

Unit R081 – Pre-production skills

Shot types used in storyboarding

Instructions and answers for teachers

These instructions should accompany the OCR resource ‘Shot types used in storyboarding’ activity which supports Cambridge Nationals in Creative iMedia Level 1/2 Unit R081, Pre-production skills.

This simple drag and drop activity will help learners become familiar with the content of storyboards.

Shot name	Use	Image
Low Angle	Choose the feeling that the viewer is visualised and the character here is powerful.	_____
Extreme Wide Angle	Choose the feeling that the viewer is visualised and the character here is small.	_____
Two shot	Identify the characters who are visible in the shot.	_____
Wide Angle	Full shot character or object in the or the background.	_____
Close the character shot	Identify the character who is visible in the shot.	_____
Extreme Close-Up	Identify the character who is visible in the shot.	_____
Close Up	Full shot character or object in the or the background.	_____
Medium Close-Up	Full shot character or object in the or the background.	_____
Wide Shot	Full shot character or object in the or the background.	_____
High Angle	Choose the feeling that the viewer is visualised and the character here is small.	_____

Associated Files:
Shot types used in storyboarding, available in the following formats:

- Activity sheet
- Flash File
- Opus File
- HTML File

Expected Duration:
Task 1 – 10–15 minutes
Task 2 – 10–15 minutes
Follow up activity – 10–15 minutes
Consolidation activity – 10 minutes



This activity offers an opportunity for English skills development.

These tasks can be used to aid learning of camera shots and camera angles. The activity is available as an activity sheet, or as an onscreen activity.

Follow up and consolidation activities are included in these instructions for extended learning opportunities.

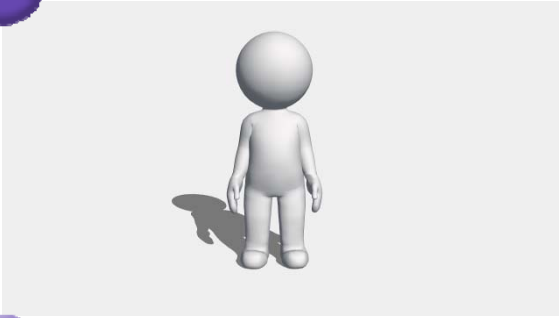
Task 1

Read the **Shot name** and **Use** columns below. Match up the correct picture with the type of shot by inserting the corresponding letter into the **Image** column.

Shot name	Use	Image
Low Angle	Creates the feeling that the viewer is small and vulnerable and the character here is powerful.	e _____
Extreme Wide Angle	Establishing shot – shows where action takes place and sets the scene at the start of an episode or event. Often pans or zooms in slowly as the scene is set.	f _____
Two-shot	Used for conversation between equals where what both characters say or do is equally important.	b _____
Wide Angle	Puts one character in context in his or her surroundings, shows the whole person.	a _____
Over the Shoulder Shot	Used for conversation where one person's speech is more important than the other.	j _____
Extreme Close Up	Unreal viewpoint, focusing on a single feature of a person such as the nose, mouth, a hand etc, for effect or to draw attention to it.	g _____
Close Up	Focuses in on what one person has to say or shows reaction in facial expression.	d _____
Medium Close Up	Concentrates attention on single character.	c _____
Wide Shot	Puts characters in context to show their location and how they relate to it.	h _____
High Angle	Creates the feeling that the character here is being viewed by a more powerful presence positioned near the ceiling. Used in thriller films to show someone being watched.	i _____

