





# Make up a story!



 Module II  
Technical

 Course II 4

 Topic 1

 Lesson 2

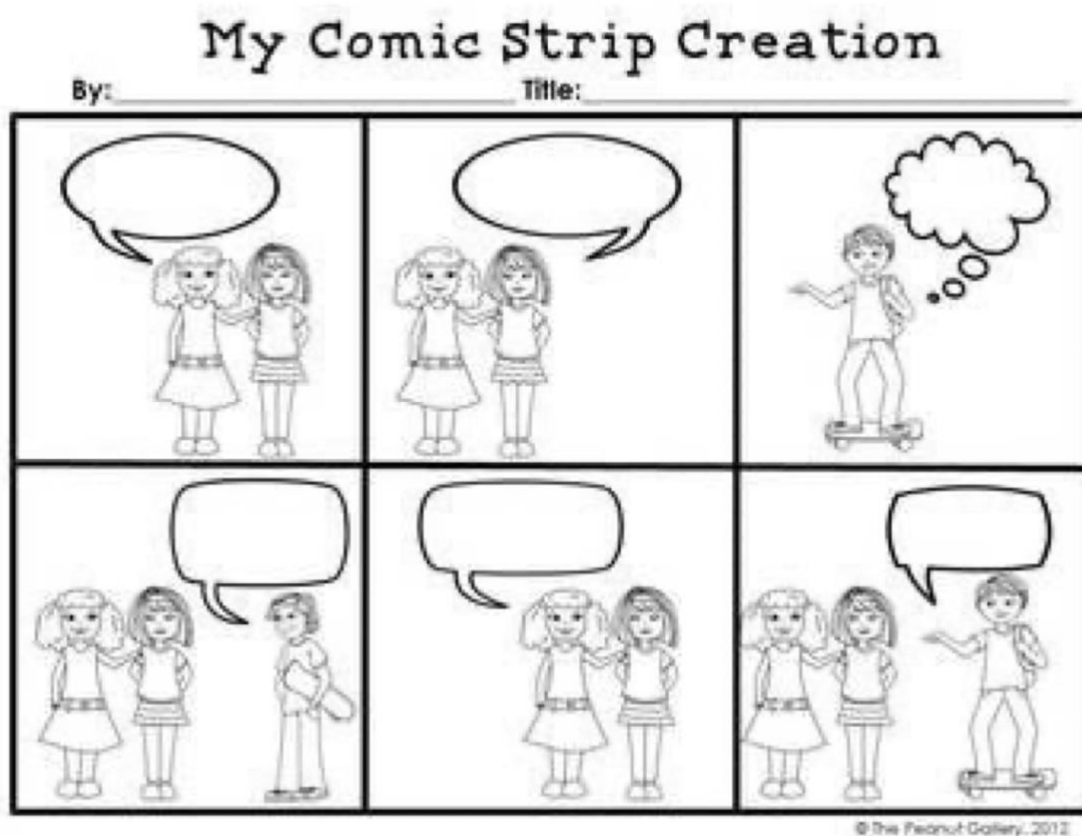
## Activity 1

- **Short Description:** Using the panels of the previous exercise the student has to invent a self-contained one page story
- **Methodology:** Project-based learning
- **Duration:** (4 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?**
  - **Hardware:** paper sheet, pencils, crayon colours
  - **Software:** NO
  - **Other resources:** scissors, glue



## Description

- **Text description:** The student has to create his story that fits on one page (use A4 as maximum page size). The student can choose how many panels are needed. You can also resize the panels by cutting out "superfluous" parts, if their square shape limits your narrative intentions.
- **Illustration:** an example



## Instructions

1. imagine the story
2. compose every single vignette by imagining the development on an A4 page
3. Draw the setting of your story by looking for references in your city



## Expected outcomes

- The student will create his /her first story starting with his/her own character

**DIGICOMP (Competences developed):** Managing data, information and digital content, Evaluating data, information and digital content, Managing digital identity, Evaluating data, information and digital content

**ENTRECOMP (Competences developed):** Creativity, Vision, Valuing Ideas, Learning through experience

