

A Day in the Life of X

Create a one-minute movie about any object. A day in the life of "X," an inanimate object, which could be a water bottle, a rock, your agenda, but not a person. This movie cannot contain any speaking, but must contain music to create the mood. The goal of this project is for the audience to empathize with the main character and for you to think visually.

Rubric

Planning Guide	3 Planning Guide complete	2 Planning Guide mostly complete	1 Planning Guide somewhat complete	0 Planning Guide empty
Content	5 The inanimate object is brought to life	3 Some content for the inanimate object	1 Little information provided in the movie	
Creativity	10 Excellent display of creativity throughout the movie	8 Good display of creativity throughout the movie	6 Fair display of creativity. Some of the movie is plain	4 Movie does not display any creativity. Videos and/or pictures are plain
Length	2 Movie is exactly one minute	1 Movie misses the length by less than 5 seconds	0 Movie misses the length by more than 5 seconds	
Transitions & Titles	5 Excellent use of many transitions & titles throughout the movie	3 Good use of transitions & titles. Some parts of the movie are missing these.	1 Transitions & titles are not used. Video clips and/or pictures are simply displayed consecutively.	
Music	5 Excellent use of audio	3 Good use of audio	1 Poor use of audio	
Total		30		

Planning Guide

Title of Project: _____

Main Idea:

Segment 1:

Segment 2:

Segment 3:

Segment 4:

Segment 5:

Put additional segments on a separate sheet of paper.

Music used for the movie: _____