Notes/Reflections:

Language



Learn how to create a comic all about you or someone else!

Technology Extension: N/A

Technology Resources: https://books.google.com/books/about/ Autobiographical Comics.html?id=HkP-YCiSbEC&source=kp book description

https://books.google.com/books? id=3KUuDwAAQBAJ&source=gbs similarbooks

Online comic generator https://edu.pixton.com/educators

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Curriculum guides provide differentiated ideas and activities for educators that are aligned to a sampling of standards. The guides do not necessarily imply mastery of standards, but are intended to inspire and equip educators. **GRADES 3– 5 Curriculum Guide**

How to Create Autobiographical and Biographical **Comics in the Classroom**

Feaching and Learning Across the Curriculum

GRADES 3– 5 Curriculum Guide

How to Create Autobiographical and **Biographical Comics in the Classroom**

Comics are a great way to tell a story using images and words. Comics are fun but they don't have to be funny. You can tell any type of story in comic format.

Essential Question:

How can we create a comic using words and images to tell a story about ourselves or someone else?

Process: (be very specific)

Warm-up/ introduction:

We will begin by looking at examples of comics and sharing the elements that we notice.

- Word bubbles
- Frames or panels •
- Fonts
- Illustrations ٠
- What is present and what is not?
- Can you identify the beginning, middle, and end of the story?

Planning:

Students will think about an important moment in their life. When we write about ourselves it is called an autobiography. How could you tell your story in a comic? What would you draw and what would you write? How many frames do you need in order to tell your story? Each frame represents a scene.

Divide your paper into the number of frames you will need to tell your story using a ruler if needed. Make sure that you are using your entire sheet of paper. The frames can be different shapes and sizes.

Assessment

Does the comic tell a story with images and text that expresses the beginning, middle and end of a story?

Materials

- Paper
- Pencil
- Ruler
- Colored pencils, crayons or

markers

Vocabulary

Comic Strip- A comic strip is a sequence of drawings arranged in interrelated panels to display brief humor or form a narrative, often serialized, with text in balloons and captions.

Comic panel- A panel is an individual frame, or single drawing, in the multiple-panel sequence of a comic strip or comic book. A panel consists of a single drawing depicting a frozen moment.

Word Bubbles- a graphic convention used most commonly in comic books, comics and cartoons to allow words to be understood as representing the speech or thoughts of a given character in the comic.

Autobiography- An autobiography is a self-written account of the life of oneself.

Biography- A biography is simply an account or detailed description about the life of a person. It entails basic facts, such as childhood, education, career, relationships, family, and death.

Typography- is the art and technique of arranging type to make written language legible, readable, and appealing when displayed. The arrangement of type involves selecting typefaces, point sizes, line lengths, linespacing, and letter-spacing, and adjusting the space between pairs of letters.

Classroom Tips

Allow ample time for students to practice drawing the elements of their comic.

GRADE 5 Georgia Standards of Excellence: (Core Curriculum & The Arts) **VISUAL ARTS**

GRADE 3

VA3.CR.1: Engage in the creative process to generate and visualize ideas by using subject matter and VISUAL ARTS symbols to communicate meaning.VA3.CR.2: Create **GRADE 3** works of art based on selected themes. **VA3.CR.3**: Understand and apply media, techniques, processes, and concepts of two dimensional art.

GRADE 4

VA4.CR.1: Engage in the creative process to generate and visualize ideas by using subject matter and symbols to communicate meaning. VA4.CR.2: Create works of art based on selected themes. VA4.CR.3: Understand and apply media, techniques, processes, and concepts of two-dimensional art.

GRADE 5

VA5.CR.1: Engage in the creative process to generate and visualize ideas by using subject matter and symbols to communicate meaning.VA5.CR.2: Create works of art based on selected themes. **VA5.CR.3**: Understand and apply media, techniques, processes, and concepts of two-dimensional art.

Georgia Standards of Excellence: (Core Curriculum & The Arts) **ENGLISH LANGUAGE ARTS**

GRADE 3

ELAGSE3RL3: Describe characters in a story (e.g., their traits, motivations, or feelings) and explain how their actions contribute to the sequence of events. ELAGSE3RL7: Explain how specific aspects of a text's illustrations contribute to what is conveyed by the words in a story (e.g., create mood, emphasize aspects of a character or setting). **GRADE 4**

ELAGSE4W3: Write narratives to develop real or imagined experiences or events using effective technique, descriptive details, and clear event sequences. closure.

ELAGSE5W3: Write narratives to develop real or imagined experiences or events using effective technique, descriptive details, and clear event sequences.

National Arts Standards

- VA:Cr1.2.3a: Apply knowledge of available resources, tools, and technologies to investigate
- personal ideas through the art-making process.
- **GRADE 4**
- VA:Cr2.1.4a: Explore and invent artmaking techniques and approaches. **GRADE 5**
- VA:Cr1.1.5a: Combine ideas to gener-
- ate an innovative idea for art-making.