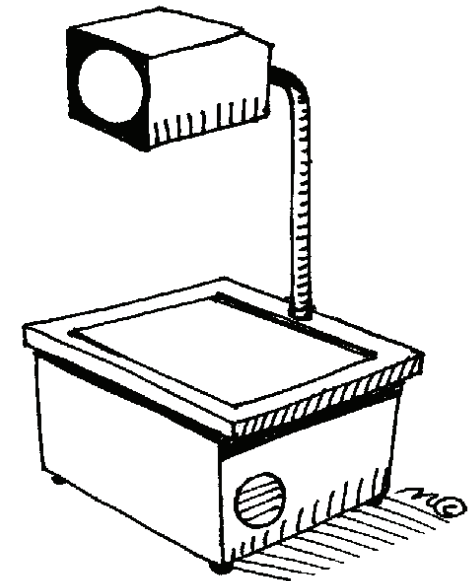# The Manual Cinema Project

Name:

Manual Cinema, a performance group from Chicago, performs a type of puppetry they call **cinematic shadow puppetry**. They combine elements of theater, film, and puppetry to tell captivating stories using old fashioned overhead projectors.

Learning Target: I will use what I have learned about my StoryMap website location and collaborate to create an entertaining cinematic shadow puppet movie.

Project Description: You will use the work of Manual Cinema as a model as you try to create cinematic shadow puppetry to tell a story based on your StoryMap location research. You have spent the last several weeks completing your StoryMap websites based on your three perspectives. Work with your group to create a six scene, 3-5 minute cinematic shadow puppet show that is entertaining and teaches the audience about the places you presented in your StoryMap Website.

Directions:

You will collaborate with two to three other students to combine information from your StoryMap websites and create an entertaining and informative cinematic shadow puppet movie. The goal is to transform your knowledge about your StoryMap location and create an entertaining shadow puppet movie that will inform our viewers.

You and your team must decide on a plot archetype and write a script in 6 scenes:

Plot Archetypes
1. Overcoming the Monster
2. Rags to Riches
3. The Quest
4. Voyage and Return
5. Comedy
6. Tragedy
7. Rebirth

After writing your script you will create a story board and then create the puppets and transparencies you need to film the movie. You will then film the individual scenes on your phone and edit them together into a 3-5 minute movie.

You will add sound effects and music to add to the story.

We will be sharing these with our Cheltenham Elementary School buddies.

Project Steps:

Learn about Plot Archetypes

An archetype is a common symbol or theme that can be found in many stories. There are seven very common types of stories that you will learn about and base your story on. You will use a plot diagram to for your story.

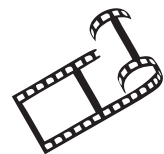**Synthesize and Transform StoryMap Knowledge**

How will your group combine information about your locations to create a compelling story? Be creative and have fun to tell an interesting story. Your movie must have two facts from each StoryMap.

Write the Scipt

The first step is to decide what your "movie" will be about. Use the StoryMap research synthesis page to brainstorm and decide on the basics of your plot. With your group, complete the Manual Cinema Project script google doc .

Create a Storyboard

After you have a script written you will need to think about how you can tell the story visually using the projector. You will create a storyboard as a draft. On the storyboard page sketch out six scenes. Each scene serves a purpose in telling your story.

Puppet Making

Once you know what puppets or other elements you need to tell your story you will create all the materials you will need to tell your story including puppets, backgrounds and settings.

Sound Effects

Sound plays a crucial role in the audience's understanding of your movie. It helps us understand what is happening and sets the mood. Think about what is happening in the scenes you sketched on your story board.

Overhead Projectors
A Brief History:

Roger Appeldorn created a machine that projected the image of writing on clear film in the early 1960s, while working at the company 3M.

Appeldorn specifically reached out to businesses and teachers to push the product. His marketing efforts worked: 3M became a major manufacturer of overhead projectors, and it wasn't long before the presentation devices became a mainstay in classrooms across the country through the 1970s, '80s and '90s.

