

# ReadBox Project

## -Graphic Novel-



### Creating a short Graphic novel or comic: explanation of the assignment

The focus of this Readbox project is on creating a graphic novel or comic, based on a novel that you have read independently. In doing so, you will explore the power of images and how they can enhance a story. You will also be challenged to break down the original story (your book) into its most important events and focus on details and mood, strengthening your storytelling skills. This project will show you that stories are not only told with words - images can also be used to relate serious stories as well as funny ones. An art form like the comic, which we know best for humour and superheroes, is an effective method for all types of stories. During this project you will learn how to work with a storyboard in order to create a digital story with pictures that flow together smoothly. You will also learn how to include details that explain the action - all vital skills for written storytelling, as well. Students who know how to tell stories know how to organise and communicate their ideas in any medium. Apps like [Comic Life](#) are great for adding speech bubbles and dialogue to photos or art work. The online comic editors like [ToonDoo](#) offer a range of backgrounds, characters and props to help you tell your story.

#### Tip:

- ▶ The comic on the next two pages will explain the difference between the a graphic novel and a comic. After you've read the comic, please make your choice.

## ▶ The Graphic novel/ comic.

I am looking for a 21st century visual form of a book report; you are going to use your creativity, critical thinking, communication and collaboration (if you want to work with a classmate). The purpose of making this digital product is to make someone want to read your chosen book. It is a great way to get readers engaged with the material you are reading in a modern and creative way. Try to keep your audience in mind: you want your classmates to read your chosen book.

This assignment allows you to produce something for an audience, not just for the teacher as a class assignment, never to be revisited. Let's utilise technology to inspire reading, and learning beyond the walls of the classroom !

There are a few steps you need to take before you can actually start creating your graphic novel/ comic. The comic on the next page will explain the difference between the two.

### During this project you will learn:

- ▶ to activate critical thinking
- ▶ how to use the English language in a different way.
- ▶ how to create your own graphic novel/ comic
- ▶ how to shape a story
- ▶ to think analytically about the characters, plot and theme
- ▶ how to work with a storyboard in order to create a digital story with pictures that flow together smoothly.
- ▶ how to include details that explain the action - all skills for written storytelling
- ▶ to summarise on the significant points of the book and learn how to reorganise and shape this information into a few short scenes using a story retelling strategy
- ▶ to work cooperatively (if you decided to read the same book)
- ▶ to use ICT equipment/ apps/ your iPad.
- ▶ learn to reflect on your work and its proces



## Q. What is a "graphic novel"?

A. Graphic novels have a few defining characteristics. But first and most importantly, they are long comic books. (I'll get back to the rest.)

## Q. What is a "comic book"?

A. You may think you know the answer to this one, but stick with me a few minutes: A comic book is a magazine or bound book that contains "comics" (also known as "comix"). Comics is a medium for expressing information and/or artistic ideas that is defined by



...and that's it. However, comics also often feature such things as

"word balloons..."

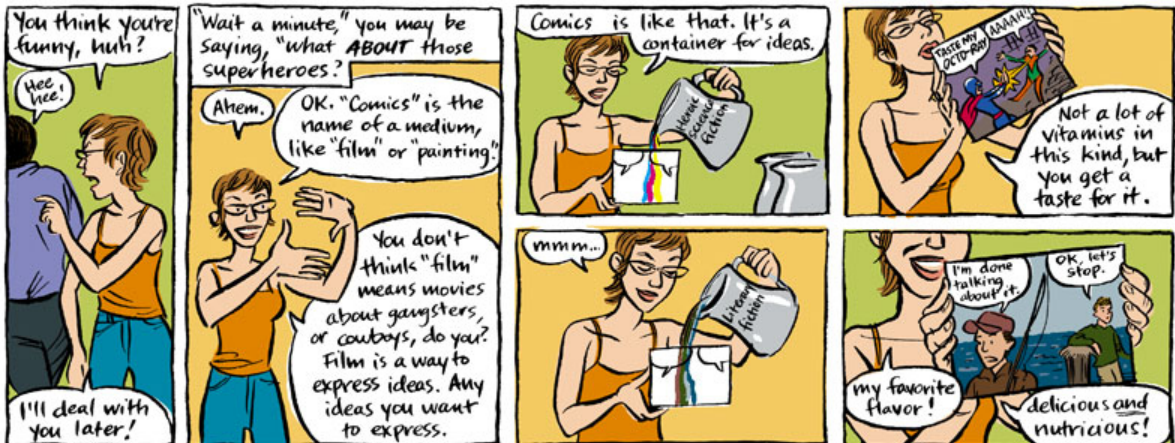
...and sometimes, "thought balloons."

