

Ethel & Ernest

Learning Resource

Make a Flick Book



Make a Flick Book

The story of *Ethel & Ernest* started life as a graphic novel featuring hundreds of drawings by Raymond Briggs. The animated film is made up of thousands images, when viewed they appear to be moving images. Learn about the persistence of vision and how still images appear to move by making a flick book.

Resources needed:

- Interview with Peter Dodd, Animation Director (in Video)
- Video on Storyboarding, Richard Fawdry, Storyboard Artist and Head of Additional Design (in Video)
- Storyboard of Raymond running (below)
- Character sheets of Ethel, Ernest and Raymond (in the Gallery)
- Flick book sheet (below)
- Drawings of Raymond running (below)
- Pens and pencils
- Scissors
- Stapler

Teacher instructions

1. Show learners the *Ethel & Ernest* storyboard. Explain that all filmmaking is the photography of still images and when these are played quickly one after the other our brain interprets them as moving pictures. This is called the persistence of vision.
2. Watch the **Interview with Peter Dodd, Animation Director** and the **Video on Storyboarding**. Before viewing the clips, ask learners to identify the different stages the filmmakers go through to create characters and animate them in a film like Ethel & Ernest.
3. Explain that learners can demonstrate the persistence of vision and the animation process using their own drawings, without the need to use a camera or any animation technology.

When the images in a flick book are flicked rapidly, still images appear to be moving, in the same way as thousands of drawings in *Ethel & Ernest* are played to create a film of moving images.

4. Provide learners with a **Flick Book sheet** and the *Ethel & Ernest* **character sheets**.
5. Explain that learners are going to draw twelve images that will tell a simple story. Discuss what simple actions can take place in a twelve drawing flick book, for example this could include Ernest turning the page of a newspaper, Ethel pouring tea from a teapot, Ernest tipping his cap in greeting, Raymond doing a dance, or a Second World War plane flying through the sky.

For younger learners a simple sequence like a bouncing ball or jumping frog might be a simpler approach to try first. Learners could construct a flick book using the sequence of **drawings of Raymond running** provided.

6. Support learners to follow the instructions on the **Flick Book sheet**.
7. To continue learning about the animation of still images you may like to do the **Storyboarding** or **Create a 2D Animation** activity next.

Resources available on the *Ethel & Ernest* **website**: ethelandernestthemovie.com

