MOVIEMAKING

RATIONALE FOR ADVENTURE

Webelos Scouts will use old and new media in this adventure to bring stories to life as movies. Lights! Camera! Action!

TAKEAWAYS FOR CUB SCOUTS

- Creating projects with technology
- Teaching others about that technology

ADVENTURE REQUIREMENTS

Webelos Handbook, page 464

Complete the following requirements.

1. Write a story outline describing a real or imaginary Scouting adventure. Create a pictured storyboard that shows your story.
2. Create either an animated or a live-action movie about yourself. Your movie should depict how you live by the Scout Oath and Scout Law.
3. Share your movie with your family, den, or pack.

NOTES TO DEN LEADER

This adventure does not include plans for a den outing. If an outing is desired and there is an appropriate outing location in your area, such as a small film studio, an outing could be arranged. If an outing is added, the leader will need to make arrangements with the location in advance and confirm the plans with families, including transportation and any additional items they need to bring. Make sure activity consent forms are distributed, signed, and collected.

MEETING 1 PLAN

PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Paper for drawing storyboards
- Pencils and crayons or markers
- Magazines and photographs brought by the Scouts
- 3-foot sections of rope (one per Scout) for the Closing

GATHERING

- Have the Scouts do a storytellers' "warm-up exercise":
  - Sit in a circle, facing each other and staying very quiet. Everyone will need to listen carefully so they can follow the tales being told. They should especially keep an ear out for names of people and places.
  - Have one storyteller start by saying a single word, like "once." The next storyteller quickly says their word—maybe "upon"—so the sentence doesn't miss a beat. The key is to make the story sound seamless, like one person is telling it: "Once upon a time ..."
  - Keep going back and forth until the story has reached its natural conclusion or disintegrated into total nonsense. Don't worry—if it becomes nonsense, that's all part of the fun!
  - As more Scouts arrive, they can join the circle and take a turn in order.

OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.

TALK TIME

- Carry out business items for the den.
- Allow time for sharing among Webelos Scouts.
- Introduce the Moviemaking adventure to the den. Build interest by describing the goals of the adventure and some of the activities that are planned.
- Explain that this meeting will center on storytelling and creating storyboards, which are pictures—similar to comic book panels—that show how the story will progress on screen.
- Ask: *What are some of your favorite stories in movies or in books? What do you like about them? How could they be made better?*

ACTIVITIES

◇ Activity 1: Storyboarding (Requirement 1)

- Start by reviewing the elements of a story:
  - Characters (the *who* in the narrative)
  - Plot (the *what):* This includes the beginning, middle, and end of the story's action. There should also be conflict, a point of climax, and a resolution.
  - Setting (the *when* and *where):* It can be your hometown in the present day, or some other place—hundreds of years in the past or thousands of years in the future!
- Introduce storyboards as the way that moviemakers (working in either animation or live action) draw out their plans for each scene before actually going on the set with the cameras and actors. Refer to the *Webelos Handbook* for more about storyboards.
- First, each Scout will use their new knowledge of narrative elements to write a brief story (one or two paragraphs) about a favorite activity they have done in Scouting. Then they will turn that story into a set of storyboards using the materials you collected. Or you may divide the den into teams so they can pick a story and draw storyboards as a group.
- Have the Scouts use a template similar to the one in Meeting 1 Resources. If they brought photos or magazine articles with pictures (such as those in *Boys' Life*), suggest using those images as inspiration for their drawings.
- When the storyboards are finished, invite the Scouts to have even more fun acting out the stories like actors rehearsing a scene!