The 7 Plot Archetypes

1. **Overcoming the Monster:** The protagonist sets out to defeat an antagonistic force (often evil) which threatens the protagonist and/or protagonist's homeland.
Examples:

2. **Rags to Riches:** The poor protagonist acquires power, wealth, and/or a mate, loses it all and gains it back, growing as a person as a result.
Examples:

3. **The Quest:** The protagonist and companions set out to acquire an important object or to get to a location. They face temptations and other obstacles along the way.
Examples:

4. **Voyage and Return:** The protagonist goes to a strange land and, after overcoming the threats it poses to them, they return with experience.
Examples:

5. **Comedy:** Light and humorous character with a happy or cheerful ending; a dramatic work in which the central motif is the triumph over adverse circumstance, resulting in a successful or happy conclusion. Comedy is more than humor. It refers to a pattern where the conflict becomes more and more confusing, but is at last made plain in a single clarifying event. The majority of romance films fall into this category.
Examples:

6. **Tragedy:** The protagonist's character flaw or great mistake which is their undoing. Their unfortunate end evokes pity at their folly and the fall of a fundamentally good character.
Examples:

7. **Rebirth:** An event forces the main character to change their ways and often become a better person.
Examples:

After studying the archetypes above you need to select one to base your story on

Plot archetype your group will use (Circle One):   **Overcoming the Monster**   **Rags to Riches**

The Quest   **Voyage and Return**   **Comedy**   **Tragedy**   **Rebirth**

StoryMap Reseach Synthesis

You and your group members need to combine (synthesize) information from your StoryMap research to create your plot for your Manual Cinema movie.

List the location of your StoryMap and each member of your group.

Location #1	Location #3
Location #2	Location #4

Your final Manual Cinema movie must have a minumum of two facts from each StoryMap location. List the facts from each person's StoryMap website that you will include in your plot.
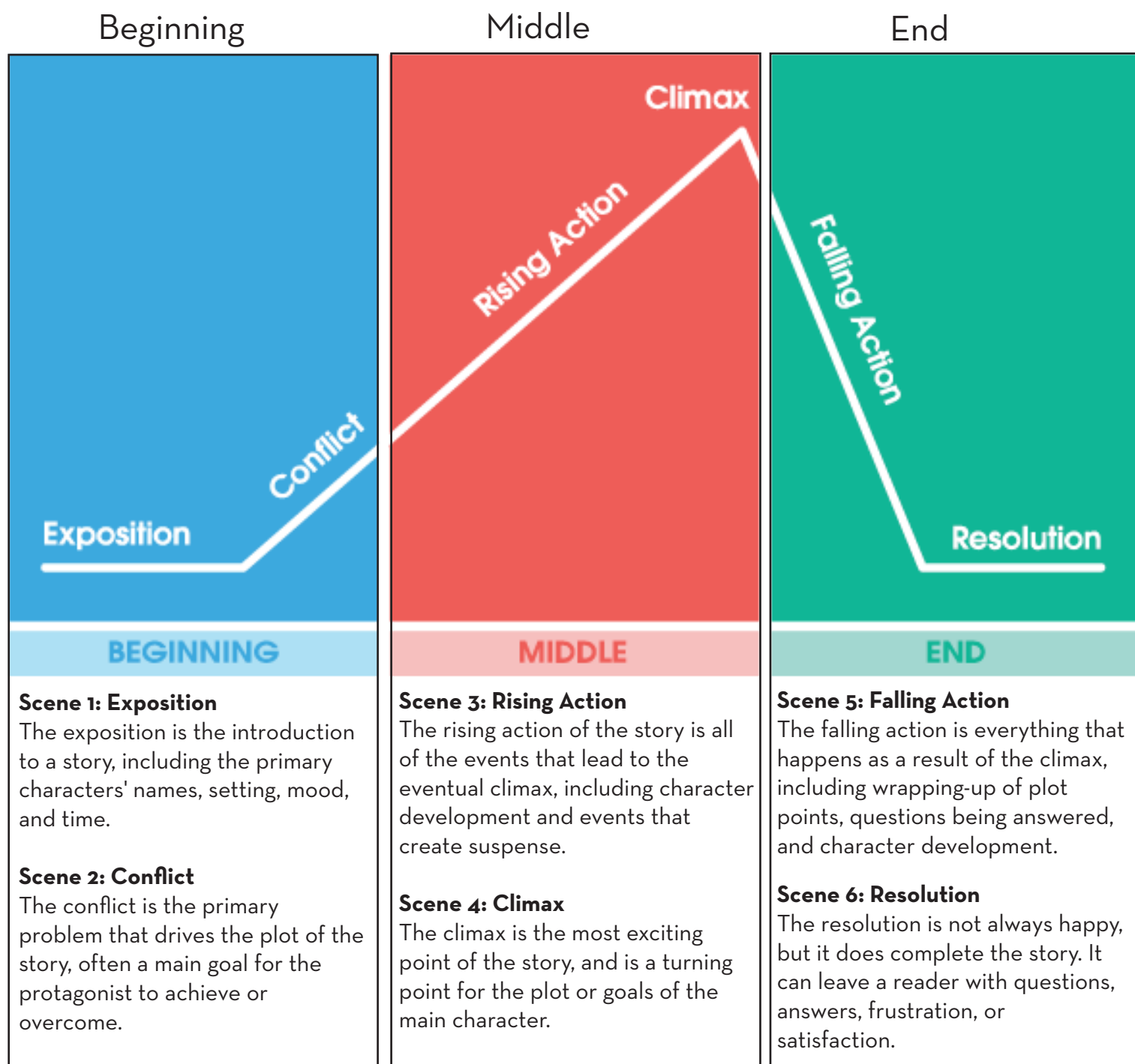
Location #1 Facts	Location #2 Facts
1. 2.	1. 2.
Location #3 Facts	Location #4 Facts
1. 2.	1. 2.

