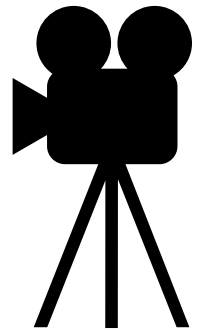


NAME: \_\_\_\_\_ DATE: \_\_\_\_\_



## Parts of a Screenplay

- Dialogue:
- Action:
- Scene Heading:
- Subheader:
- Transition:
- Parenthetical
- Continuations
- Title Card
- Extension



# EXAMPLE SCREENPLAY FOR FILM

## A CALCULATED PLAN

Written by  
Joseph Ciaravino

A short film about a plan gone bad.

July 23, 2020

INT. CLASSROOM - DAY

MARINA sits at her desk taking a test. Math posters adorn the walls as well as mathematics teaching aids such as large protractors and compasses.

The room is quiet except for the outdoor, MUFFLED CHATTERING that is coming through the window. The classroom is full of students who are concentrating on their papers. MR. VOORHIES, the teacher, sits at his desk while patiently overseeing his students. He is a middle aged man and dons thick framed glasses.

MR. VOORHIES

(friendly)

You have ten minutes left, everybody.

Marina lifts her gaze to the teacher's desk. She can see a small green answer sheet that has "ANSWER KEY" written on it, but little else on the paper is visible.

She puts her pencil down softly and looks around the room, trying not to be too obvious in observing her surroundings. The sound of the DOOR KNOB CLICKING startles her out of her thoughts. Immediately, a WOMAN'S VOICE is heard.

WOMAN (O.S.)

Mr. Voorhies, may I please speak to you in the hallway?

MR. VOORHIES

Certainly, Principal Jones.

Mr. Voorhies makes his way to the door and exits the classroom. The door closes gently behind him. The students are alone.

Marina takes in her surroundings again before crumpling up a blank sheet of paper that sits on her desk. She stands and slowly walks toward the teacher's desk with the wad of paper.

We follow her as she makes her way up to the front of the room.

At the teacher's desk, she awkwardly drops the wad into the trash, and slyly studies the paper that reads "ANSWER SHEET." She continues to stand there awkwardly and removes a wrapped candy from her pocket.

With her back to the class, she unwraps the candy causing a CRINKLING. Immediately, STUDENTS' GROANS and INDISTINCT GRUMBLES arise behind her. Her shoulders round in embarrassment, but that doesn't stop her from studying the answer key further.

A quick look around the room at the other students working furiously assures her that they took little notice of her activity.

CUT TO:

MARINA'S DESK

Marina rapidly returns to her seat and takes up her pencil again. She feverishly erases her markings on her answer sheet, and begins to replace her answers for the memorized ones.

In her rush, the tip of her pencil breaks. Her anxiety begins to show as she searches the room for anything that might help. She notices the student next to her has finished the test and has put his head down. Near his elbow are 3 sharpened pencils. With the delicate touch of a pickpocket, she reaches over to get one.

Her neighbor is not disturbed in the least. After checking the CLOCK in the room, she continues changing her answers.

MR. VOORHIES(O.S.)

Okay, class! Time is up. Don't forget to take your calculators with you. You can drop your answer sheets on my desk.

Mr. Voorhies returns to his desk and waves his students up to encourage them to bring their papers to him.

Marina stands to bring her paper to the teacher. Another WOMAN'S VOICE fills the room that catches Marina's attention. It is Mrs. Diaz.

MRS. DIAZ

Hello Mr. Voorhies! I'm sorry to intrude on your class, but do you have the answer key to my Spanish test I left in the

(MORE)

teacher's lounge yesterday?

Marina watches Mr. Voorhies pick up the green sheet labeled "ANSWER KEY" and hands it to Mrs. Diaz.

Marina freezes in her tracks. Other students push their way up the aisle to hand in their exams, bumping into her and looking annoyed at her inability to move from shock.

