

# Lights, Camera, Action: Making Movies

5<sup>th</sup>  
Grade



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# Meet the Crew



Nothing gets done on set without a film crew, whether that's one guy with a handheld camera or dozens of people on a blockbuster film set. Many more people work behind the scenes after shooting is complete to bring the final movie together.

|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
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★ Refer to the next page for the **WORD BANK**.

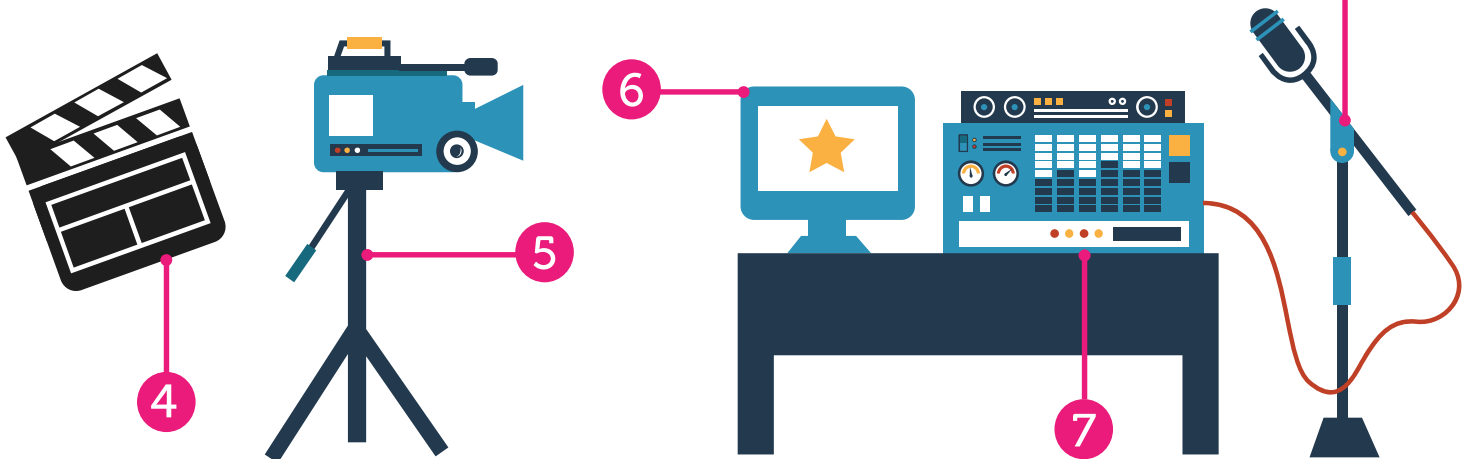
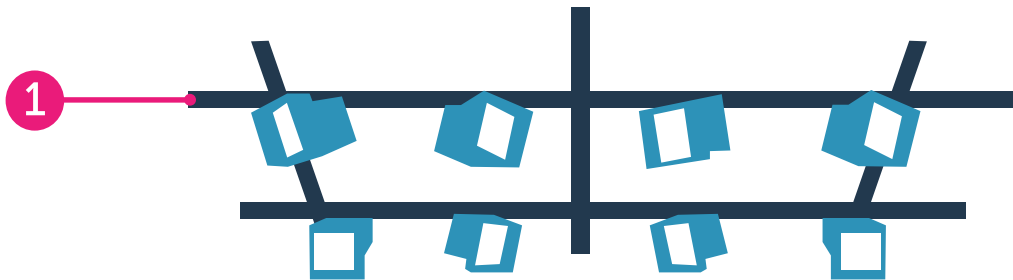
# Word Bank