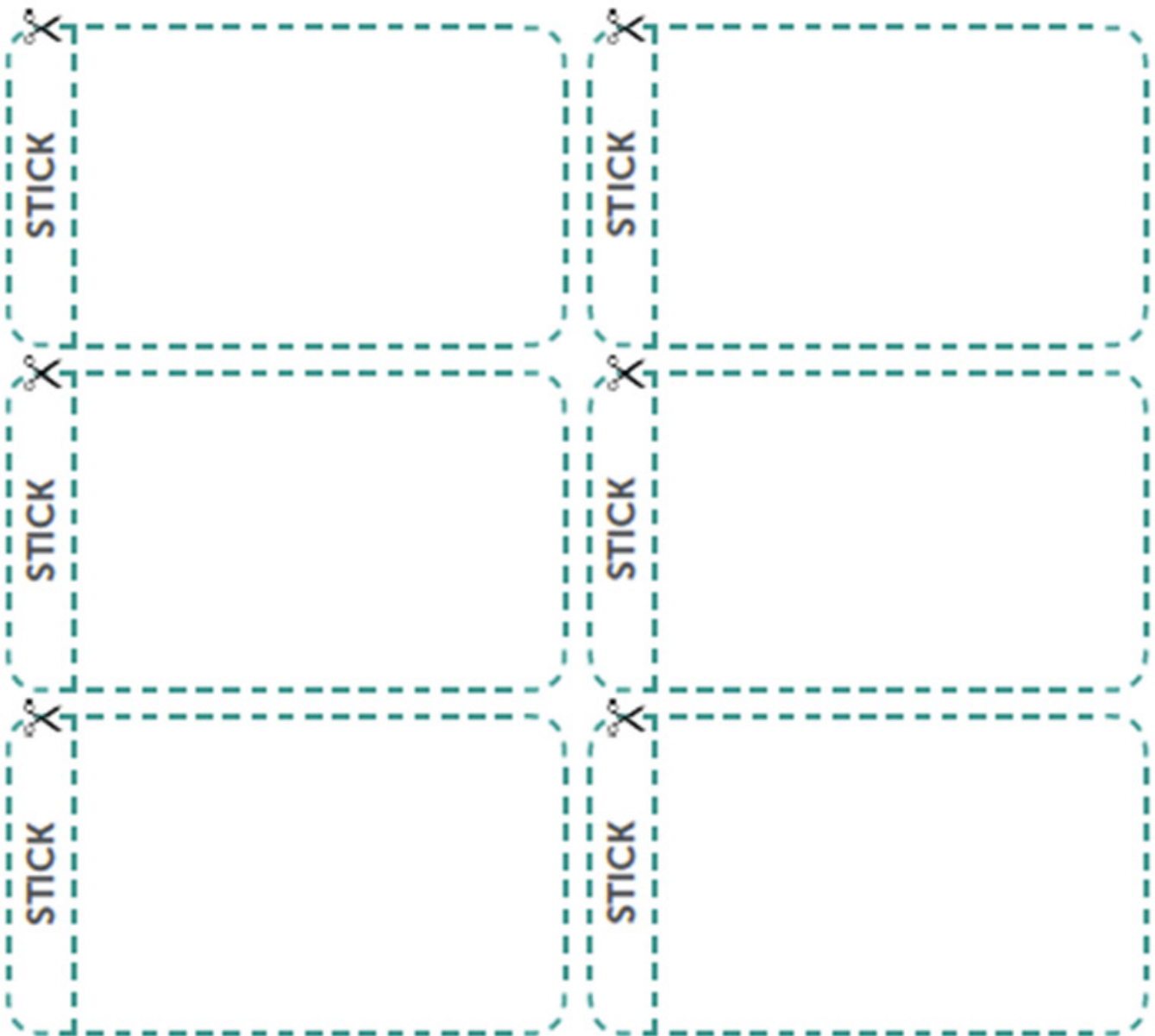




Flick Book Instructions

Plan out the storyline for your flick book, making sure to keep most of the action in the bottom right hand corner. Keep your story simple and make sure you tell the story entirely through your drawing. Something quick and easy always works well, like a bouncing ball or jumping frog.

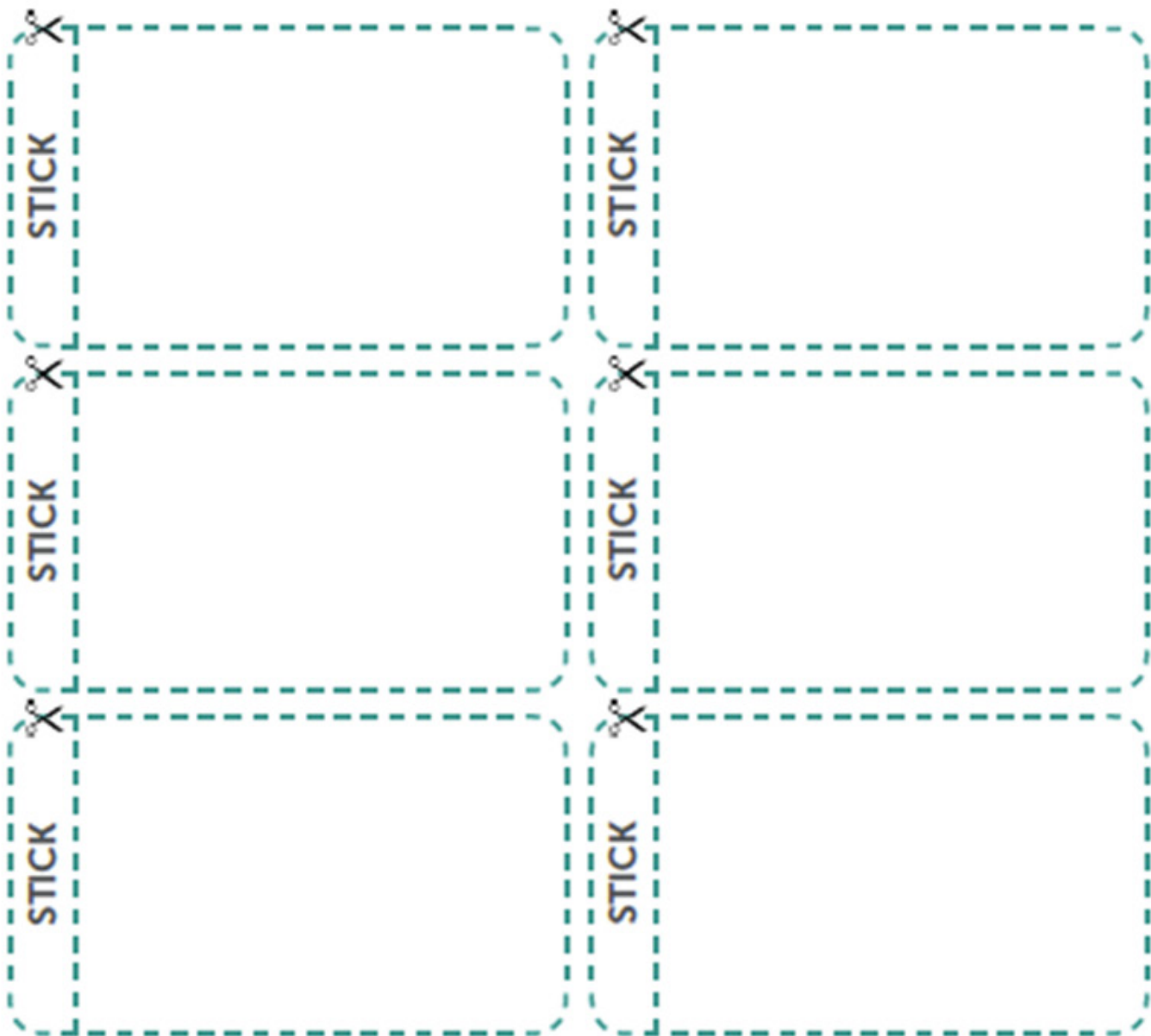
Once you have drawn your story, cut around each box and stick the boxes together (you may want to number each box to make sure you keep them in the right order).



