COMPUTING & ICT—Year 09 Knowledge Organiser: Storyboards (Spring 1)

Summary

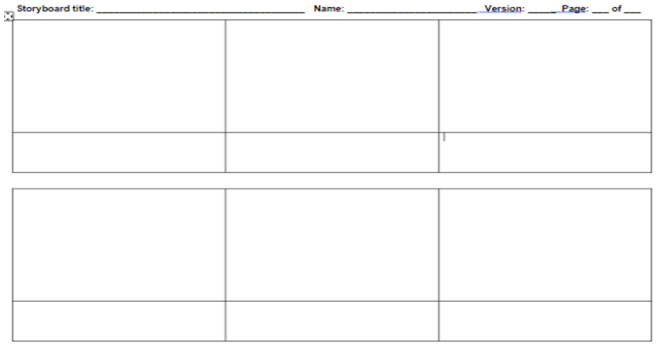
In this unit, students will learn about **Storyboards,** their purpose and how they are produced. Storyboards can be used for animation, computer games and films.

They will also go through elements of camera shots, panning, lighting and Foley sound creation.

Students will be assessed on their ability to produce a 9-shot storyboard which is for a 20 second TV commercial based around a climber and a new sports drink

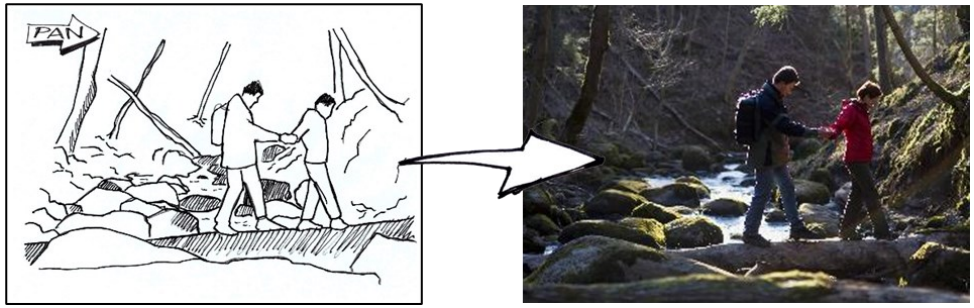
The main purpose of the assessment is to demonstrate the students ability to be creative and combine Imagery, positioning, sound, camera angles and timings.

Blank Stortboard

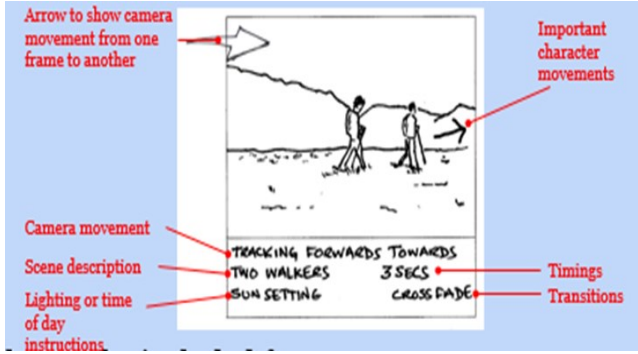


Foley Sound effects

Storyboard Frame



Key Vocabulary

Arrows	Arrows are often used to show movement of characters on storyboard frames.
Camera angles	These outline the different camera angels that can be used during the planning stage of the storyboard.
Camera shots	These outline the different type of camera shots that can be used during the planning stage of the storyboard and the type of shot needed when filming.
Design	Design is when ideas and all the story-board elements are combines and a storyboard is produced, fitting the client requirements.
Pan / Tilt	This involves a sideways or up/down rota-tion of the camera on a pripod or pivotal point.
Timeline	Shows what is contained within the story-board.
Zoom	Zooming is a movement of the camera lens that enables the lens frame to move closer to the object.

Hand-drawn frame with details