★ **TIP:** ← ↑ → ↓ ↙ ↘ ↖ ↗

- ▶ **Boom operator** – Works the boom microphone, a special microphone on a long pole that's held over the actors' heads so it won't get in the way of the shot.
- ▶ **Cinematographer** – Reviews the film and decides which shots to use.
- ▶ **Costume designer** – Designs and plans the costumes and clothes that the actors wear.
- ▶ **Director** – Oversees the entire creative process.
- ▶ **Director of photography (DP)** – In charge of the camera, including setting up all the shots and controlling the camera movements.
- ▶ **Editor** – Cuts up the film and pieces it together to make a final product.
- ▶ **Gaffer** – The set electrician, who's also in charge of lighting on set.
- ▶ **Key grip** – Supervises the lighting crew.
- ▶ **Producer** – In charge of making the movie happen, including overseeing legal issues, hiring the creative team, and funding or raising money for the movie.
- ▶ **Production assistant** – With many responsibilities, they help the production team and crew with everything from organizing scripts to arranging for meals for the staff.
- ▶ **Screenwriter** – Writes the script for the movie.
- ▶ **Script supervisor** – In charge of the script, including any changes made to the script.
- ▶ **Set designer** – Designs the sets for a movie.
- ▶ **Sound designer** – Creates the film's audio, including music and sound effects.



# On the Set



- 1. Lightning grid
- 2. Spotlight
- 3. Diffuser
- 4. Clapperboard

- 5. Camera
- 6. Monitor
- 7. Sound recording equipment
- 8. Boom mic

# On the Set Crossword



With the words labeled on the set, complete the crossword puzzle and learn more about a movie set from each of the clues.

The crossword puzzle grid consists of 13 rows and 13 columns. The starting letters for the clues are as follows:

- 1 Down: O
- 2 Across: A P A
- 3 Across: E
- 4 Across: (empty)
- 5 Down: N
- 6 Down: (empty)
- 7 Across: I G
- 8 Down: O

Decorative elements include a clapperboard with 'TAKE 2' and three stars, a large pink and orange popcorn bucket, and a cartoon girl with brown hair wearing a purple dress, holding a blue cup with a pink straw and a white script.

## Across



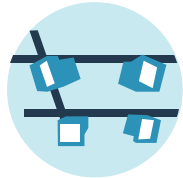
2. Device that is used to designate what is about to be filmed. A slate has written information about the take, and a clapstick is used to make sure the sound and picture are aligned for that take. After the arm, or clapstick, snaps down, the director yells, "Action!" and filming begins.



3. Location where the movie is filmed. It could be an actual location or built from scratch to serve as an artificial environment for some or all of the movie scenes to take place.



4. Screen that the film crew uses to see what's being filmed.



7. Specially constructed grouping of lights used to illuminate the set. It is usually suspended from the ceiling of the set and can be adjusted to create the right lighting for a scene.

## Down



1. The collection of different tools and gadgets used to capture all of the different sounds that need to be recorded as part of the movie.



5. Very bright light that is used to highlight the focus of the scene.



6. Tool that enables the movie to be recorded.



8. A special microphone on a long pole that's held over the actors' heads so it won't get in the way of the shot.

# Improvisation Game



A must for any aspiring actor, improv games are great fun for anyone who wants to exercise their reflexes and think on their feet. This improv activity is used to help actors learn how to recover if another actor forgets their lines or goes off script, but it's also an exciting game that requires zero prep and gets the creative juices flowing.

## What You Need:

6 or more players

## What You Do:

Gather your actors and select two players to start. Have the other participants come up with a setting or scenario for the two players.

The two selected players then act out the scene as they wish, but may only address each other in questions. If a player answers in a statement or takes longer than five seconds to respond, the scene restarts with a new player in his place. This continues until everyone has had a turn.

Here are some examples of themes and dialogue to get you started:

**Theme:** Waiting at a Bus Stop

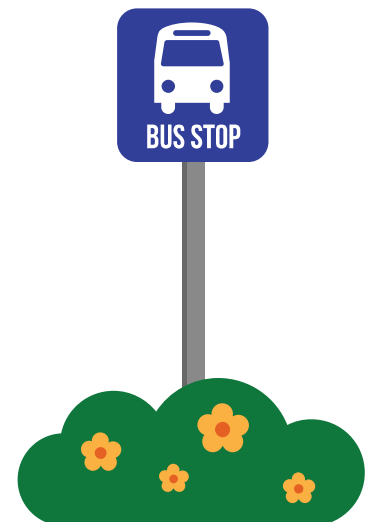
**Player 1:** Is the bus always this late?

**Player 2:** Does it look like I know?

**Player 1:** Are you mad?

**Player 2:** Can't you tell?

and so on.