Brainstorm! In this box write ideas you have for how each of the StoryMap facts might fit into a plot based on your group's archetype.

Plot Diagram and Narrative Arc

Your story must follow the plot diagram and narrative arc you see in the chart below. You and your group will have to think of creative ways to tell a six scene story where each scene helps tell your story while fitting within the elements of our narrative framework. It is up to you how you will divide up the work but each member must contribute to the success of the project.

Your group should have already chosen a plot archetype so that will help in deciding what needs to happen in each scene. Look at the description of your archetype and try and figure out how your group can tell that type of story while still having all the elements of the beginning, middle, and end of the story in six scenes.

Beginning   Middle   End

BEGINNING   **MIDDLE**   **END**

Scene 1: Exposition
The exposition is the introduction to a story, including the primary characters' names, setting, mood, and time.

Scene 2: Conflict
The conflict is the primary problem that drives the plot of the story, often a main goal for the protagonist to achieve or overcome.

Scene 3: Rising Action
The rising action of the story is all of the events that lead to the eventual climax, including character development and events that create suspense.

Scene 4: Climax
The climax is the most exciting point of the story, and is a turning point for the plot or goals of the main character.

Scene 5: Falling Action
The falling action is everything that happens as a result of the climax, including wrapping-up of plot points, questions being answered, and character development.

Scene 6: Resolution
The resolution is not always happy, but it does complete the story. It can leave a reader with questions, answers, frustration, or satisfaction.

Script Writing

You and your group will use a shared google doc to collaborate on your script. You can find that doc on our google classroom page. Share it with your group members to collaborate. Before working on that, write 2-3 sentences about what happens in each scene below.

