

Are you 6-14 years old? Have you ever had an idea for a BRILLIANT MOVIE? Well, this is your chance to have that dream come true at a cinema near you...

The Telegraph Hay Festival hosts the second episode of 'the *Eureka!* project': a family adventure film made FOR kids, BY kids.

The story is out there.
The search continues here...

TheEureka!

Project

TheStoryBoard

in collaboration with



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About TheStoryBoard:

TheStoryBoard is an independent script development fund for feature films, making creative space for fresh talent.

TheStoryBoard is developing 'the *Eureka!* project' in collaboration with Young Film Academy, the UK's leading provider of practical filmmaking programmes to young people - www.youngfilmacademy.co.uk

LetTheQuest Begin!

In the quest for the perfect story we need to be prepared with magical story elements:

Location: where it happens makes a difference. Pirates of the MOON would be very different from Pirates of the CARIBBEAN!

Hero/Heroine: who are they? A wizard or a spy, an orphan or a princess?

Goal: are they trying to destroy a magic ring? Save a lost alien? Win a dance competition?

Villain: who is our hero's arch-enemy? An evil emperor? The high-school bully? A nice-seeming neighbour?

Villain's Powers: the best villains have awesome tricks, whether they're magic powers, faster cars or powerful friends...

Obstacles: what else will our hero overcome? A haunted forest? Crooks on the run? A curse?

Character change: the obstacles are so big and the villains so nasty, that our hero will have an amazing adventure. But do they become kinder as a result? Wiser? Do they find the lost treasure...only to give it all away in the end?

Title: make it something that people will remember!

9.

CAN YOU SUGGEST SOME
COOL LOCATIONS FOR THE
REAL WORLD?

10.

WHAT MIGHT FUNDAY BE
CALLED IF IT'S NOT CALLED
FUNDAY?

what happens in FUNDAY?

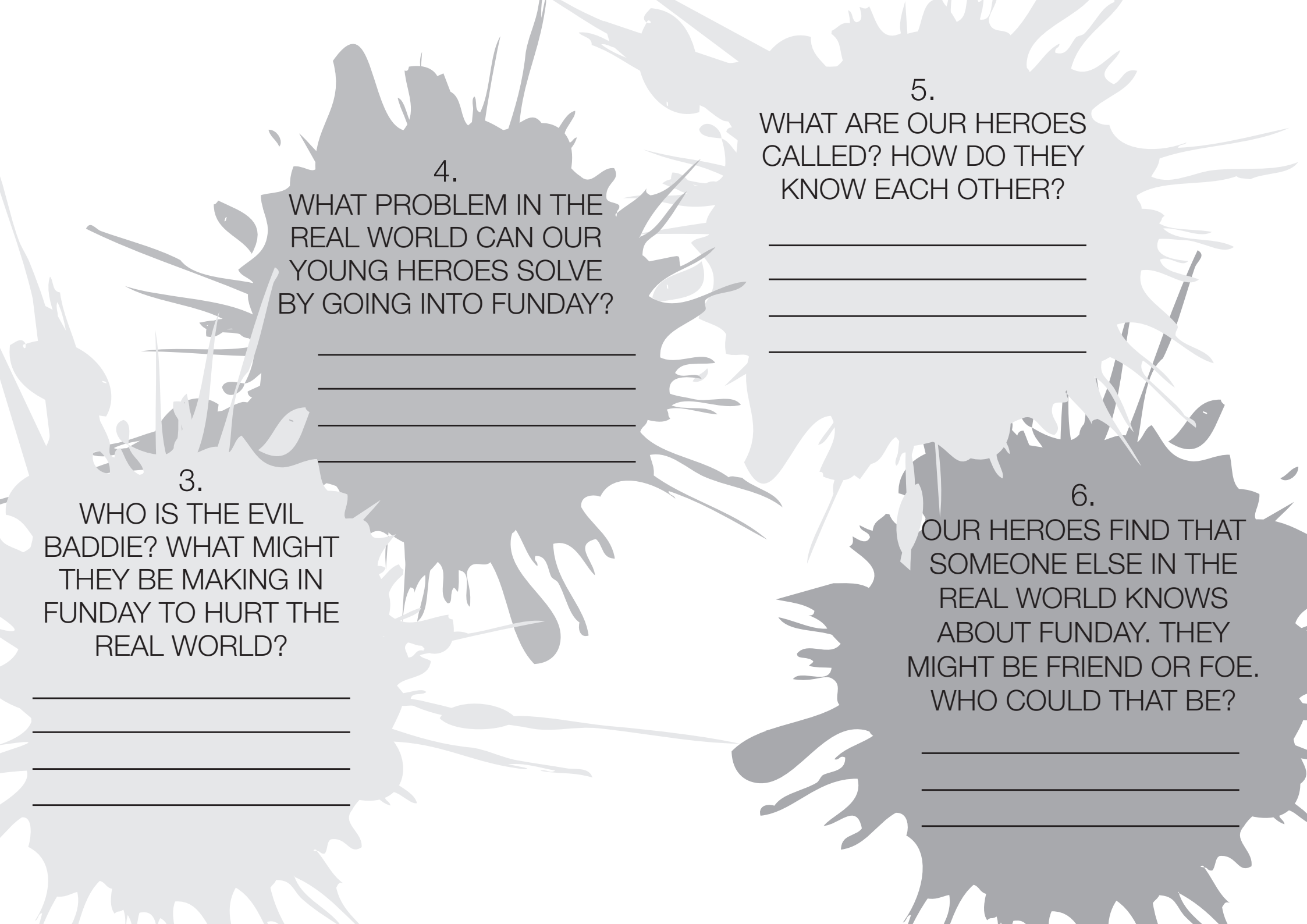
Write your ideas here or on the separate
'Your Eureka! Moment' form

7.
WHICH OTHER GOOD
PEOPLE ARE TRAPPED IN
FUNDAY? WHY?

8.
HOW DO OUR HEROES
BEAT THE BADDIE AND
WHAT HAPPENS TO THE
BADDIE IN THE END?

1.
WHERE IS THE PORTAL
INTO FUNDAY?
HOW DOES IT WORK?

2.
WHAT DOES FUNDAY
LOOK LIKE? HOW IS
IT DIFFERENT FROM
OUR WORLD?



4.
WHAT PROBLEM IN THE
REAL WORLD CAN OUR
YOUNG HEROES SOLVE
BY GOING INTO FUNDAY?

3.
WHO IS THE EVIL
BADDIE? WHAT MIGHT
THEY BE MAKING IN
FUNDAY TO HURT THE
REAL WORLD?

5.
WHAT ARE OUR HEROES
CALLED? HOW DO THEY
KNOW EACH OTHER?

6.
OUR HEROES FIND THAT
SOMEONE ELSE IN THE
REAL WORLD KNOWS
ABOUT FUNDAY. THEY
MIGHT BE FRIEND OR FOE.
WHO COULD THAT BE?
