

## Activity worksheet

Your task is to create a short film that teaches people about the aims and celebrations involved in NAIDOC Week. A film like this may include interviews and other features, including:

- footage shot on location rather than in a studio
- presenter-to-camera **grabs** (footage filmed separately from the main piece and inserted into the program)
- voice-overs, music and sound bites
- dramatic re-enactments
- onscreen graphics and animations
- onscreen summary text

In this task, students will work in groups to plan and produce your short film. You are free to interpret the topic in any way you choose. Refer to the NAIDOC Week content in *The Little Red Yellow Black Book* to get started on thinking about ideas for your film.

### Planning your project

#### Scripting

- You will need to create a script for the project. Engage two people in the group who are good at creative writing to develop the script. Consult widely across the whole group to ensure that everyone feels informed and gets to have their say.
- You should aim to write enough to make around fifteen shots — which may be from two to thirty seconds in length each.
- Write a script template like the example below, with the shots going from 000 to 015.
- Write brief descriptions of the visual content you'd like to accompany each shot.
- Write the text of the script to be presented in each shot in the Audio column. The text could be presented as a voice over, a presenter-to-camera format or as an invisible voice over presenter overlaid over footage. Not every shot will have or need a voice over, music or title screens.
- Plan your titles and credits. These can be created digitally or by hand on actual cards held up to the camera. On the script template, these are written under the heading 'Title Screen'.
- Decide how you will add music to the film. Will you record some music yourself or use sound bites from an online library?
- When you have your script ready, work out the locations that you'll use in your shoot.

Shot	Time	Vision	Audio	
000	5 sec	<b>Title Screen:</b> (Your title goes here)	<b>Voice Over:</b> (Your script's text goes here)	<b>Music:</b>
001	5 sec	<b>Shot description:</b> e.g. a long-distance shot of the beach	<b>Voice Over:</b> <i>e.g. Australia is a land of contrasts ...</i>	<b>Music:</b> None
002	10 sec			
003	5 sec			

#### Casting

- Think about what actors or participants you will need, how many and which actors you will cast in the roles.

#### Storyboarding

- Draw a scheme of the shots before you begin filming, creating an 'on paper' version of the movie you intend to make. This helps everyone working on the project know what your goals and plans are at each stage of the project.

#### Shooting

- Determine how your footage will be shot. Will you use a camcorder? A larger camera? An iPhone or iPad?
- Use a tripod if possible, or at least a makeshift tripod so that you can stabilize your images.

### Dialogue

- Keep dialogue to a minimum. If someone speaks, make sure they speak slowly and loudly enough to be heard clearly, while still sounding natural.
- Shoot dialogue shots close-up in quiet locations (indoors is best) to get better sound quality.

### Lighting

- Use naturally well-lit areas so you don't have to adjust the lighting.

### Roles on set

- Give people designated roles during the shoot.
  - script supervisor
  - director to work with the actors
  - camera operator or director of photography
  - lighting director
  - costume and make-up coordinator
  - props master
  - special effects organiser

### Editing and Post Production

- Decide on the software you will use to edit the footage. Some examples include Movie Maker on PC or iMovie on Mac.
- Having just one or two people working on editing is best.

### Digital Output

- Decide how you will output the finished project — which format will you use? For example, do you want to produce a DVD or an uploadable file for YouTube?

### Test Screening

- Invite a group of people to view your film and ask them to identify the theme you have aimed to present. This will tell you whether or not more shooting and/or editing is needed to reach your objective.