FADE OUT:

**“Sometimes it’s better to find the right question  
before searching for the right answer.”**

### **What Makes A Good Story?**

**In the space below write out some ideas you have for what makes  
a good story.**

# Parts of a Story

Character definition #1:

Character definition #2:

Protagonist

Antagonist

Supporting character(s)

Character Arc:

Plot:

Conflict:

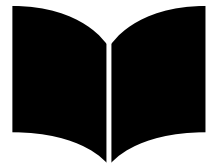
Person v. Person

Person v. Self

Person v. Nature

Suspense:

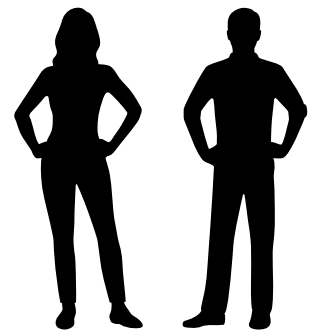
Symbols:



- Foreshadowing:
- Genre:
- Rising Action:
- Climax:
- Resolution:

## Some Jobs And Activities On The Set

- Director
- Lighting director
- Set Designer
- Boom Operator and Sound Person
- Talent
- Improvisation

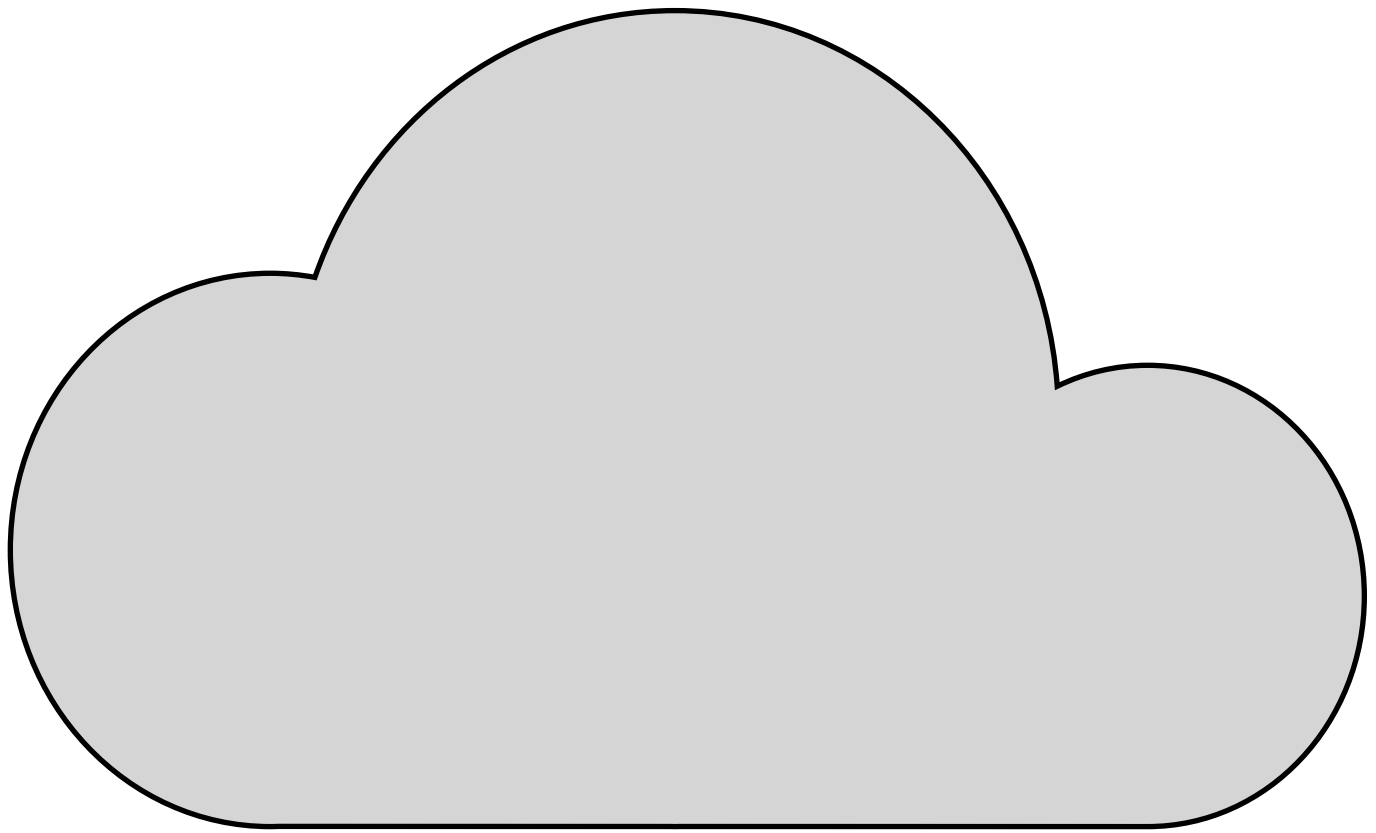


## **BRAIN STORMING**

Brainstorming is a method of generating ideas. The best way to brainstorm is not to judge any of your initial ideas. Remember, you aren't actually writing the story or developing characters yet. This should feel free and fun.