It's also common to have the sequential images delineated by "panels," which are surrounded by lines called "panel borders."

These techniques aren't necessary to make comics, but they are quite common. There are other common, familiar, but even more optional elements of many comics, such as certain kinds of characters, like funny animals or licensed characters. But I'll get to that in a minute.

Here's how to read a comic:

1. Just as in our written language, you read the elements of a comic starting with...
2. ...the upper-left corner of a page, and then you read across to the right...
3. ...before proceeding down to the next row...
4. ...and then the next.



## Stage 1: Preparation

### Step one: The reading process: Choose the right book; one you love.

See the Introduction Third trimester booklet if you need help in choosing the right book.

Decide on a book that you would like to read and recommend to your classmates.

Check it with your teacher and fill in the book form **(Book Form - Appendix VIII)**

Don't forget to fill in the Reading Log. **(Reading Log - Appendix III)**

### Step two: Read the book, gather information, make a mind map or a timeline.

Your goal is to persuade others: This is the book to read !

In order to do so you have to **read** the book first. When reading with an assignment in mind, the reading is not a passive, but an active exercise. And to engage with your reading and to learn from it, it is best to **take notes** in your own words as you go along. In this way you will actively learn. At the end of each chapter write a new bullet points that summarise what you have read. Try to **make it personal** if you can. Does it relate to your own life ? Write down anything that strikes you as interesting. Also write down any questions you might have. Later on you will go through these summaries as you will decide what to include in your trailer and what not. So take notes on your iPad while reading. Keep your notes well-organised, so you can easily find them later on in the process. You could use colours to highlight important keywords in your notes. This also makes it easier to transfer your notes into a mind map or timeline later on. Use your Notes form **(Notes - Appendix VI)**. Also **do some background information** on your book: Find out more information on the book. **Gather and add further resources** (links, websites, films, etc.) about the setting, characters, topic, author etc. This information will help you to understand the book.

**Talk to your teacher** about the ideas that you have to see if you are on the right track before moving on to the next step.

### Step three: Read other graphic novels and/ or comics in order to get ideas for your own graphic novel/ comic.

Go to <http://dw-wp.com>. **Drawing Words & Writing Pictures** is a comics educational project with book and web components. Also explore other comic sites, like for example **Creative comic art** and **find out the basics of how to make comics** and learn to create comics with the step by step tutorial and great resources for you to start your own comic. Which clever tricks do you want to use in your graphic novel/ comic ? Also **have a look at the graphic novel rubric** in order to know you **know** what your teacher expects from you. Before you begin creating your own graphic novel/ comic, have a look at some **samples of graphic novels** / comics.

**Step four: Create a first draft for your own graphic novel/ comic and gather or sketch images.**

Now that you had a look at other graphic novels and comics, you may already have formed an idea on what you want your own graphic novel or comic to look like. You can **decide** to draw your own visuals and import them with a digital camera, or use pictures from the Internet. Google your book title and look for images.

**Have another look at the notes** you took in step 2 and **create a mind map or timeline**. Now you are going to break the story down into key scenes that occurred and put them in chronological order. This can help you organise your story into frames. You will use this timeline to write your summary of your book/ key scenes and create your storyboard later on in the process. You will have to ask yourself whether you want to summarise your novel or do you want to recreate a specific scene from the book? Please note that the graphic novel or comic you are about to make should be **10 frames** long. (See Graphic Novel Rubric). Don't forget to **choose the comic title, name the scene(s)** that are presented.

