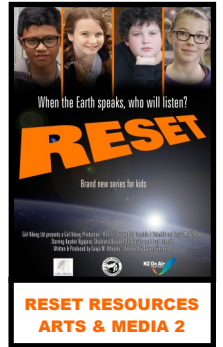# SHOTS AND ANGLES GAME:

Instructions:

1) Your teacher might run this game or you can do it in groups. Everyone stands up.

2) The Caller (teacher or student) calls out a shot or angle. They might call out the whole name (e.g. "LONG SHOT") or the code (e.g. "LS") when the game gets harder.

3) The Caller calls out a shot or angle, and everyone has to indicate what the shot or angle is with their body. E.g. If it is a Close Up, they put one hand up by the top of their head and the other hand by their neck to show which part of their body would be in a CU shot. A Long Shot might be jumping on the spot to show the whole body. ECU might mean making a circle of your hand and putting it around one eye like a telescope. MLS would mean touching your knees, MS would be hands on waist, MCU would be hands on chests. A High Angle would be arms diagonally down towards the floor, Low Angle would be diagonal arms pointing up to the sky. Bird's Eye View would be flapping arms. Landscape / Wide Shot might be arms wide apart and Panorama might be spin around on the spot. The class or group can make up their own indicators to suit them.

4) The game is played a bit like Simon Says or Heads and Tails. The Caller calls a Shot or Angle. Everyone does the correct move. If you get it wrong, you sit down and are out. The Caller keeps calling random Shots until there is one last person standing. They win the round. Then you start all over again.

STORYBOARDING A SCENE:

Before you take a camera out and shoot a scene, you often need to plan it first. What do you want to say with your visual pictures? It is not just about making the actors stand in front of the camera and say the words from the page.

Do you want it shadowy to make it scarier? Or well lit to make it feel safer? Do you want the baddie to look big and imposing? Put the camera lower so it looks up at the baddie, making them look bigger and taller and more overwhelming. If you want to create a fun feel to the scene, you might have something funny happening in the background, or you might use bright colours on the costumes.

If you want to hint at something you might put it in a corner, or if you want to show how scared someone is, you might go super close in on their eyes. (called an Extreme Close Up or ECU). To show characters running, you might need a full length shot (Long Shot—LS) or to establish your location you might start with a Landscape Shot, a Wide Shot, a Bird's Eye View Angle or even a Panorama Shot.

Note: Read through RESET Resources Arts & Media 1 if you need to learn about Shots and Angles before you work on these activities.
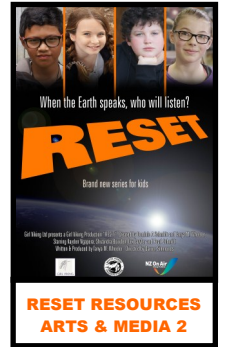
ACTIVITY:

Use a script or screenplay to help you plan your storyboard. Use the screenplay of the first webisode of RESET or write your own script to use.

Make decisions and choices about how you want to film the scenes—do you want them to be scarier or funnier? Storyboard it the same or make changes and storyboard it differently from the scenes we shot for the web series pilot.

You will need:

1) A copy of a script from RESET OR one you have written yourself.

2) Photocopied Storyboard sheets for your scene. (A4 or A3)

3) To look carefully at scene numbers and make sure your storyboard is properly labelled for your film crew so they know what they are filming.

4) A pencil and eraser.

5) The Shots and Angles sheets to use as a reference for the codes for the shots and angles, e.g. ECU, BEV, CU, LS etc

NAME: _____   SCENE: _____