Top tips: You can also make an easy flick book by using a pack of sticky notes or drawing in the corner of a notepad.

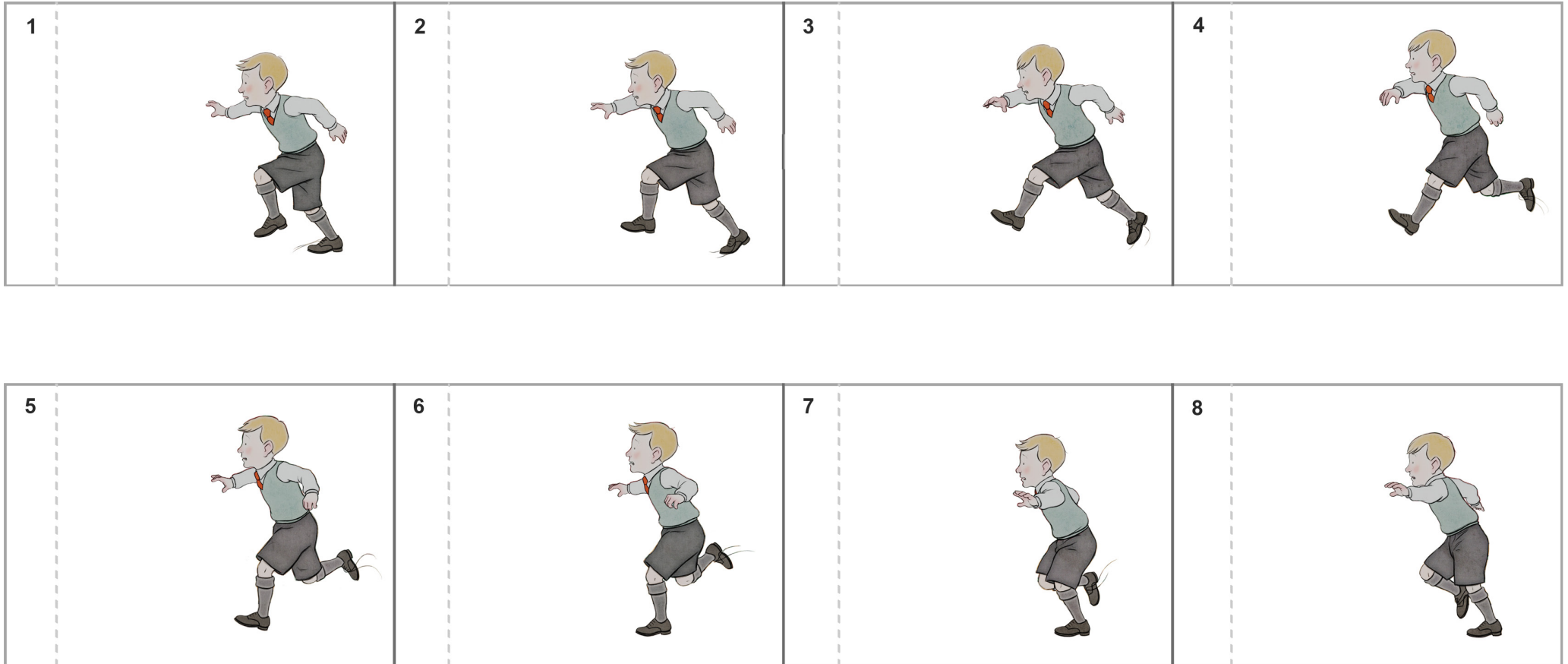


Flick Book Instructions



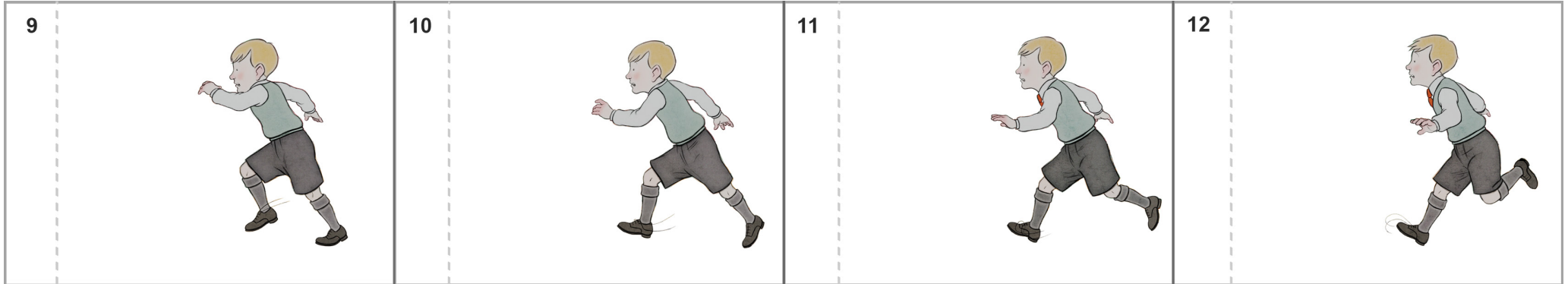


Flick Book Example





Flick Book Example





Storyboard Example

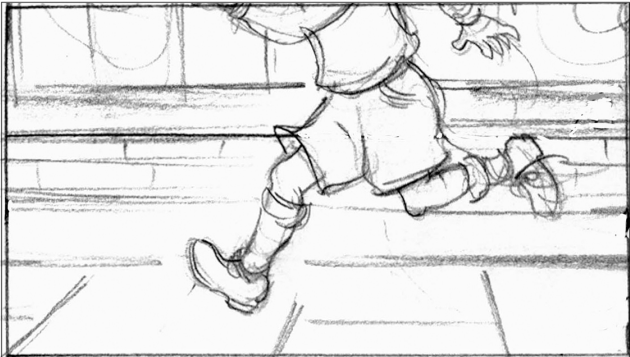


ETHEL and ERNEST

SEQUENCE: 37

Page 1/3

Scene	Duration	Panel	Duration
1	45	1	45



Dialogue

Action Notes

Close up on Raymond (aged 4 and a half) as he runs home from school along Ashen Grove.

CUT

Scene	Duration	Panel	Duration
2	100	1	35



Dialogue

Action Notes

Mrs Bennett is sweeping the pavement outside her house...

Scene	Duration	Panel	Duration
2	100	2	33



Dialogue

Raymond: MUM!...MUM!

Action Notes

...Raymond runs in a panic. He jumps over Mrs Bennetts broom...



Storyboard Example

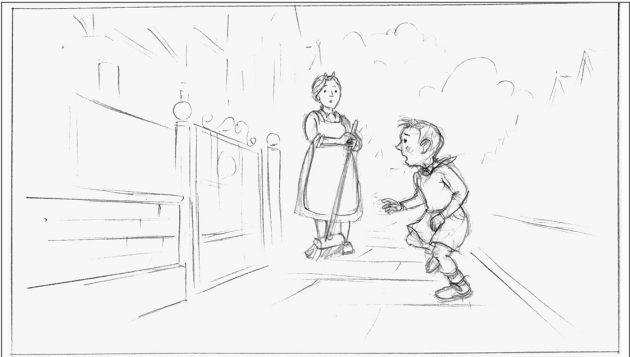


ETHEL and ERNEST

SEQUENCE: 37

Page 2/3

Scene	Duration	Panel	Duration
2	100	3	10



Dialogue

Action Notes

Scene	Duration	Panel	Duration
2	100	4	7



Dialogue

Mrs Bennet: Here

Action Notes

Raymond bursts through his front gate

Scene	Duration	Panel	Duration
2	100	5	5



Dialogue

Mrs Bennet: ...Raymond dear.

Action Notes

CUT



Storyboard Example



ETHEL and ERNEST

SEQUENCE: 37

Page 3/3

Scene	Duration	Panel	Duration
3	35	1	35



Dialogue

Mrs Bennet: Shouldn't you be in school

Action Notes

Close up on Mrs Bennet
(hook up action from previous shot)

CUT

Scene	Duration	Panel	Duration
4	416	1	64



Dialogue

Raymond: Mum, Mum AHHHHH!

Action Notes

Raymond continuously slams the door knocker

Scene	Duration	Panel	Duration
4	416	2	165



Dialogue

Ethel: Whatever are you home for, you mustn't
come home in the middle of the day, did you
cross that main road?

Action Notes