**Make your a first draft** for your graphic novel or comic, take notes on impressions, the feeling of the book, important points. Highlight why your classmates would like/ benefit from reading it.

Now you have created a timeline, this will also help you **visualise** how each character looks and acts in certain situations. You need to have a protagonist and an antagonist as well. It is important to give them opposing ideologies.

**Analyse the book:** What is so good about it? Why have you chosen this book? What makes this book so interesting for you as a reader? **Brainstorm** and make a mind map or timeline. Use words and images that describe the story and parts you want to tell.

**Connect and contextualise ideas** you have; they will help you to develop your understanding on your chosen book. A good mind map or timeline will save you a lot of work later on, when making the actual graphic novel.

**Tip:** You could use the [Mindmeister](#) App or [Mindjet Maps](#) for iPad.

When creating a graphic novel/ comic, you should be familiar with its **vocabulary**. When you come across unfamiliar vocabulary, add them to the Vocabulary Notebook and build new vocabulary while reading. (**Vocabulary Notebook - Appendix V**)

## **Stage 2: The actual product: The making of your very Graphic novel/ comic.**

### **Creating a Graphic Novel or Comic**

Comics and graphic novels have become very important in the entertainment industry in the past decades. A lot of TV shows and films are often based on graphic novels/ comics. Young adults have started to create their own graphic novels/ comics. Have a look at a lesson on [eurobricks.com](http://eurobricks.com) on how to add dialogue to comics using various types of speech bubbles.

#### **Step one: Create a storyboard. Write your captions.**

Start planning your graphic novel/ comic. **Create** a **storyboard**, using your mind map/ timeline and the first draft from step four. (stage 1) You can either choose to recreate a specific scene from the book or do a summary of the story as a whole. In either case, you should **include** important lines, quotes, thoughts and perhaps favourite passages, from your chosen book. You will need to create **ten frames** for your graphic novel/ comic. Use the key scenes from the book. Think of how to depict each of these key scenes. How can you show what happened by using pictures/ drawing your own pictures? What details need to be included in each frame so that the reader understands what is going on? **Sketch** out or **search** for pictures scene by scene for your graphic novel/ comic. And add text from the book as a **caption**. The caption provides additional information on the scene. With each frame ask yourself the following questions: What are the important characteristics of this scene and its captions? What kind of dialogue bubble should I use for this specific scene/ dialogue? How is one scene connected to the next? Next comes colouring your graphic novel/ comic.

#### **Tips:**

If you do this sketching digitally, you can edit it at any time. So have a look at the tips below. [Pixton](#) and [Strip Generator](#) use a basic drag-and-drop interface that can easily be used even without any experience. You can find [Comic life tutorials](#) online. [Comic-making apps](#) can also be found on the net. Have a look at [educators technology.com](#) as well. For making the timeline, you could use the [RWT Timeline App](#).

Use your own photos or search the internet for 'royal-free photos'. Use lots of pictures, but make sure they fit your story. Please keep the copyright in mind when creating a book trailer; when in doubt have a look at the [Creative Commons site](#). It is best to use the [Search Creative Commons site](#). You can use Flickr or Google within this site. If you need extra help (How to write a script/ How to create a storyboard etc.) You can find courses and materials on [digital storytelling](#) on iTunesU. It is worth a look!

**Tip:** If you are going to use pictures, get BIG pictures (640 by 48), reuse copyright free pictures and click & save picture on full size to folder.

## Step two: The final copy

Create your **final copy** of your comic and add the final touches. Do not forget to include a cover page with your name (first and last) and your form. Present your Graphic Novel/ Comic on a poster or in a booklet. All you need to do next is print your story for yourself and of course a copy for your teacher. You should be proud of all of your hard work, and I can't wait to read it !