CLOSING

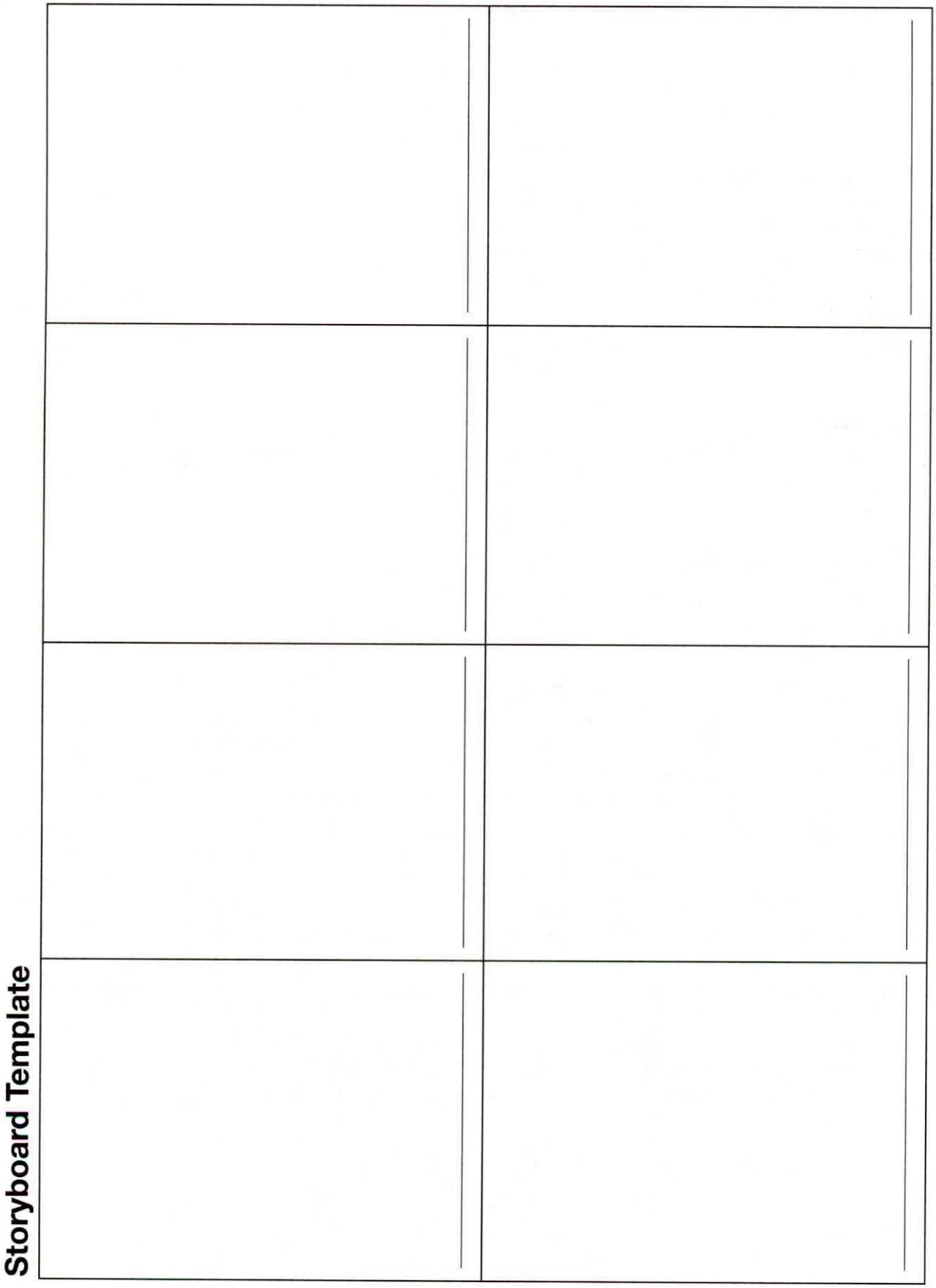
- Give each Scout a 3-foot section of rope. Have them tie their ropes together with square knots to form a complete circle. Then they lean back carefully to form a taut circle. Explain that this represents their connection as they help each other and work as a team.
- Give Scouts a "preview" of their next meeting, when they will develop their skills as storytellers and team players by working together to create an animated movie.
- Close by reciting the Scout Oath or Scout Law.

AFTER THE MEETING

- Serve refreshments, if desired.
- Work together to clean up the meeting place.
- Record completion of requirement 1.

MEETING 1 RESOURCES

Activity 1: Storyboarding



MEETING 2 PLAN

PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Paper and pencils for Gathering game
- Digital cameras or smartphones with cameras for shooting the movie(s)
- Materials for creating animations—action figures, Legos, etc.
- Paintings or sheets to provide colorful backdrops
- Computer with video-editing software—Have an adult download this for free from the internet or use PowerPoint.
- If the above technology isn't available, see Meeting 2 Resources for steps to create flip-book animations.

GATHERING

- Have various animation materials available to Scouts as they arrive. Encourage them to try out the materials and begin considering them for use in their movies.

OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.

TALK TIME

- Carry out business items for the den.
- Allow time for sharing among Webelos Scouts.