Scene 1: Exposition

Scene 2: Conflict

Scene 3: Rising Action

Scene 4: Climax

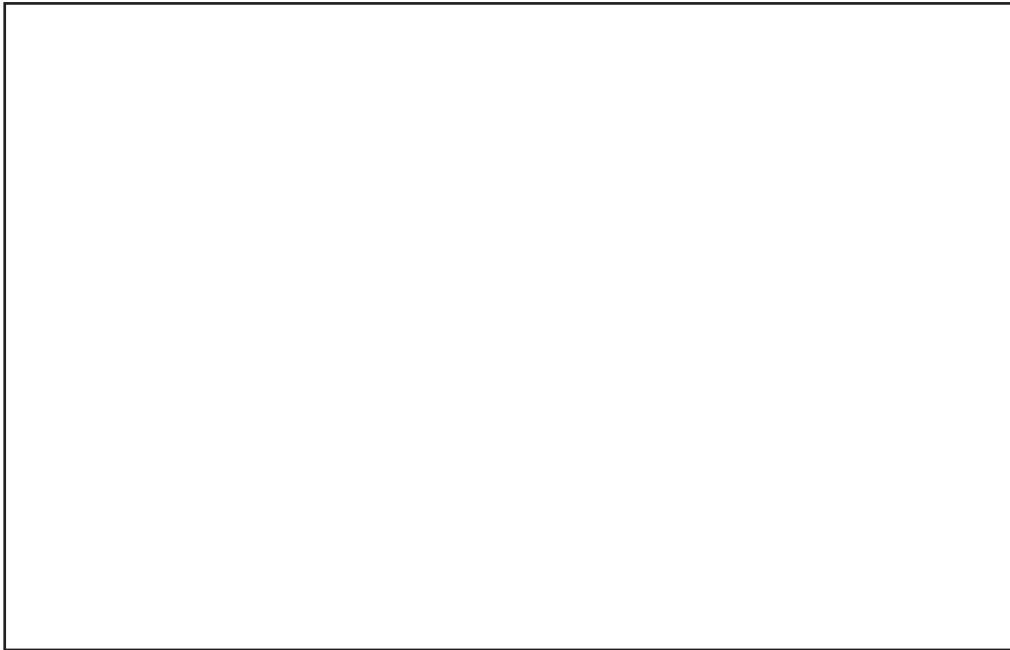**Scene 5: Falling Action**

Scene 6: Resolution

Now Complete the Script doc on google classroom by adding detail and dialogue. After you do that you will create the storyboard on the back of this packet. After you have a story board you can list the materials you need below.

After completing your storyboard, list all the puppets (cut-outs, trasparencies, materials) that you need to create your story with the projector. (Example: We need a cutout of main character sitting in a chair, transparency showing jungle scene)
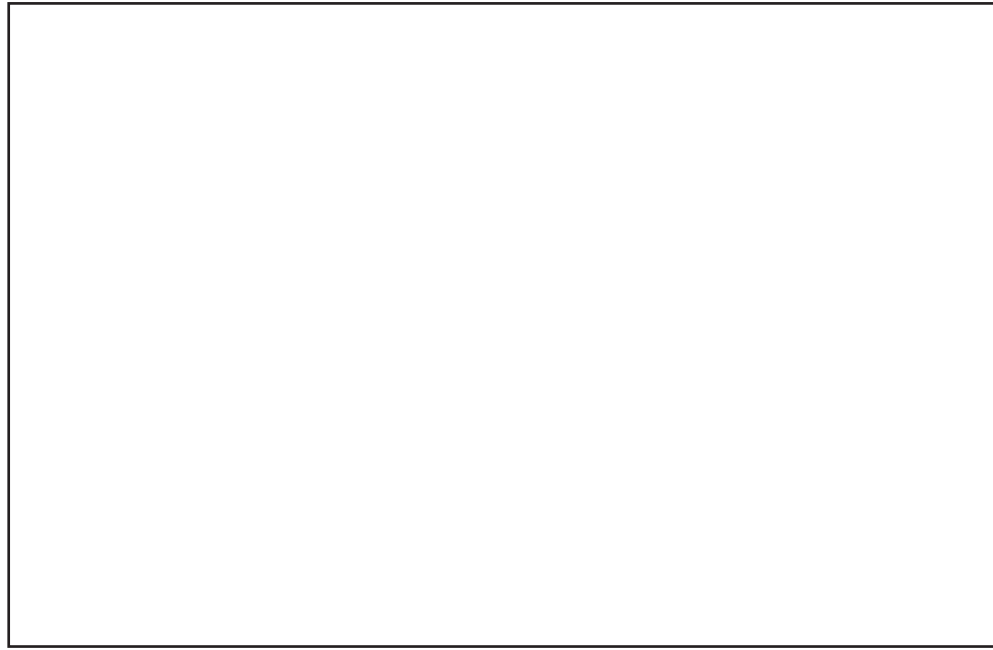
Beginning

