

How to create a meaningful film experience with SURPRISE BOOGIE



A project on film education for 3-6 year old's

From a very young age, children are open to many different forms of art. Film, as an audiovisual medium, is particularly attractive and accessible for almost all children. Children not only enjoy moving image and easily engage with narrative films and documentaries, but also actively respond to abstract and experimental films, which give them a lot of room for imagination.

Children see movies on a daily basis. How can we make film watching a meaningful experience? How and what can we teach children in a very early age about film and media, since the early years are the most formative? We try to answer these questions on a practical way in Cinemini Europe, a film education project with films, activities and teaching materials for children between 3-6 years old.

With Cinemini Europe we want to give children and care takers the opportunity to discover the diverse world of moving image in a meaningful and fun way. We believe it is not primarily about understanding film, but rather experiencing it. By watching, playing and reflecting on moving image, we want to stimulate the development of creativity and critical thinking and spark a love for film.

Cinemini Europe is an European project by Das Österreichische Filmmuseum, Deutsches Filminstitut & Filmmuseum, Eye Filmmuseum, Kinodvor Cinema Ljubljana, Taartrovers and is supported by Creative Europe.

This material is created to support the creation of meaningful film educational activities.

SURPRISE BOOGIE

Director Albert Pierru

Country France
Year 1957

Prod. by Pierre Braunberger

Length 5 minutes
Image colour
Sound sound



Synopsis

What would big band jazz music look like? How would what we hear - the swing, the rhythm, the ups and downs - be translated into images? Albert Pierru's film achieves this without every using a camera. Instead he painted and scratched directly onto the film-strip and creates a form of visual music moving between abstract shapes and forms and figurative images, such as a stickman playing piano, the string bass, or the trumpet.

Film aesthetic

The film can be described as an experiment to make jazz music with images. Consisting mostly of abstract shapes in different colours which move in line with the jazz piece on the soundtrack, the image takes up certain elements of the musical piece and transforms them to a movement in the image.

From time to time we can see more concrete characters and objects in the film, such as a stick figure piano player and a trumpet player.

The film itself was made without a camera, everything we see was produced in direct contact with the 16mm film-strip which Pierru painted on or scratched with sharp objects.

Filmmaker(s)

Albert Pierru lived from 1920 to 1985. A jazz lover in the 1950s, at a time when musical improvisation and naive art knew their golden age. Inspired by the cartoons of Norman McLaren Albert Pierru made a series of short films which he called 'films without camera'.

Creating a meaningful film experience

General suggestions on how to work with this film:

- 1 Prepare a meaningful screening for the children, in cinema, at school or kindergarten (ideal setting: large screen, a bit of darkness, clear but not too loud sound, space for playing potentially with an installation or else with a simple set up like table and drawing paper or light and shadow).
- 2 Have an introductory dialogue with the children on film in general and the project: ask about their personal experiences with film, ask if they've seen a film in a cinema before, tell them about the project and the visit, and discuss the rules.
- 3 Introduce the film(s) and watch the film.
- **4** Allow the children to bodily articulate reactions and to share emotions, thoughts and notifications about their experience.
- 5 Create a safe surrounding for a discussion and encourage a dialogue. Try to let the kids talk and collect what they have to say, draw connections between what they have seen, articulate similarities and follow up on differences (why have different kids seen things differently although they have seen the same film?).
- 6 Let the children process the films by playing freely (with one of the installations or a simple alternative).
- 7 Hand out the activity cards, and let the children play in groups or individually.
- **8** Repeated viewing: watch films again (and again, and again: children love repetition and learn from it).

Talking & Activity suggestions

- 1 Ask the children what they have seen and how they feel about it. You can ask for example: "How did the images and the music make you feel? Happy, sad?" Try to encourage them to speak of the actual things they have recognized as well as the more abstract elements which are hard to find words for.
- 2 Choose two or three songs which are very different in terms of tempo and mood. Ask the children to compare them to the music from the film: "How does this music make you feel?", "Similar like the music from the film?"
- 3 Let the children paint while listening to music.

The activity cards

For each film of the Cinemini Europe project two or more activity cards have been created. The activity cards are nice treasures for the children, a remembrance of what they've seen. The assignment on each card invites to reflect and elaborate a bit more on the film. With simple and playful activities like drawing, dancing, acting or imagining children can work on the development of various skills, such as fine motor skills, speaking and listening skills and social and emotional skills. The activity cards can be done in groups, individually, in class or at home.

Further watching or viewing

The following films from the cinemini Europe project might be a good addition to *Surprise Boogie*:

A Colour Box – Made in a very similar fashion this is an earlier example of a film that was made without a camera and which aims for this particular relationship between sound and image.

Fadenspiele 2 – If you want to start talking about how film transforms a number of still images into a moving image, this film might be a good contrast to *Surprise Boogie* as it also is an animation film but based on actual images taken with a camera.



Colophon

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