Team Pony is a new animated television programme which will be developed. It is aimed at young children aged 5 to 8 and deals with the adventures of a series of cartoon ponies.

Figure 1 shows part of the script for the first episode of Team Pony.

Figure 1

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EXT: FRONT OF STABLE BLOCK - DAY


Mid shot of ANDY and BELLA, two of the ponies, are
standing in the yard looking worried

                        ANDY
            I don't know where young Sammy has
            got to

                        BELLA
            Sammy is just a young human child

                        ANDY
            And we all know how much trouble
            human children can get into in
            Ponyland

A large rumble of thunder is heard and the sky darkens

                        ANDY
            (scared) And now it's going to
            rain


INT: DARK COTTAGE IN THE WOOD - DAY


Close up of a young human child sat in front of a fire
dripping wet

                    WITCH (voice over)
            Well Sammy, what have we here


Dramatic music
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(a) Identify **two** visual characters from the script.

[2 marks]

Two of: Andy, Bella or Sammy. Accept pony/ponies or child. DO NOT accept witch – is an unseen character

(b) Identify **one** location used in the script

[1 mark]

One of Front of stable block or Dark cottage

(c) Identify **one** stage direction used in the script

[1 mark]

One of: scared (Andy's last dialogue), dramatic music, ponies look worried

(d) Identify **one** camera shot used in the script

[1 mark]

One of: Close up [1] Mid shot [1]

(e) Other than the actors, identify one other likely user of the script

[1 mark]

Any from: director, animator, sound engineer, graphic artist the client etc… This is an animation product, so do not accept anything related to live action filming

(f) Explain how the script could be improved to make it more useful as a pre-production document

[4 marks]

Two points, each developed required for full marks. Lists are 2 marks max.

For example:

• more detail of emotion could be added [1] to the dialogue [1]

• timings could be added [1] so that animators know how long to make a scene [1]

Total marks: 10