Scene 1: Exposition
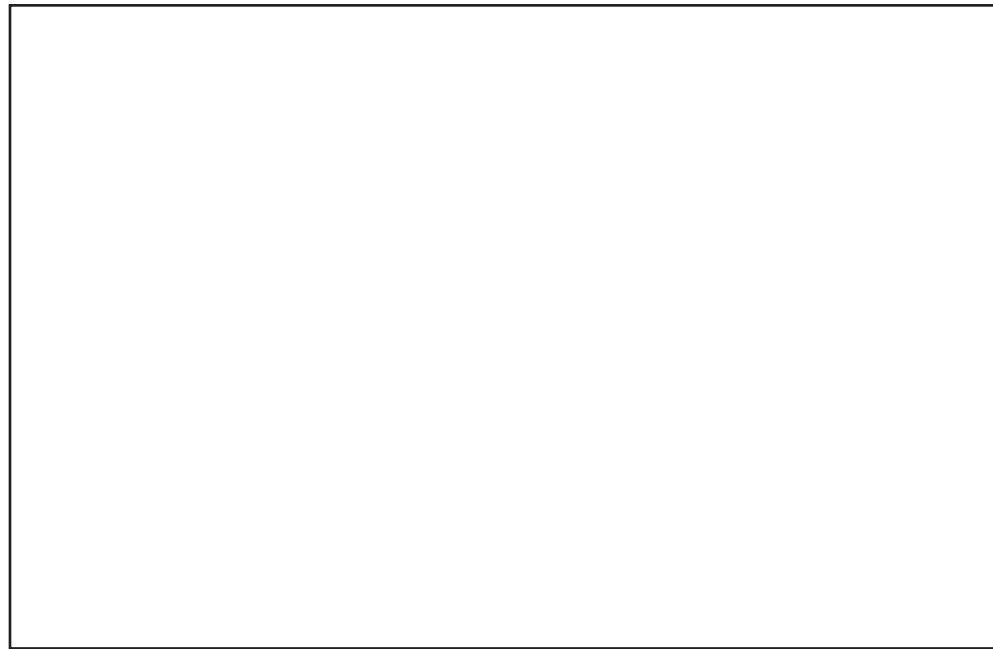
Description:

Scene 2: Conflict

Description:

