

INVENT A SMALL STORY



Module II
Technical



Course II 4
Comics



Topic1



Lesson 1

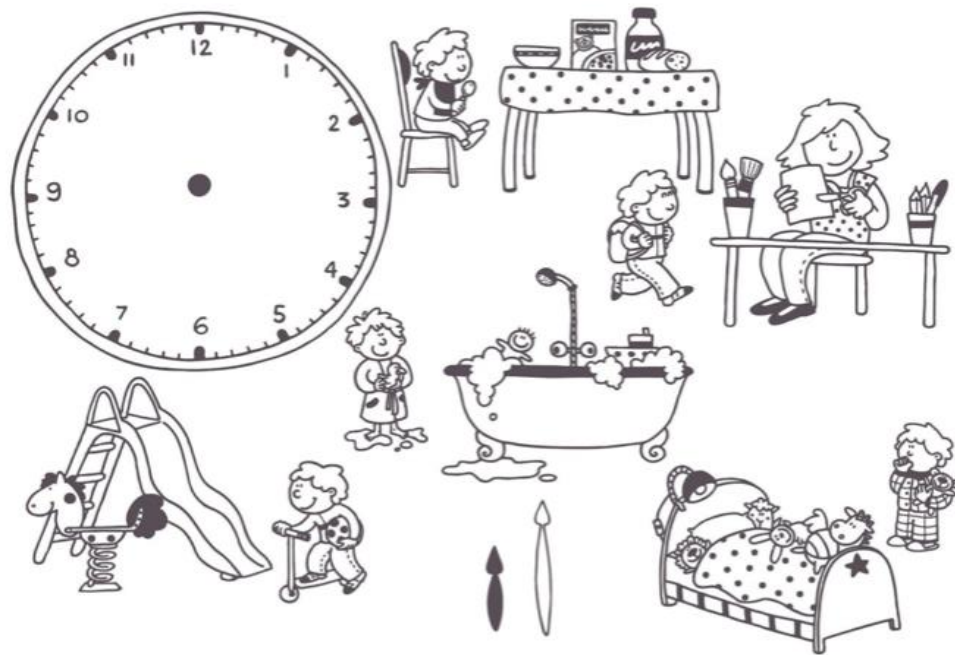
Activity 1

- **Short Description:** The student has to create his/her first character and invent a small comic story.
- **Methodology:** Project based-learning
- **Duration:** 3 hours
- **Difficulty (high - medium - low):** medium
- **Individual / Team:** The creation of the character is individual, the animation could be done in group (min 2 max 4)
- **Classroom / House:** (The activity could be done in classroom or at home and it doesn't to be previously prepared)
- **What do we need to do this activity?** (Indicate what resources we need to be able to carry out the proposed activity)
 - **Hardware :** paper sheet, pencils, crayon colours, copy machine
 - **Software :** NO
 - **Other resources :** scissor, glue

Description

- **Text description:** The student has to invent and draw a simple, recognisable character with a few signs, cartoon style
- **Illustration:** an example





- **Instructions**

1. Imagine a character
2. Draw your character on a paper sheet
3. Draw your character in different moments of his typical day
4. Do not have to use balloons or captions
5. Draw at least 12 panels
6. When you have finished, make photocopies
7. Cut them out and have fun making up different stories using only four panels at a time
8. If you want, you can also involve a friend and make strips of four panels with him.

Expected outcomes

- The student will have gained confidence and started practising inventing and imagining stories.

DIGICOMP (Competences developed): NO

ENTRECOMP (Competences developed): VISION/CREATIVITY/VALUING IDEAS