Task 1 Images

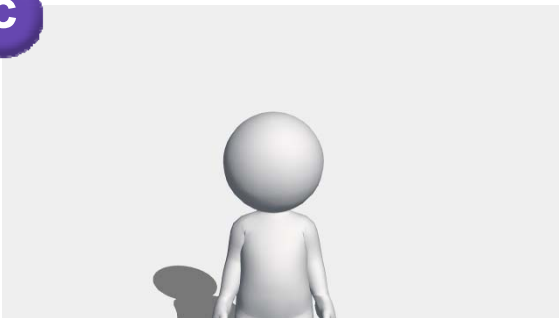
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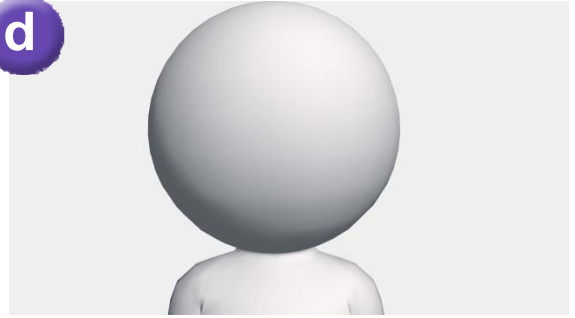
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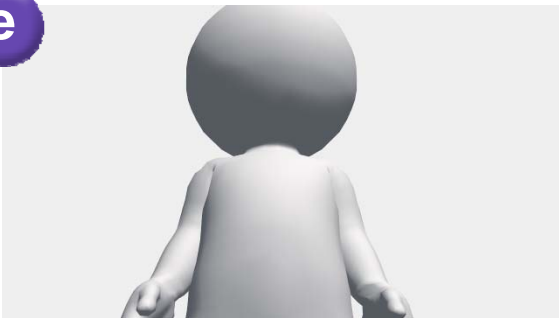
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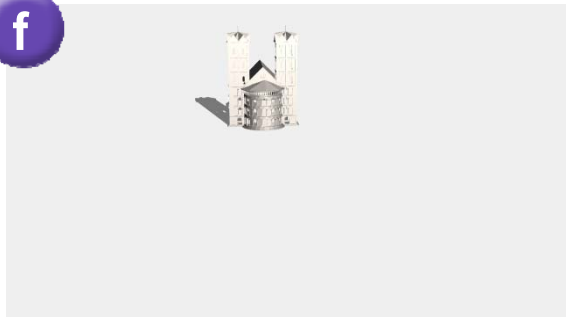
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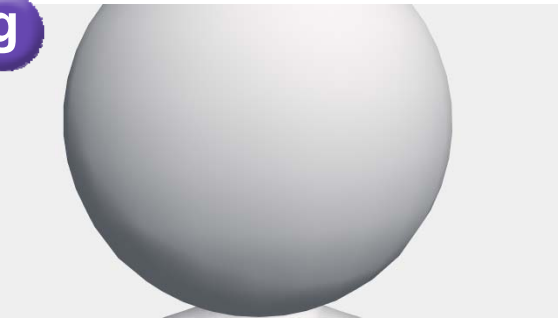
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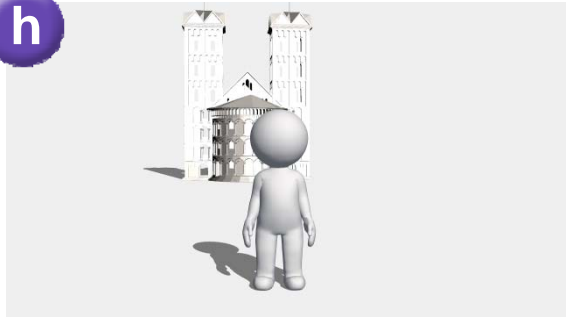
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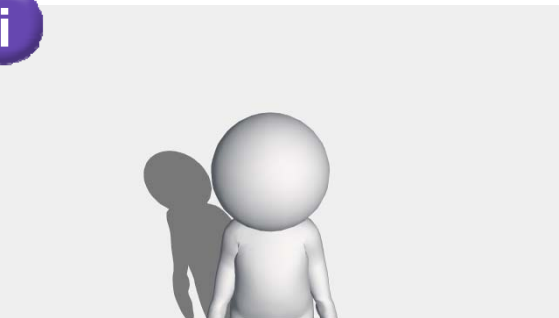
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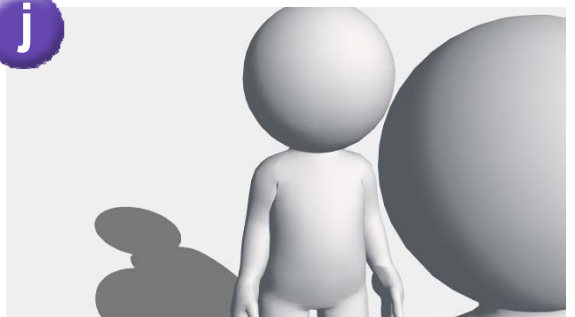
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i