Middle

Scene 3: Rising Action

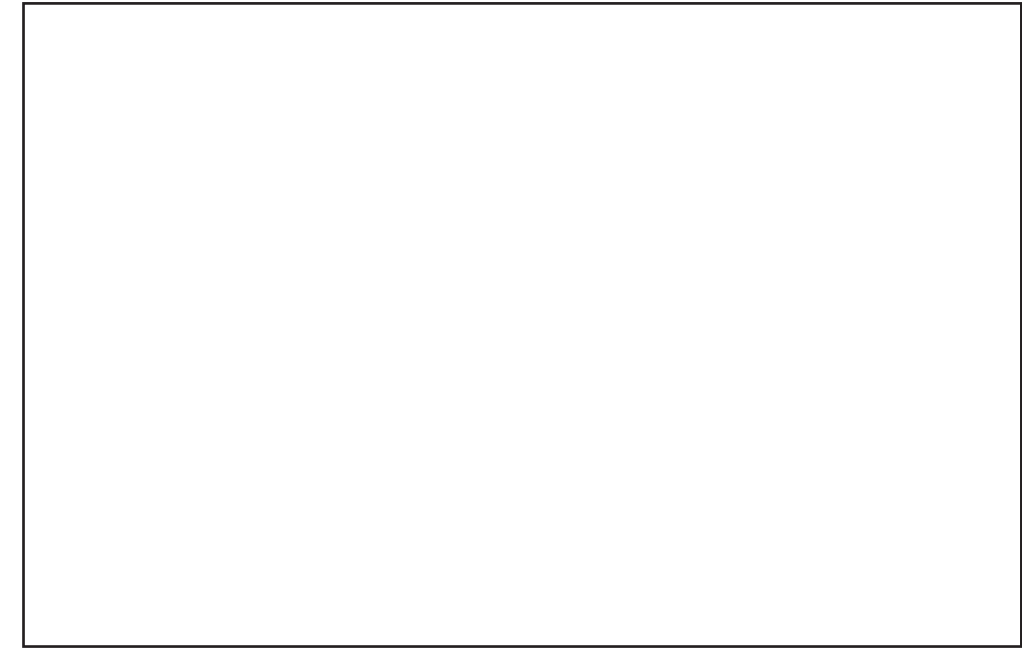**Description:**
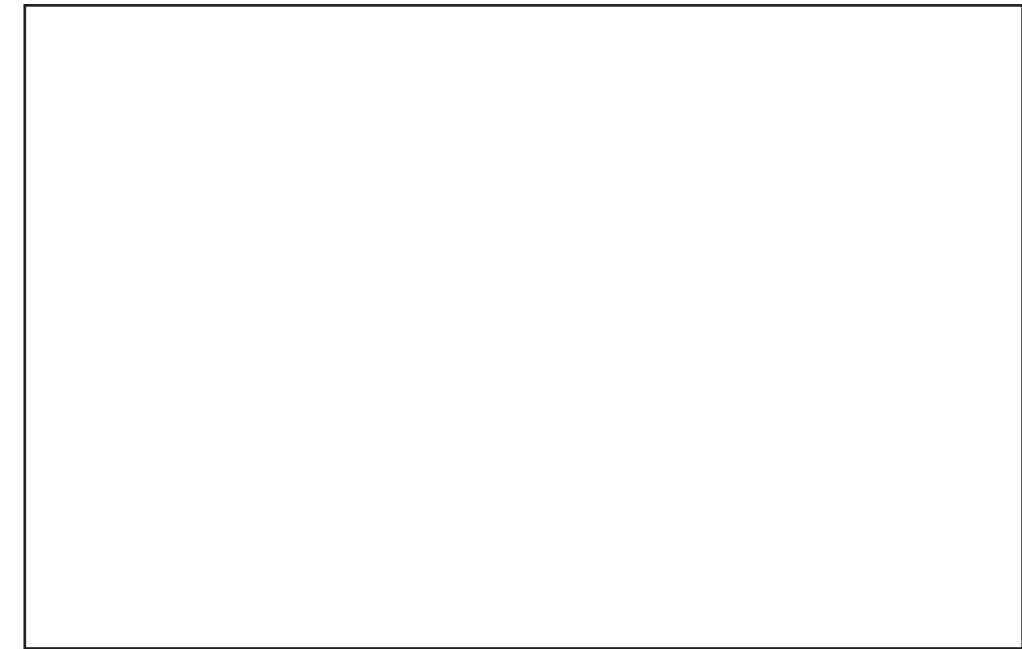
Scene 4: Climax

Description:

End

Storyboard

Scene 5: Falling Action

Description:

Scene 6: Resolution

Description: