

# THE UNTOUCHABLES

## Bingo

As you watch the film, you should attempt to identify the following aspects.  
Complete the grids (*with evidence / references*) to win!

Your 'Bingo' card is divided into sections focussing on several aspects of the course so far... Feel free to consult your notes to help you.

### CARD 1: PROPP CHARACTER TYPES

This is an easy starter for you... can you identify which characters are fulfilling which Propp-ian functions?

Propp	Character (or actor playing him/her)	Evidence/Explanation
THE HERO		
THE VILLAIN		
THE DONOR		
THE DISPATCHER		
THE FALSE HERO		
THE HELPER		
THE PRINCESS		
THE FATHER FIGURE		

## CARD 2: LÈVI-STRAUSS BINARY OPPOSITES

Slightly trickier... can you identify **FIVE** binary opposites? (*And give a brief supporting explanation*)

Nō.	Binary Opposition	Evidence/Explanation
1		
2		
3		
4		
5		

### CARD 3: MISE-EN-SCÈNE

The first column identifies an aspect of mise-en-scène. To score a point, simply identify and example of it from the film, and explain how or why you think it has been used.

M-e-S	Example	Explanation
Costume		
Setting Example 2		
Setting Example 1		
Object (Prop) 2		
Object (Prop) 1		

# CARD 3A: MISE-EN-SCÈNE-AGAIN

Room for more! :-)

M-e-S	Example	Explanation
Colour 2		
Colour 1		
Lighting 2		
Lighting 1		
Composition		





## CARD 4: CAMERA WORK / CINEMATOGRAPHY

And penultimately... identify at least **THREE** uses of the camera to add to the narrative. For each, you need to identify what camera movement/focussing is being used, and offer an explanation of why you think it is being used. Enjoy!

CAMERA	What? (Track/pan/tilt/focus/etc)	Analysis/Explanation
<b>1</b> TIME/ SCENE/ ACTION		
<b>2</b> TIME/ SCENE/ ACTION		
<b>3</b> TIME/ SCENE/ ACTION		

## CARD 5: NAME THAT SHOT!

And finally, finally... Look at the stills below... Name the shot, and if relevant, give a reason why you think de Palma chose it. Simple!

N <sup>o</sup> .		What? (MS/ECU/LS/etc), and Why?
1		
2		
3		
4		
5	