**Theme: Blind Date**

**Player 1:** Am I early?

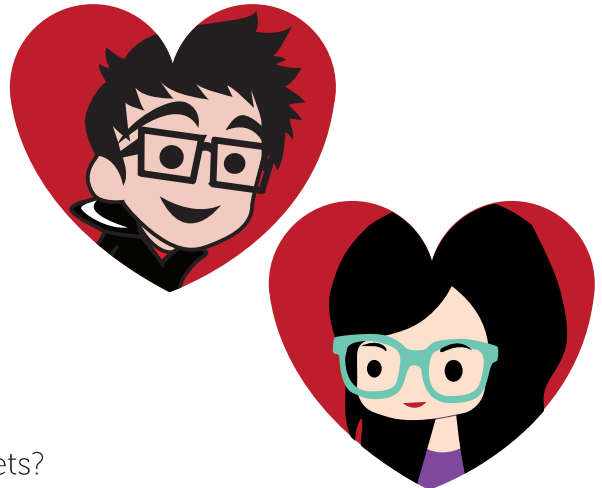
**Player 2:** Can you give me ten more minutes?

**Player 1:** Do we have that much time?

**Player 2:** Well, when does the show start?

**Player 1:** Aren't you the one who bought the tickets?

and so on.



**Theme: Stuck in an Elevator**

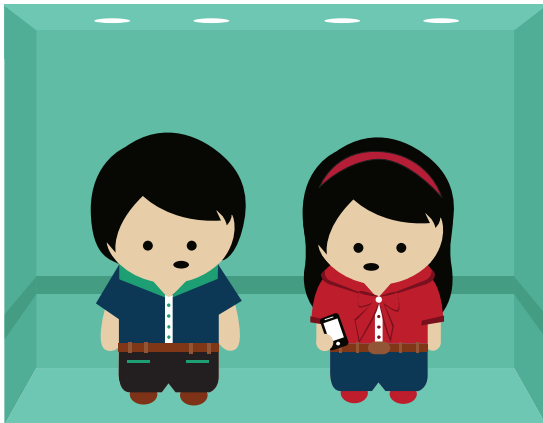
**Player 1:** Do you have a cell phone I could borrow?

**Player 2:** Are you calling the police or the fire department?

**Player 1:** Do you know the number of the pizza place down the street?

**Player 2:** Are you crazy?

**Player 1:** Do you think security will let the delivery guy into the building?



**Other Theme Ideas:** Late for School, Surfing, Walking the Dog, At the Dentist's, On the Moon, Trying to Get a Piece of Cake

Remember that in improvisation, there aren't any winners or losers. There are no right and wrong answers, and there is no penalty for "messing up." So go wild!

# Get Behind the Lens!



When the camerawork in a movie is done well, you probably don't even notice most of it. But in fact, the way shots are framed—or how the camera is positioned—helps to tell the story, make it understandable, and convey a mood. Let's go over the different kinds of camera angles filmmakers use most often—then you can try it out yourself!

- 1 Extreme long shot**  
A faraway view, usually of scenery. This is often used as the establishing shot of a scene, which tells the audience where it's taking place.
- 2 Long shot**  
The entire body of a person can be seen
- 3 Medium shot**  
The person's body from the torso up can be seen
- 4 Close-up**  
A zoom in on a person's face
- 5 Extreme close-up**  
A very tight zoom in, such as just on someone's eye
- 6 Bird's-eye view**  
A view from very high above, as from a flying bird's perspective
- 7 High angle**  
A view from overhead
- 8 Eye level**  
An ordinary perspective, as if you were there on the scene, observing in person
- 9 Low angle**  
Below eye level, looking up
- 10 Canted**  
A tilted view of the scene that suggests imbalance and instability. It may be a visual cue that there's something amiss in the scene, as in a horror flick.

# Camera Angle Match-Up

For each picture, write the number for the matching camera angle.



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- 1 Canted
- 2 Low angle
- 3 Long shot
- 4 Extreme close-up
- 5 Eye level
- 6 Bird's-eye view
- 7 Medium shot
- 8 Extreme long shot
- 9 Close-up
- 10 High angle

Now that you know all about camera frames and angles, are you up for the challenge of doing it yourself? Grab your smartphone or ask a grown-up to borrow a smartphone or video camera. Get a shot from each of the perspectives above.