 as their films are held in the cloud and linked to their email account.

Step2: Once you have reviewed and selected your clips / footage, import your clips (media assets) into the programme by clicking on import media and selecting the media clips.

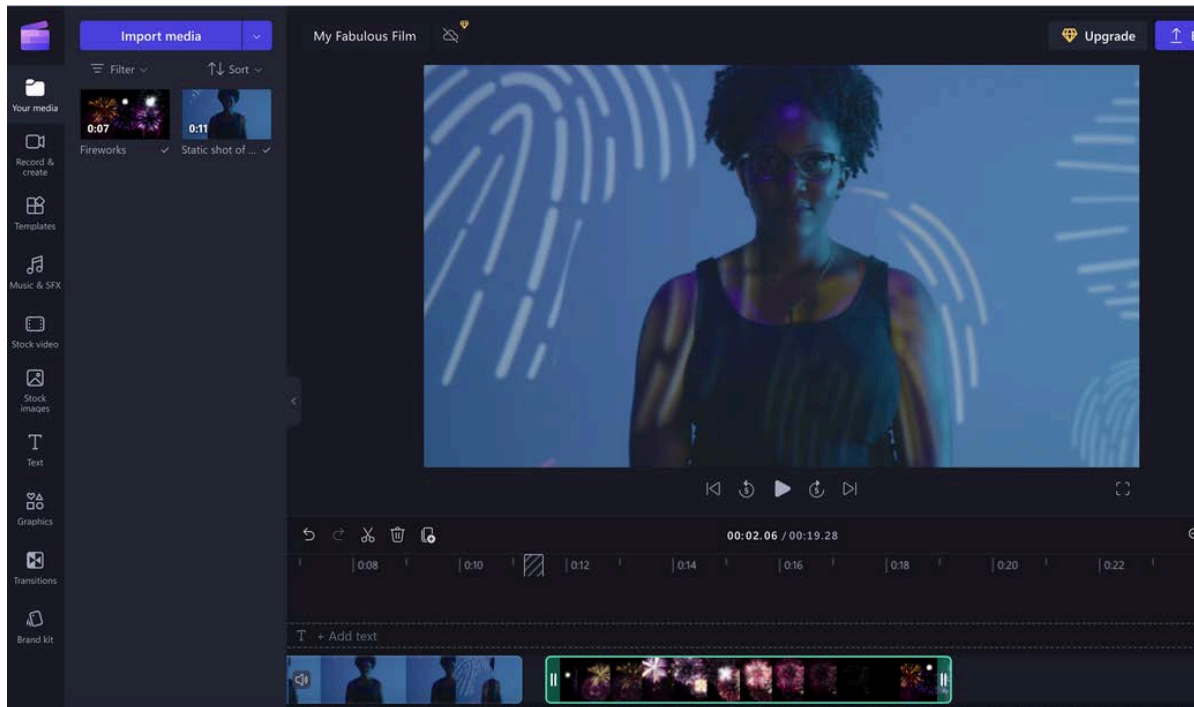


MM7: MC1 L8WS BASIC EDITING

14 LIFE BELOW WATER



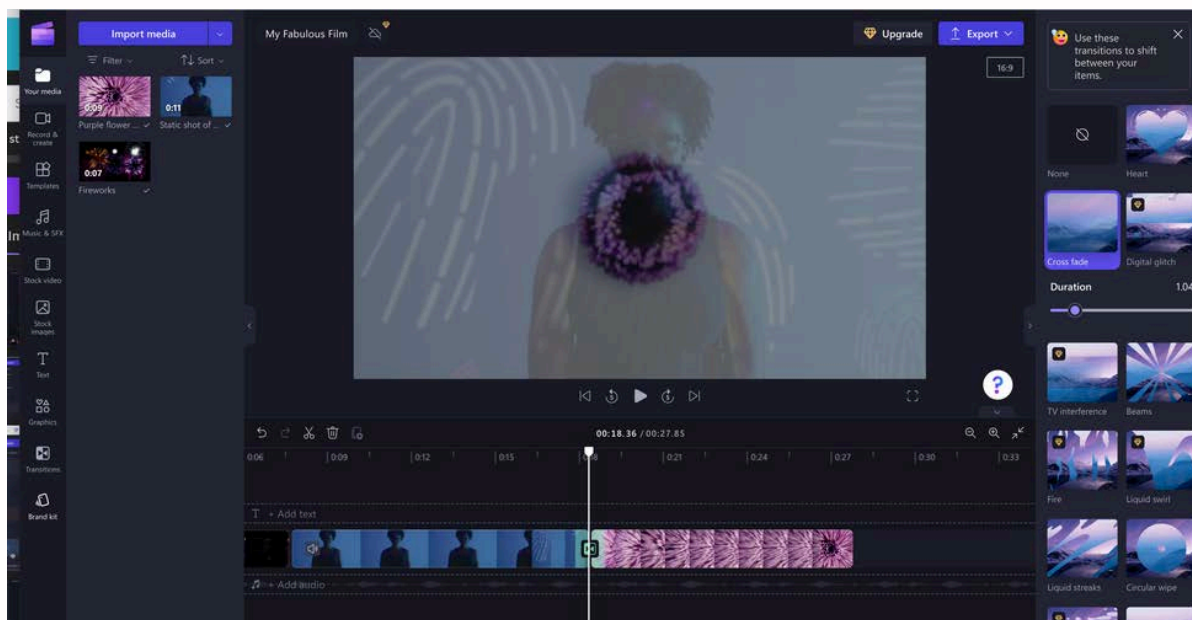
Step 3: Bring your clips and any still images you require into the timeline by dragging and dropping in the order you want your viewer to see your film - this is your 'Rough Cut'



Step 4: Next, after watching your Rough Cut (draft) you will start to 'edit' by trimming your clips if necessary, adding transitions and effects.

Here's where you might trim down your clips to exactly the length you want by dragging the end of the clip to increase or reduce the length. You will probably want to add transitions, between clips. Most transitions should be simple e.g. straight cuts, fading in and out or dissolves e.g. the one in the image is a simple cross-fade controlled by setting the length of time fade in and out.

Remember less is more - too many flashy transitions can be a distraction and it's the same with effects.

