Lesson Plan: Plot

Overview: Students will learn about how animation uses characters, settings, and intentional visuals to tell a story.

Choose Your Own Adventure Story: Writing

Movie Poster Design: Artmaking

Pitch: Speaking

Storyboard a scene from your villain character's origin story: Artmaking









Vocabulary:

Storyboard Design Thinking Sequence Pitch Composition Portfolio

Essential Questions:

What makes an effective pitch/movie poster?

Videos from Paramount Professionals:

- Nellie Tehrani, Careers in Animation *How to put together a portfolio*
- Katherine MacDonald/Kyrsti Schwarz, Animation Marketing, movie poster





Download Writing Brainstorm: Choose Your Own Adventure here.

Students write the <u>first page</u> of their story, ending with a choice. Students will continue one of those choices to write the story's climax

Download Plot: Writing Your Story Climax here.





Media Arts:

Think like a storyboard artist by depicting an exciting moment from your villain's origin story. **Think like a storyboard artist here.**

Video:

Katherine MacDonald/Kyrsti Schwarz, Why are movies marketed? How? Why were specific decisions made for this movie's poster?

Discussion Question:

What makes an effective movie poster?

Download Design a movie poster worksheet here.

How will you persuade an audience to be interested in your villain's story?

Image: Show your character in their setting

Audience: Take advantage of SpongeBob's built in audience by referencing familiar characters or SpongeBob settings in your design. Watch the <u>How to draw</u> SpongeBob video here.

Movie Title: What will your villain's movie be called?

Credits: Include your name somewhere on the poster

Tagline: A catchphrase or slogan that will draw your audience's interest. If you're stuck, check out **this slogan generator!**



Pitch:

Present your work to Paramount Pictures Animation! A pitch is a short verbal and sometimes, visual presentation of an idea.

Download the Sample Pitch Deck

What do you think makes an effective pitch?

Zoom coaching session:

Schedule a practice session for the student, teacher and ArtMatter team.



Standards:

Media Arts:

MA:Pr4.1.7

Integrate multiple contents and forms into unified media arts productions that convey consistent perspectives and narratives, such as an interactive video game.

MA:Pr5.1.7b

Exhibit an increasing set of creative and adaptive innovation abilities, such as exploratory processes, in developing solutions within and through media arts productions.

MA:Pr5.1.8b

Demonstrate and refine a determined range of creative and adaptive innovation abilities, such as design thinking and risk taking, in addressing identified challenges and constraints within and through media arts productions.

Writing:

CCSS.ELA-LITERACY.W.7.3 Write narratives to develop real or imagined experiences or events using effective technique, relevant descriptive details, and well-structured event sequences.

CCSS.ELA-LITERACY.W.7.3.A

Engage and orient the reader by establishing a context and point of view and introducing a narrator and/or characters; organize an event sequence that unfolds naturally and logically.

