

Label the script elements

Below are the generally accepted 8 key elements of a script. Read these carefully. Then look closely at the pages from JUNO (2007) on the next few pages. Using the space around the script, label where each of these elements have been used; an example page is included, though every example of each element has not been labelled. You may wish to label the remaining ones.

Scene Heading (Also known as a Slugline)

The Scene Heading or Slugline tells the reader where the scene takes place. There are two main choices to begin with, are we indoors or outdoors? If it's indoors the Scene Heading should begin with (INT.). If outdoors write (EXT.) Then, name the location: for example, BEDROOM, LIVING ROOM, at SCHOOL, near a FIELD. Finally, if relevant, include the time of day - NIGHT, DAY, DUSK, DAWN. The Scene Heading should be a simple and direct way of setting a scene.

Action

The Action sets the scene, describes the setting, and allows you to introduce your characters and set the stage for your story. Ensure that you write in the present tense. Some exceptions may be made in some instances, but even scenes like flashbacks need to be written in the present tense. Also make sure that you write in the active voice (a door slammed shut) and not the passive voice (a door is slammed shut).

Character Name

Character names should be formatted in uppercase letters (all caps). The first time that a character is introduced give their age, if relevant, directly afterwards. A character's name can also be a description (ANGRY MAN) or an occupation (TEACHER). Sometimes, you might have DETECTIVE #1 and then DETECTIVE #2 speaking if they are not important characters. If the name is given to indicate that the character is about to say something, type their name on a new line, ensure that it is centralised and type the dialogue underneath, now aligned to the left of the page.

Dialogue

DIALOGUE is a generic term name given for when anyone on screen speaks. Technically, a "dialogue" should involve two people talking whereas "monologue" is the term for one person talking. For the purposes of this guide, dialogue will refer to a conversation between characters, when a character talks out loud to him/herself and also when a character is off-screen and only a voice is heard. This should not be confused with a voice over.

Parenthetical

Meaning, to include in brackets, a Parenthetical remark is used to provide more information about *how* a character says or does something. Generally they are adverbs and they can be an attitude, verbal direction or action direction for the actor who is speaking the part. These must be short, to the point, descriptive, and *only used if there is no other way to make this point*.

Extensions

Extensions are notes placed to the right of the Character name. They are often included in parenthesis. They denote how the character's voice will be heard by the audience. An Off-Screen voice can be heard from a character out of the camera range, or from another room altogether. This can be shown on the script as O.S (off screen) or O.C (off camera). The other common extension is the use of a voice over. This is shown on a script as V.O. The V.O is the narrator, can reflect on something and/or describe something.

DIALOGUE → VANESSA ← **CHARACTER NAME**

How sure? Percentage-wise, would you say you're 80% sure, 90% sure?

Mark seems visibly embarrassed by Vanessa's manic demeanor.

JUNO
I'm going to say I'm 104% sure.

VANESSA
Oh really?

JUNO
Look, if I could give it to you now, I would. But it probably looks like a Sea Monkey at this point, so I think we should leave it in there for a while until it gets cuter, you know?

MAC
I think that's a great idea.

MARK
That's great, right? Stellar news. Well, you guys drive safe, and we'll hear from you soon, all right?

MAC
All right, take care of yourselves.

Juno and Mac exit. Mark shuts the door. All is silent in the foyer. Mark, Vanessa and Gerta stand motionless. Gerta pumps her fist triumphantly, trying to create a mood of celebration. ← **ACTION**

PARENTHETICAL → GERTA
(overly aggressive)
All RIGHT!

Vanessa buries her head in her hands and weeps hoarsely.

EXT. SUBURBAN STREETS - MORNING ← 61 **SLUGLINE**

It is now WINTER. The TRACK TEAM jogs in formation, leaving tracks in the snow. Those bastards never stop running.

EXT. DANCING ELK SCHOOL - TRACK - DAY 6

Bleeker is running alone on the track. His exhalations are icy puffs in the air. Bleeker's friend VIJAY jogs up alongside him. Vijay is a solemn, skinny boy, much like Bleeker.

JUNO

Oh, you should try talking to it.
They can apparently hear speech in
there, even though it sounds all ten
thousands leagues under the sea.

Vanessa kneels down next to the swell of Juno's belly.

VANESSA

Hi. Hi, baby. It's me. My name is
Vanessa. I can't wait to meet you.

Leah gives a look to Juno as if she's about to barf.

VANESSA (CONT'D)

Can you hear me sweet angel?

Vanessa looks like she's giving up hope. Then suddenly,

VANESSA (CONT'D)

Oh my God - It moved! I felt it!

JUNO

(nods)

Elbow.

VANESSA

Wow! It's magical.

Juno smiles at Vanessa in awe of her genuine affection.

EXT. SUBURBAN STREETS - MORNING

The streets are covered in muddy, slushy snow. The mud is
instantly TRAMPLED underfoot by the collective feet of the
Dancing Elk Track Team on their morning run.

INT. MACGUFF HOUSE - BREN'S DESK - DAY

Bren cuts the top three inches off a pair of Juno's jeans.
Then, using a sewing machine, begins attaching an elastic
waistband.

INT. DANCING ELK SCHOOL - CORRIDOR - DAY

We're behind that same WAISTBAND, as Juno walks through the
students. Now, people seem to part the waters for the belly.