j

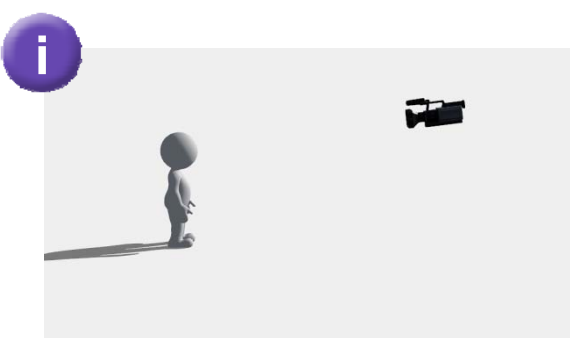
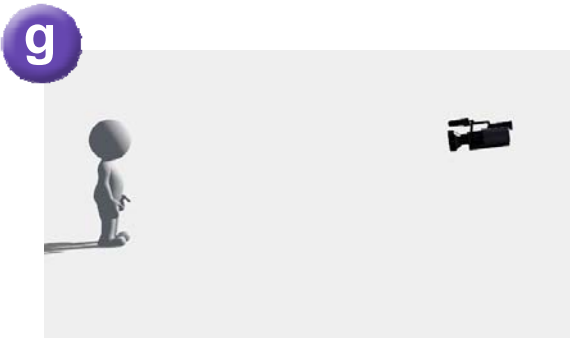
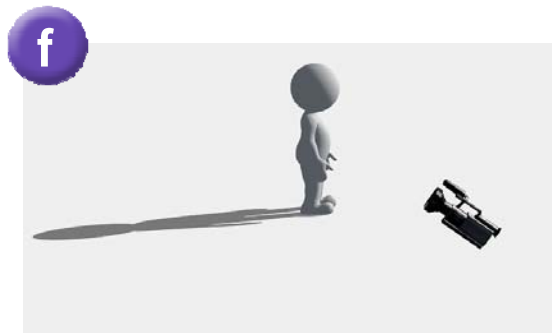
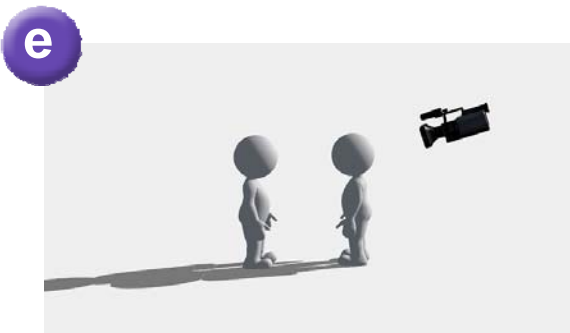
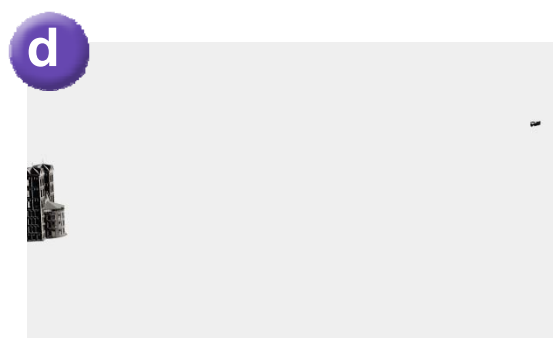
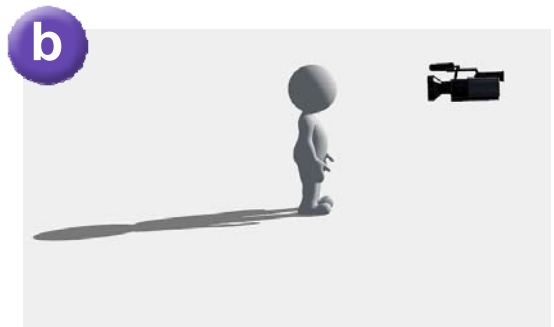
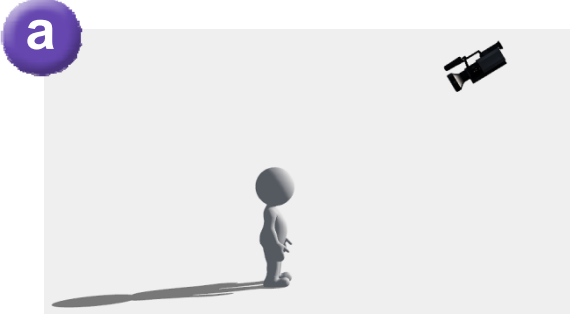


Task 2

Read the **Shot name** and **Use** columns below. Match up the correct picture with the type of shot by inserting the corresponding letter into the **Image** column.

Shot name	Use	Image
Low Angle	Creates the feeling that the viewer is small and vulnerable and the character here is powerful.	f _____
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Wide Shot	Puts characters in context to show their location and how they relate to it.	c _____
High Angle	Creates the feeling that the character here is being viewed by a more powerful presence positioned near the ceiling. Used in thriller films to show someone being watched.	a _____

Task 2 Images



Follow-up activity

This could include a discussion of the different types of shots and their uses. For example, thriller and horror films often use over the shoulder shots, high angle (aerial) and low angle shots, and extreme close up. Camera movement in these genres also often uses whip-pan track and dolly and zoom effects. Learners could discuss how each of these techniques helps create mood or atmosphere.

To consolidate this activity

Learners could watch a selection of short movie trailers from www.imdb.com and identify the different shots they discussed. Good films to use for this activity are those directed by M Night Shyamalan such as The Sixth Sense, The Others, Signs and The Village (2004).

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