

# Ethel & Ernest

## Learning Resource

Work with the 3Cs and 3Ss



## Work with the 3Cs and 3Ss

The 3Cs (colour, camera and character) and 3Ss (sound, story and setting) provide a framework to investigate and analyse how a film is constructed to tell an engaging story. In this activity learners will decode the trailer of the animated feature film, *Ethel & Ernest*, and create a piece of predictive or persuasive written text.

### Resources needed:

- Ethel & Ernest trailer (in Video)
- 3Cs and 3Ss Question Card (below)
- 3Cs and 3Ss Mind Map Template (below)

### Teacher instructions

1. Show learners the *Ethel & Ernest* trailer.
2. Give pairs or small groups of learners a copy of the **3Cs and 3Ss Question Card**. Assign each group one of the Cs (colour, character or camera) or Ss (setting, story, sound) to focus on.
3. Watch the trailer again and support groups of learners to discuss the questions for their assigned C or S.
4. Lead discussion to create a class 3Cs and 3Ss mind map using the **3Cs and 3Ss Mind Map Template** on the whiteboard.
5. This work can then form the basis of a piece of predictive writing about the story of *Ethel & Ernest*, depending on learner age and ability this may include writing the first chapter of the book *Ethel & Ernest*, writing a snappy synopsis of the story in 50 words or writing the entry for the *Radio Times* to guide viewers on who would enjoy this film and encourage audiences to watch it.
6. If learners are more able or are already familiar with the 3Cs and 3Ss, construct the dice, and having watched the trailer twice, ask learners to work in groups to roll the dice and ask each other questions from the corresponding section of the **3Cs and 3Ss Question Card**.

7. Learners can use the **3Cs and 3Ss Question Card** and **Mind Map** to organise their ideas about the whole film, having viewed it at the cinema or on television. This work can then form the basis of a film review and other pieces of creative writing including character diary entries and poetry based on the sounds, colours and characters in the film. Learners can also use this work as a starting point to complete the **Storyboarding** and **2D Animation** activities.

Resources available on the *Ethel & Ernest* website: [ethelandernestthemovie.com](http://ethelandernestthemovie.com)



## COLOURS

- What colours do you see?
- How do the colours make you feel?
- When do the colours change and why?
- What do the colours tell you about the time of day that the story took place?
- Why do you think certain colours are used?
- What colours would you have chosen?
- Do the colours change when the story is in a different setting?
- Are any colours associated with particular characters?
- How important do you think the colours are in the film?
- What would the film have been like in black and white or in just one colour?
- What mood do you think the colours create?



## STORY

- What happens in the beginning, middle and at the end of the story?
- What are the most important things (events) that happen in the story?
- How would the story change if events happened in a different order?
- How do we know where the story takes place?
- Who or what is the story about?
- How can we tell?
- How long does the story take in 'real' time?
- What do you think happened before the story began?
- What might happen next, after the end of the story?
- How does this story remind you of other stories?
- How would you like the story to continue?



## CHARACTER

- Is there a main character?
- Is there more than one main character?
- Is the story really about this character or about someone else?
- Who is telling the story?
- What do the main characters look like?
- What might the way they look like tell us about them as a character?
- How do they speak and what do they say?
- How do they behave?
- How do they behave towards other characters?
- Do any of the characters have particular music or sounds?
- Which character interests you the most?
- Is there anyone else you would like to see in the story?
- How would the story be different with another character added or taken away?



## SETTING

- Where does the action take place?
- Why is the story set in a particular place?
- When and how does the setting change?
- How does the setting affect the characters and the way they behave?
- When the story began, where did you think we were?
- How could you tell where the story was taking place?
- Could the same story have happened in a different place?
- How do you think the story would have changed if it had happened in a different place or setting?
- Can you tell when the story is taking place?
- What clues might there be to tell us whether the story is set now or in the past?



## CAMERA

- What shots have been used? Can you name them?
- When do you see a long shot or a close-up shot?
- What are the different shots used for?
- Through whose eyes do we see the story?
- When do we see different characters' point of view?
- When does the camera move and when does it stay still?
- How does the camera help to tell the story?
- What do the first shots tell us about the story, the setting etc?
- Why do certain shots follow each other e.g. a long shot followed by a close-up?
- How can you tell what the characters are thinking or how they are feeling through what the camera does?
- How quickly do the shots change? Does this change in different parts of the story?



## SOUNDS

- How many different sounds do you hear? What are they?
- Is there music in the film?
- How does the music make you feel?
- When do you hear the music or sounds change?
- What is happening on screen when the sounds or music change?
- If you listen to the sounds without the pictures, can you tell what is happening on the screen?
- Are there any moments of silence?
- Do any of the characters speak? What do they sound like?
- If you added your own voiceover to the film, who would speak and what would they say?
- Can you hear any sound effects?
- Do you think any sounds have been made louder than they would be in real life? What are they? Why do you think they are louder in the film?



## Film viewing mind map

The 3Cs and 3Ss are an effective tool for organising your thoughts about a film. Use the film viewing mind map below to make notes while you watch a film.