In the clouds below, put down ideas for characters, lines of dialogue, plot twists, genres—there is no right way to do this except to make it fun. Hint: don't be afraid to go outside the cloud if you need to. Quantity matters more than quality right now. Go!





**STORY SUMMARY:**

Tell us what your story is about. You don't have to include character names or details like locations yet. Be sure to include the main conflict or challenge that the protagonist must overcome. Keep it to fewer than two sentence.

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## Story Outline Organizer:

**BEGINNING**

**MIDDLE**

**ENDING**

## **TIPS FOR SCREENWRITING:**

- Film is a visual medium. Try to show your audience things that drive the story rather than tell them. Also, try to show the audience important things about your character rather than tell.

Example: It's usually better to show your character stealing candy from a baby than to just describe him as a mean person.

Example: It's better to show the audience the broken glass in a museum display filled with reporters and police rather than just writing there was a robbery at the museum.

- Don't use dialogue to take up space. Use it creatively so it pushes your story along. But, you should always decide if your character would say things a certain way.

Example: The donkey from the movie "Shrek" talks a lot and makes a lot of jokes, while Shrek himself is less talkative.

Example: would your character nod rather than say hello to customers entering his store?

Example: A character may ask a sales person something like

"I was wondering if you had any..special items in stock."

That sentence can be taken many ways. Maybe the clerk has a stockpile of stolen jewels, or maybe the customer is suggesting that he knows something about the clerk's business that was supposed to be a secret.

### **Practice showing rather than telling:**

**First, underline the portion of the scenario that won't work for a screen play.**

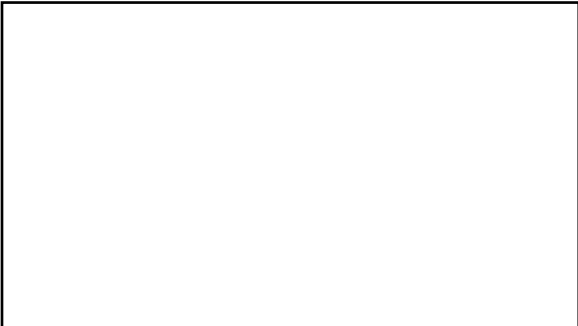
**Second, write one way you can show the following rather than tell.**

1. The woman on the corner is fearful of a person who has been following her and is trying to lose that person in order to get away.

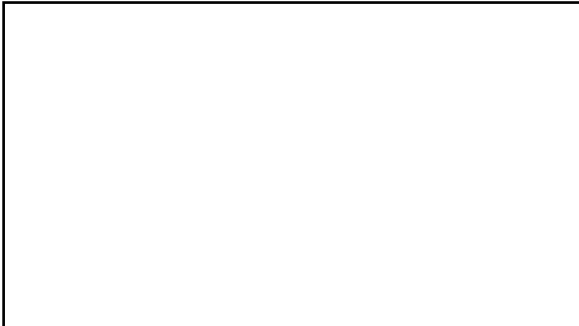
2. The magician is about to saw a woman in half and the audience is anxious.

3. Mario is in class eagerly waiting for the bell to ring so school can let out.
4. The salesperson is overly eager to make a sale to the customer.
5. The man who is stranded in the desert hasn't eaten or drunk in too long a time.
6. A man meets his sworn enemy in the woods.
7. Ramona is sad because she misses her mother.

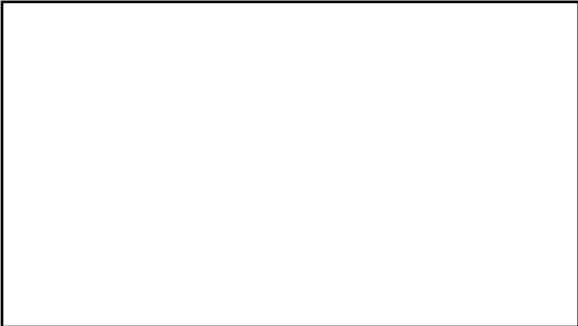
Create a story board and include a number label and description below each frame:



