=-Archetype Movie Trailer Assignment:

Task:

 Working in a small group, create a movie trailer for a fictitious movie that you think could be a hit in the theatres

What you will submit:

- a list of your chosen Archetypes Tell me which overall/situational archetypes you have chosen and which characters you will include within this situational archetype plot
- A story board showing what will be filmed in each scene (narrator/character lines should be placed here too) – this is your script. You can create this digitally or by hand. Usually it looks something like this:
 - But you can design whatever works best for you. The box is for a simple drawing of the scene and the lines will include information on what will be filmed.
- a list of costumes and props needed as they relate to the archetypal character or symbols
- A one paragraph summary of how and why your trailer fits within your chosen Archetype
- A completed trailer that will be shown to the class

NOTE – This activity is meant to be an engaging way to apply what you have learned about Archetypes so far this year. I strongly believe that the best learning is done through fun and meaningful tasks or projects. While it will be fun, remember this is one of your major marks in English (I will be able to get a writing, a media and an oral communications mark from this project) so take it seriously and do your very best work. Students slacking or fooling around will be pulled from their group and asked to write a 3 page story using Archetypes as their project.

How you will be evaluated:

Criteria / Level	1	2	3	4
Application of Dramatic skills	Group shows little to no understanding of Drama studied in class	Group shows some basic understanding of Drama studied in class	Group shows strong understanding of Drama studied in class	Group has gone above and beyond in their understanding of Drama studied in class
Media Skills / Trailer Quality	Little to no effort or focus was put into final trailer project	Some inconsistent effort was put into final trailer project	Trailer is of high quality and displays the groups hard work and effort	Trailer is of exceptional quality and the final product displays the groups overall mastery of the media for used
Organization, Group work and overall quality of the written plan	Group does not work well together and the plan is unorganized with portions missing	Group works well in spurts and the overall plan is decent but lacks enough detail and information	Group remains focused throughout the procedure and the final plan is organized and complete	Group is always focused with all voices included and the final plan is detailed, organized and goes above and beyond in its use of Drama.

Period 1: Lesson and project overview from Mr.Greenway along with group assignments

Period 2: Group discussion/brainstorming and planning

Period 3: By this day you should have started writing down your plan (refer back to "what you will submit"

Period 4: Continue working on plan/script

Period 5: complete plan and script and review with Mr. Greenway (he will give you the go ahead or he might send you back to continue planning)

Period 6: Filming day
Period 7: Filming day
Period 8: Filming/editing day
Period 9: editing day

Period 10: Class viewing and evaluation

Example Movies that fit Within The Various Situational Archetype:

This list is to help you decide which one you might choose. Feel free to search up the various trailers to get a sense of what the Archetypes are all about:

The Seven Basic Plots (I took tragedy and comedy out of this list)

The Seven Basic Plots are the basics of plot-writing.

Taken from: https://en.wikipedia.org/wiki/The Seven Basic Plots

Overcoming the Monster

The protagonist sets out to defeat an antagonistic force (often evil) which threatens the protagonist and/or protagonist's homeland.

Examples: Perseus, Theseus, Beowulf, Dracula, War of the Worlds, Nicholas Nickleby, The Guns of Navarone, Seven Samurai and its Western-style remake The Magnificent Seven, the James Bond franchise, Star Wars: A New Hope, Halloween, The Hunger Games and Shrek., Warrior's Blood

Rags to Riches

The poor protagonist acquires things such as power, wealth, and a mate, before losing it all and gaining it back upon growing as a person.

Examples: Cinderella, Aladdin, Jane Eyre, A Little Princess, Great Expectations, David Copperfield, The Prince and the Pauper.

The Quest

The protagonist and some companions set out to acquire an important object or to get to a location, facing many obstacles and temptations along the way.

Examples: Iliad, The Pilgrim's Progress, King Solomon's Mines, Watership Down. The Wizard of Oz, The Lord of the Rings, Harry Potter and the Deathly Hallows, The Land Before Time, One Piece, Indiana Jones, The Voyage of the Dawn Treader, "Harold & Kumar Go To White Castle"

Voyage and Return

The protagonist goes to a strange land and, after overcoming the threats it poses to him or her, returns with nothing but experience.

Examples: Odyssey, Ramayana, Alice in Wonderland, Goldilocks and the Three Bears, Orpheus, The Time Machine, Peter Rabbit, The Hobbit, Brideshead Revisited, The Rime of the Ancient Mariner, Gone with the Wind, The Third Man, [2] Chronicles of Narnia, Apollo 13, Labyrinth, Finding Nemo, Gulliver's Travels, Spirited Away

Rebirth

During the course of the story, an important event forces the main character to change their ways, often making them a better person.

Examples: The Frog Prince, Beauty and the Beast, The Snow Queen, A Christmas Carol, The Secret Garden, Peer Gynt, Life Is a Dream, Despicable Me, Machine Gun Preacher, Megamind, Warrior's Scar