



# PART A: DESIGN

## Session Five: Introduction to Movie Production

### OBJECTIVES

- Identify the key terms used in this computer programming application
- Carry out the basic components of computer programming

### TEACHER PREPARATION

- Review Session Five
- Make sure the computer lab or laptop cart is reserved and ready with computers that have Internet access with the latest version of Adobe Flash Player
- Preview “Making a Movie in the Kerpoof Animation Studio”
- Print out “Quick Reference Guides” for teacher use during demo and production
- Organize computer lab or classroom to accommodate 1–2 students per computer

### RESOURCES AND HANDOUTS

#### In this lesson, you will need:

- BIZMOVIE MEMO 5 KEY (p. 35)
- ACCOUNTABILITY WORKSHEET (S12) (no key provided)
- Homework: MOVIEMAKER TOP 10 LIST (S13) (Answers will vary; no key provided)
- Kerpoof Studio Classroom Demo Instructions (R8)

#### In this lesson, students will need:

- BIZMOVIE MEMO 5 (S11)
- ACCOUNTABILITY WORKSHEET (S12)
- MovieMaker Parameters (C4)

### STANDARDS

ISTE STANDARDS: 1A, B, C, 5B, 6A, B, C, D  
21ST CENTURY SKILLS

### VOCABULARY

- **Design:** The act of working out the form of something
- **Computer programming:** Creating a sequence of instructions to enable the computer to do something
- **Computer icons:** Symbols or illustrations appearing on the computer screen that indicate program files or other computer functions
- **Computer functions:** The tasks or actions that software is intended to perform
- **Timeline:** The linear representation of the progress of an animation from the first to the last frame
- **Duration:** The period of time during which something continues
- **Emote:** To give expression or emotion to, in a stage or movie role
- **Rotate:** To turn about an axis or a center
- **Waypoints:** In this application, waypoints “point the way” for the characters; any mapped reference point on a route that can be easily identified

### NOTES

See Kerpoof MovieMaker for reference to vocabulary terms.

# A

## Session Five: Introduction to Movie Production

### SESSION FIVE - LESSON PLAN

**Guiding Question:** How are animated movies created?

**Do Now (5 minutes)**

BIZMOVIE MEMO 5 (S11)

**Instruction (5 minutes)**

- Remind students of the discussion of animated films = big \$ (Session 2)
- Establish guidelines for behavior while on the computer
- Establish goals for time on the computer

**Application of Knowledge (30 minutes)**

- Demonstration of MovieMaker program (1-2 students per computer)
- Students use the MovieMaker Basic Parameters (C4) to guide work and complete the ACCOUNTABILITY WORKSHEET (S12) while they are on the computer

**Link to the Business of Movie Production (5 minutes)**

Discuss the pros and cons of the Nintendo Video Game Company moving into the business of movie production

**Closure (5 minutes)**

- Discuss what students found easy/challenging about the movie production process
- Looking ahead to tomorrow: Create a Storyboard

**Homework**

MOVIE MAKER TOP TEN LIST (S13)

# Session Five: Introduction to Movie Production

## Do Now (5 minutes)

Instruct students to complete BizMovie MEMO 5 (S11) while you write the session objectives on the board.

Review the answers with your students.

## Introduction (5 minutes)

Ask students if they remember from Session Two how much revenue animated movies have generated at the box office? (i.e., *Lion King* over \$300 million)

Animated movie production is big business. Computer programming has played a big part in the success of this business.

Today, students will have the opportunity to try their hand at computer programming.

Your school and/or classroom probably has already established guidelines for computer use that should be followed. If not, here are some guidelines to keep in mind:

- One or two students per computer
- Food or drink at the computer station is not allowed
- Use only the BizMovie program – Internet surfing is not allowed
- When done, turn off all equipment as directed
- Follow the teacher's directions

Establish goals for their time on the computer:

- Experience computer programming firsthand
- Return to your company with creative ideas

Using the KERPOOF STUDIO CLASSROOM DEMONSTRATION INSTRUCTIONS (R8), lead your class through the step-by-step instructions.

**BIZMOVIE MEMO 5**  
(S11)

**BIZMOVIE**

Memo 5

**Animated Films Before Computer Programming**

Did you know that the first animated movies were done by hand without the help of computers? It would take one hundred drawings to create just 1 minute of film. Solve the following word problems. Show your work.

- How many drawings would they have needed for 30 minutes of film?  
Answer: \_\_\_\_\_
- How many drawings would they have needed for 30 seconds of film?  
Answer: \_\_\_\_\_
- How many drawings would they have needed for 1 hour of film (a full-length movie)?  
Answer: \_\_\_\_\_
- If your favorite animated movie is 1 hour (60 minutes) and 30% of the pictures are of a dog, 30% are pictures of a mouse, and 40% are of a cat, how many drawings do you have of each?

**KERPOOF STUDIO CLASSROOM DEMO INSTRUCTIONS**  
(R8)

**Kerpoof Studio Classroom Demonstration Instructions**

**Step 1: Getting Started**  
Write on the Kerpoof frame page. How do you think we should start? I think we click on "Play Kerpoof!"