## Step three: Write a reflection

Last but not least. Write a **reflection** and do not forget to hand it in with your graphic novel/ comic. Please answer the following questions:

- ▶ Explain the choices you made in constructing your graphic novel/ comic.
- ▶ Why did you choose this book to tell ?
- ▶ What apps did you work with and why did you choose these particular digital tools to work with ?
- ▶ Compare the comic format with the traditional book: what were you able to convey in your comic that would have been difficult to do with just text?
- ▶ What would have been easier to convey in writing ?
- ▶ Why did you decide to use particular images and words, and the combination of images and words ?
- ▶ What effect do you want to have on your readers with this graphic novel/ comic ?



*The first time olly touches maddy*

Part of "Everything Everything" by Kiona Dijkstra SA3D Sint-Janscollege 2016-2017

## Requirements

You will be graded on completion of the graphic novel / comic and fulfilment of all requirements listed below. Please note that your teacher may regularly ask you to share your project. This gives your teacher the ability to look at your work and send you helpful feedback.

Please keep in mind that your comic should consist of: an introduction, a body and a conclusion/ an ending. Make sure that you have a well-organised story structure. One scene should follow another in a logical sequence with clear transitions. Your words and images should be carefully chosen and should help the reader understand the actions/ emotions in the story. You may use drawings and/ or take photos with your iPad. Be sure to include enough information in the frames/ speech balloons, bubbles, captions etc. to show that you have read the book.

Your graphic novel/ comic must contain at least the following, but may contain more. Please note that extra points may be given to reward exceptional WOW factors !

- A. The graphic novel/ comic cover is the first thing to be seen. Name the scene or scenes that you depicted. For the **comic subtitle**, name **the title** of the book and **author, publisher**, also write down where the scene can be found. (05 pts)
- B. **Your name (first and last), date and form.** (See A)
- C. Create an original and detailed **graphic novel/ comic strip** of at least **10- frames** long; in each of the frames show a significant event from the book. One frame should follow logically after the other. The frames clearly relate to the **setting/ main characters, plot, theme, tone, mood** etc. and support the original book/ text. The **illustrations** cover 90 percent of each page and enhance the storytelling. Make effective use of various **speech balloons, bubbles/ captions** explaining the relation to the book. Make sure you identify the main characters and setting, use the plot from the book in the right balance; so just enough to make the reader want to read the original book, without giving away the storyline. Pay attention to **comic structure** and **use of images.** (50 pts)
- D. **Mechanics/ Conventions (CUPS):** spelling, grammar, punctuation, capitalisation, complete sentences, sentence structure etc. (10 pts)
- E. A one-page **reflection** (see stage 2 step three): Copy the questions and answer them in complete and well-structured sentences. (15 pts)
- F. **Comic quality:** frames are attractive and neatly done, characters and actions are easy to read. Your Graphic Novel/ Comic; serves as a guide to promote your book (10 pts)

\_\_\_\_\_ *Total 100 points.*



### Here are some tips:

- ▶ Do not forget to include your name (first and last name) and form in your graphic novel/ comic.
- ▶ Try to set the moods and convey the 'feeling' of the book.
- ▶ Do not forget to check your graphic novel/ comic on the whiteboard now and then to make sure the quality is excellent.
- ▶ Let other classmates, friends and even parents have a look and give feedback on your graphic novel/ comic. It will improve your product in the end.
- ▶ And last, but not least: Don't forget, you will have to present your final product to your teacher and your classmates in a three-minute presentation. Have all the parts mentioned above arranged in your graphic novel/ comic in a pleasing, eye-catching manner, and present it to the class. Tell us why you have decided on this type of activity to recommend your chosen novel to others and how you have achieved this. Be sure that you are ready !



## The welcome committee



*The first time Maddy and Olly see each other.*

Part of "Everything Everything" by Kiona Dijkstra SA3D Sint-Janscollege 2016-2017