

# **bloodfest** Kids International Horror Film Festival

5 day Holiday Program

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## **Day 1**

### **AM Resource**

#### **What is Bloodfest?**

Bloodfest is an International Kids Horror Film Festival. Films are judged by other kids and Industry Professionals. There are 3 Categories.

1. Individual Entry
2. School class Entry
3. Holiday Program Entry

There are prizes pertinent to each category. For this Holiday Program you will be facilitating filmmakers in the Holiday Program Entry. Students may wish to enter again as an Individual Entry with another film.

Bloodfest is a safe space for young people to explore the taboo, in what they find frightening and to artfully confront those fears. There is precedent within the Grimm Brothers Fairy Tales where all manner of horrors eventuate.

#### **What is the Horror genre?**

**Horror** is a genre which is intended to, or has the capacity to frighten, scare, disgust, or startle its readers or viewers by inducing feelings of horror and terror. It creates an eerie and frightening atmosphere. Horror is frequently supernatural, though it can be non-supernatural. Often the central menace of a work of horror fiction can be interpreted as a metaphor for the larger fears of a society.

Some sub-genres of horror film include action horror, comedy horror, body horror, disaster horror, holiday horror, horror drama, psychological horror, science fiction horror, slasher horror, supernatural horror, gothic horror, natural horror, zombie horror, first-person horror and teen horror.

## Resuscitation Games

### #1 Death in a Minute

#### Description

2 or 3 players play a 1 minute scene, in which one player must die.

#### Notes

Tell players to take risks. Why not just drop dead after 5 seconds and leave it up to the other player to justify the death. Encourage a scene to be played out where actors listen and respond.

#### Scenarios

Use scenarios that aren't obvious for death's ie Christmas Dinner, Pet Store or a Library.

### #2 Murder Wink | Murder Handshake

#### Description

Class all together, in which the 'Detective' has to find the 'Murderer'

#### The Game

Have everyone stand in a circle and close their eyes.

One person must sit out each round. This person will pick the murderer and the detective. The non-player will walk around the circle and tap a player once on the head to indicate they are the murderer. They will then tap another player on the head twice to indicate that player is the detective.

The players can now open their eyes. The non-player must now wait out the round. The detective should move to the middle of the circle and try and figure out who the murderer is through asking the players questions.

Meanwhile the murderer will 'kill' people off by winking at them, without the detective catching them. If a player is killed, they should die dramatically and then leave the circle. The detective only has three chances to guess correctly who the murderer is; if they fail, they must remain detective for the next round. If they guess correctly, the murderer is the detective the next round.

#### Notes

Encourage students who 'die' to wait 3 / 4 seconds after being winked at. For more sophisticated players you can set a scenario and break out of the circle format giving each actor a chance to be a 'character'.

### #3 Mafia

#### Description

Mafia (also called Assassin, Werewolf or Village) is a group role playing game of strategy, survival, and the ability to spot a fraud. The imaginary setting is a small village where the local townspeople and Mafia are in an all out battle for survival. It is quite complex and runs for close to 30 mins.

Full details on the game rules see <https://www.wikihow.com/Play-Mafia>

## PM Resource

### What is brainstorming?

Think about what your story is about. Here are a few things to think about when coming up with an idea:

- **What your audience wants:** It's important to consider your audience: Who are they? What do they want? Ask each other about scary films. Who watches those sorts of films? What they would like to see? Someone in your group may give you the start of an idea that you could develop into a story. Tell each other a scary story.
- **There's a story out there:** Many films are based on true stories or events. Perhaps you or someone you know has a story on which you can base your film. Ask around, and see what stories you can find. If you can't find a story from people you know, look through a few short story collections; the stories there may inspire you.
- **What is possible:** Coming up with film ideas about aliens, monsters, and far away planets can be good if you own a spaceship, but you'd do better to consider the sorts of stories you can film with the locations and props you already have around you. For inspiration, look around and see what's available to you.
- **No idea is a bad idea:** Write down every idea you have because there is no such thing as a bad idea at this point of the filmmaking process. Any idea you think is bad could easily develop into something great. You may end up writing down loads of ideas you won't use for a while, but it never hurts to have more ideas than you need. Any idea that's useless for your current project could well inspire your next story.

### What is a story?

A story is broken up into 3 foundational parts.

1. Orientation
2. Complication
3. Resolution

**Orientation** - **Person** (Characters) **Place** (Setting) and **Things** (All key props) The setting; the *atmosphere* and *world* of the story

**Complication** - The **problem** of the story, an 'intensification' of the what is going wrong. Complication builds up, accumulates, and develops the story.

**Resolution** - How the problem is solved or if it's not solved how the problem is REACTED too

### How to write a script | screenplay?

It is important to encourage the students to SHOW ACTION through their 'script' as opposed to dialogue.

A **screenplay** is unlike a novel or stage play. It's primarily visual, which means your students are telling a story through images as much as dialogue.

*Showing* through action usually works better than *telling* through dialogue.

It is not important that your students format the screenplay exactly, due to time frame of the holiday program - however check and recheck they are **showing through the action**.

Film is a visual medium

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The **screenplay** will hone in on the imagery and emotional aspects of the scene.  
Example below

1 INT. LOUNGE ROOM. NIGHT. 1

A girl, SASHA, six years old, is cutting her doll's hair with scissors while watching ABC2.

JOSHUA  
Turn it down.

SASHA hears her brother yelling from afar and turns the volume up on the television.

A shadow crosses her as something passes by the lounge room window.

JOSHUA (CONT'D)  
Turn. It. Down.

SASHA responds by again turning up the volume.

The door knob turns. A shadow of a knife is revealed.

SASHA continues to cut hair from the doll, the TV now blaring.

The shadowy figure looms over SASHA, a knife pointed.

SASHA looks up to the television to see the shadow's reflection. SASHA spins around and suddenly embeds the scissors deep into the shadow's heart.

The shadowy figure falls, legs twitching.

SASHA drops her scissors to the floor.

SASHA  
Aaaaaahhhhhhh!