**Step 2:**  
Today we're going to make a movie, so I'm going to click here:

**Step 3:**  
• I'm going to pick my salary line. I want Pets Land.

**Step 4:**  
• Now I pick my scene. I have a choice between a pet shop and a beach. I want the first one.

**Step 5: Choosing Characters**  
• I'm going to make a little movie about a fish and a cat.  
• Hold down your mouse button while you drag the mouse and then let go when you have the cat where you want the cat.

**Checkpoint**  
• If you bring a character into your scene and decide that you DON'T want them in your scene after all, just click -and- drag them out of the scene. They'll just disappear.

**Step 6: Resizing an Object**  
• These are a little small, so I'm going to hold my mouse button down while I click on this arrow and drag it. (Resize both objects.)

**Step 7: Moving Objects**  
• I'm going to leave the fish right here, but I want the cat to start out back here near the desk.  
• I'm going to grab the shadow under him and push him back.

• This little tool is called a "waypoint" because it will point the way for our characters.

**Step 8:**  
• I want the cat to walk over to here to visit with the fish, so I'll put Waypoint A right here.

# Session Five: Introduction to Movie Production

**ACCOUNTABILITY WORKSHEET (S12)**

**BIZMOVIE**  
Accountability Worksheet  
MovieMaker Demonstration Lesson

Directions:  
Make sure you and your partner take turns at the keyboard. All students are responsible for answering the following questions.

Which are your 3 favorite scenes?  
1. \_\_\_\_\_  
2. \_\_\_\_\_  
3. \_\_\_\_\_

For each of your favorite scenes listed above, think about which characters you would like to see in that scene and what music would enhance it.

Scene #1: Character Choices  
1. \_\_\_\_\_  
2. \_\_\_\_\_  
3. \_\_\_\_\_

Is there any music you would like included in this scene with these characters? Which kind? \_\_\_\_\_

Scene #2: Character Choices  
1. \_\_\_\_\_  
2. \_\_\_\_\_  
3. \_\_\_\_\_

Is there any music you would like included in this scene with these characters? Which kind? \_\_\_\_\_

Scene #3: Character Choices  
1. \_\_\_\_\_  
2. \_\_\_\_\_  
3. \_\_\_\_\_

Is there any music you would like included in this scene with these characters? Which kind? \_\_\_\_\_

**MOVIEMAKER PARAMETERS (C4)**

**BIZMOVIE**  
MovieMaker Parameters

Basic Parameters  
1 scene  
2-4 characters  
3-12 actions/methods (e.g., say, move, rotate, emote)  
1-3 timelines (parallel actions)  
1-5 minutes running time (the duration of the completed movie)

Enhanced Parameters  
2 scenes  
2-4 characters  
3-16 actions/methods (e.g., say, move, rotate, emote)  
1-3 timelines (parallel actions)  
1-5 minutes running time (the duration of the completed movie)

## Teaching Tip

If students have limited computer experience, you should lead the MovieMaker demonstration process. If your class has already demonstrated computer knowledge, you may want to consider letting them follow the step-by-step directions independently and make yourself available for guidance.

## Application of Knowledge (30 minutes)

After the demonstration, students will continue working with their partners to create their own sample movie. (This is a practice movie, not their official movie. It is a chance for all students to experience computer programming firsthand.)

## Teaching Tip

In order to achieve equal time at the keyboard, consider having students switch roles after each step or halfway through their sample movie.

Distribute and review the ACCOUNTABILITY WORKSHEET (S12). While computer programming, students will simultaneously complete the ACCOUNTABILITY WORKSHEET (S12), using the MOVIEMAKER BASIC PARAMETERS (C4) as a guide.

Students will take turns with their computer partner to follow the steps of the MovieMaker Demonstration.

## Link to the Business of Movie Production (Suggested; 5 minutes)

Discuss the pros/cons of Nintendo moving into the business of movie production:

- Pros might include: increase game sales, sales of action figures, clothes, etc.
- Cons might include: games might not translate into quality films, money better spent on game development

## Closure (5 minutes)

Share highlights/challenges of the computer programming process.

Looking ahead to tomorrow: Storyboard Planning

## Homework

MOVIEMAKER TOP TEN LIST (S13)



## MEMO 5 KEY



### Memo 5 Key

#### Animated Films Before Computer Programming

Did you know that the first animated movies were done by hand without the help of computers? It would take one hundred drawings to create just one minute of film.

1. How many drawings would they have needed for 30 minutes of film?  
3,000
2. How many drawings would they have needed for 30 seconds of film?  
50
3. How many drawings would they have needed for one hour of film (a full-length movie)?  
6,000
4. If your favorite animated movie is one hour (60 minutes) and 30% of the pictures are of a dog, 30% are pictures of a mouse, and 40% are of a cat, how many drawings do you have of each?

60 minutes of film = 6,000 pictures, 30% are of a dog = 1,800, 30% are of a mouse = 1,800, and 40% are of a cat = 2,400

**BONUS:** Create your own word problem using the information above. Solve it. Explain how you arrived at that answer.