ACTIVITIES

◇ Making the Movie (Requirement 2)

- Divide the Scouts into movie production teams (three or four Scouts per team), and have them plan a short stop-motion animation related to Scouting. Each team's idea can be something new or it can be based on one of the storyboarded ideas from Meeting 1.
- If Scouts have trouble thinking of a subject, here are two suggestions:
  - Create an animation about one of the points of the Scout Law ("A Scout is trustworthy, loyal, helpful, friendly, courteous, kind, obedient, cheerful, thrifty, brave, clean, and reverent."), as interpreted by the team! For example, what does "reverent" mean to them? What would be a simple way to portray that interpretation using animation?
  - Find a way to depict one of the leadership roles in the den through animation.
- Help the Scouts choose the "actors" for their animation. Possibilities include people, puppets, toys, Lego characters, clay sculptures, food, and magnets. Pick something that can be moved in small increments, but also remain still when necessary.
- Scouts will then plan the scene and the action that takes place in it. They should avoid making the action too elaborate as that could be very time-consuming; small, universally understood gestures are best—like a Scout character smiling and waving to represent "friendly."

- Now they can shoot their movies. This will require adult supervision as Scouts may need help setting up their scenes as well as using the technology. To animate a motion:
  - Place a figure (character) on the set in its starting position.
  - Take one photo at a time, stopping in between to adjust the figure a little bit so the motion will seem natural when all the photos are placed in sequence. In the "friendly" example above, the figure's arm could be raised slightly at first, then gradually go higher until it unbends at the elbow so the hand can wave.
  - Remind the Scouts to include themselves in their animations as a character or a pop-up in a few of the frames (individual photos).

◇ Activity 2: Watching the Movie (Requirement 3)

- If the photos were taken on a digital camera or smartphone, you can simply scroll through them in rapid motion to "play" the stop-motion animation. Alternatively, you could download any number of free programs online that will string together a series of JPEG (photo) files into a video. The software would likely also allow you to add music or sound.
- You could also upload the images to a computer and place them one by one in a PowerPoint presentation, then click through it quickly to get the same effect as playing a stop-motion animation.
- If there is time to watch all the animations during this meeting, that would be ideal. However, Scouts could also watch them as the Gathering activity at the next meeting.

CLOSING

- Gather the den together and form a friendship circle: Cross arms with the right arm over the left and grasp the hand of the Scout or adult leader on either side.
- Sing taps:

Day is done,
Gone the sun.
From the lakes,
From the hills,
From the sky.
All is well,
Safely rest,
God is nigh.

AFTER THE MEETING

- Serve refreshments, if desired.
- Work together to clean up the meeting place.
- Record completion of requirements 2 and 3.

MEETING 2 RESOURCES

ACTIVITIES

Activity 1: Making the Movie (Requirement 2)

Flip-Book Animation

Consider this option if the technology required for activities in the Meeting 2 Plan isn't feasible for your den. Each Scout could make their own flip-book animation.

Materials:

- One small memo pad (about 3X4 inches), glued or stapled at the top, NOT spiral-bound. You could also use a stack of sticky notes.
- Dark felt-tip pen

Instructions:

- Have each Scout decide how they want to portray their subject. Remind them that they will need to draw an entire shape or object on every page, just in slightly different positions—so they should keep the concept simple. For beginners, consider using a stick figure or easy shapes and outlines.
- Only work on one half of the page. When flipping, you will not really be able to see the other half.
- Start on the last page. The flip book will go from back to front.
- First, draw a simple shape on the last page. Then put the next page on top of it. Under a light, the paper should be transparent enough for the Scout to see through it and trace the shape from the first page, but in a slightly different position. (Example: If drawing a bouncing ball, it might start on the ground. On the next page it would be slightly off the ground, on the next page a little more, and so on.)
- Whenever the Scouts want to test how their animation is coming along, they can stop and flip the book, holding it from the blank side and flipping the side with the drawings.
- The Scouts can experiment with pacing and timing by increasing or reducing the number of drawings. The more pages it takes for the subject to move, the slower the animation will appear.

Upon completion of the Moviemaking adventure, your Webelos Scouts will have earned the adventure pin shown here. Make sure they are recognized for their completion by presenting the adventure pins, to be worn on their uniforms, as soon as possible according to your pack's tradition.