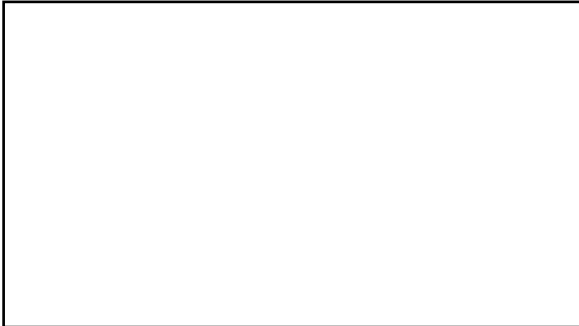
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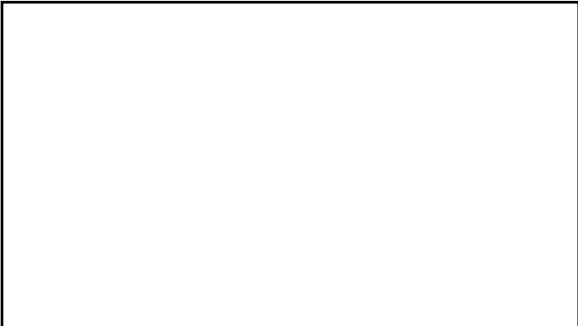
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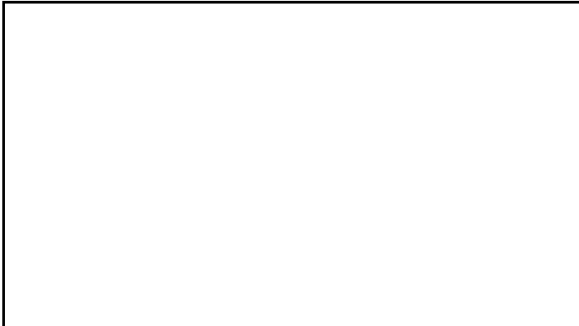
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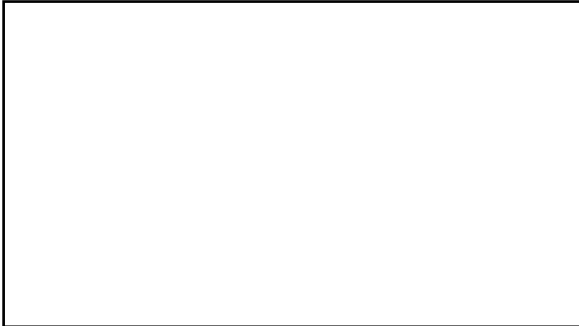
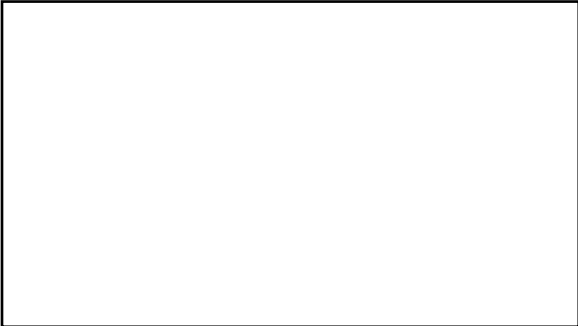
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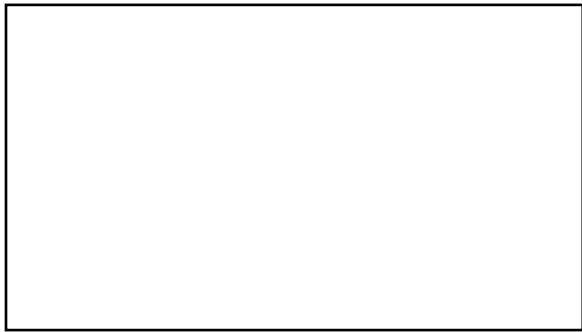




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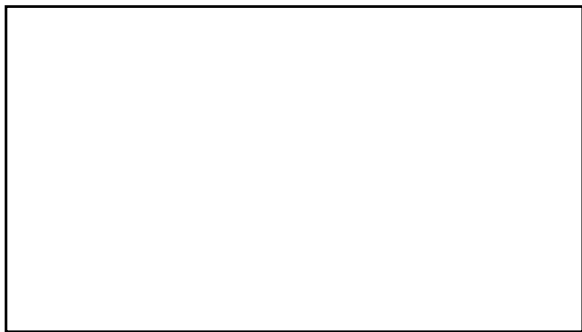
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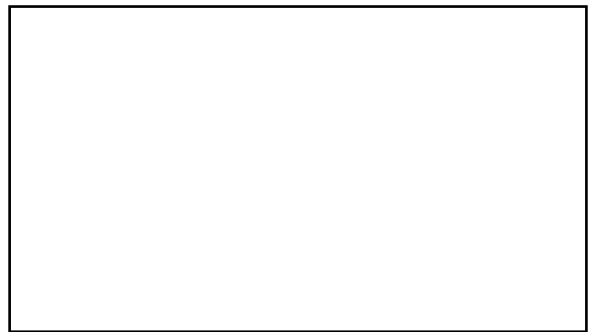
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