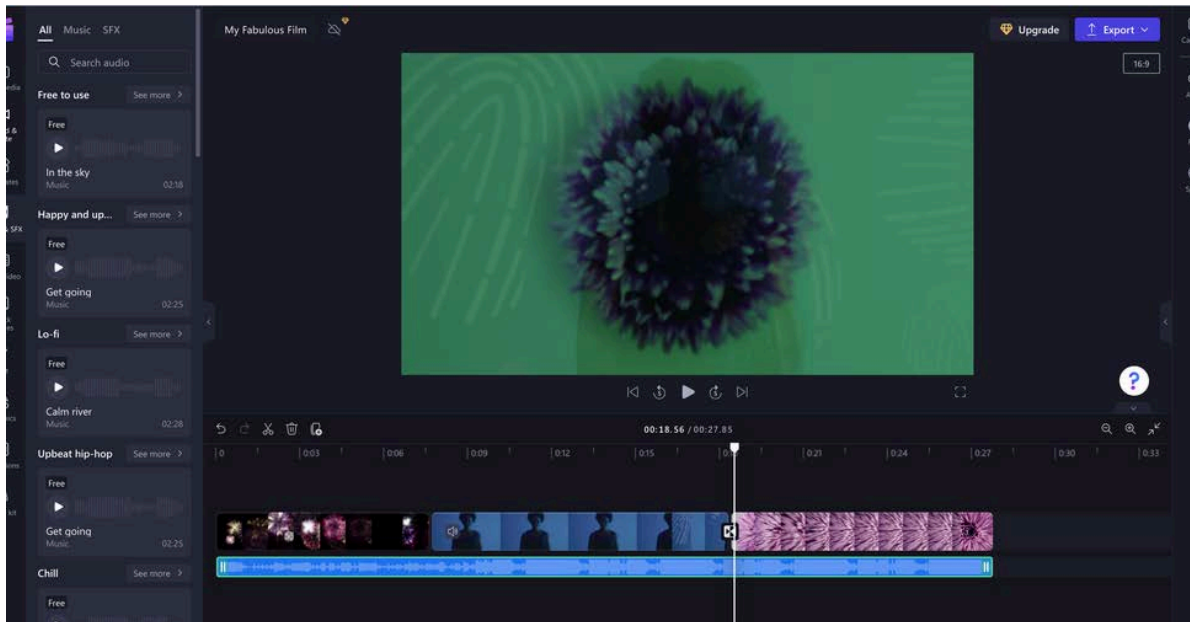


MM7: MC1 L8WS BASIC EDITING

14 LIFE BELOW WATER

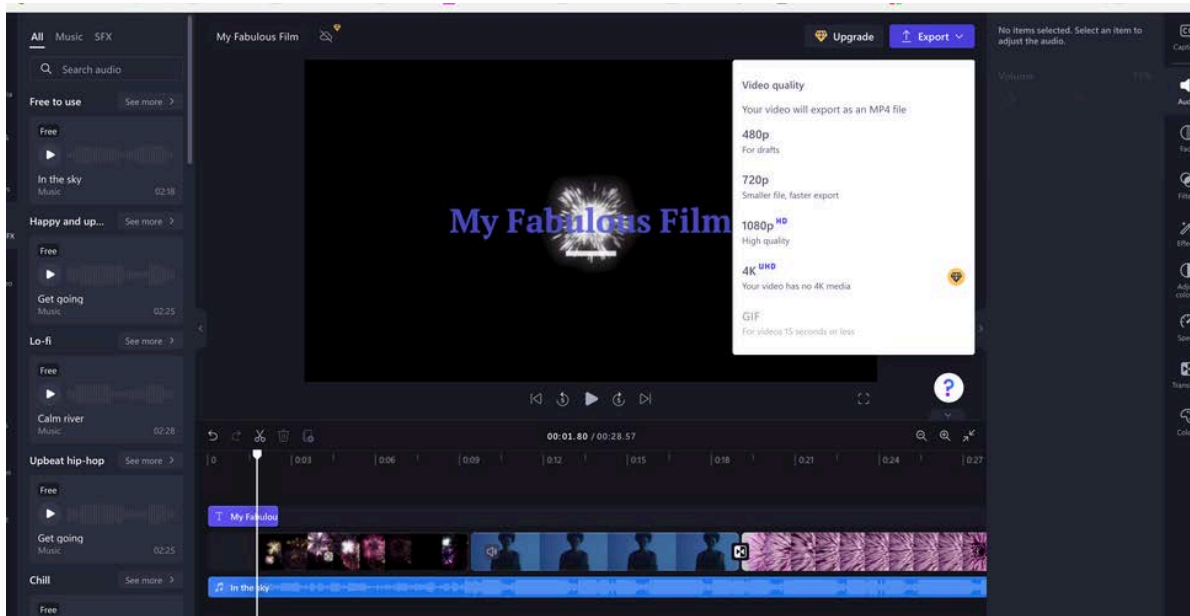


Step 5: Finally, you want to add your music or voice over any titles or credits - this will include your crew, actors and anyone who helped make the film.



Remember, anything like transitions, effects, audio are all to help your story and enhance your film. You could slow down your footage to highlight a great action shot or change colours e.g. this effect over the cross-fade.

Remember, also if you are using other people's images, footage or audio you must have the permission to use it. Copyright theft is a serious offence and can be very costly. There are plenty of stock image / video sites with free or pay-to-use content, but why not take the time and create your own? Be creative!



Finally, it's time to export your film. Click on the export button on the top right hand corner and select the quality and format you need. You can check this with any advice on platforms that you want to share it on. Now it's time to enjoy the red carpet parties!

That's a wrap!