

Graphic Tales Adventure Lab! with Jason

Instructions:

Check out this sample lesson plan and activity ideas for inspiration, ideas, and more. Feel free to edit, delete, or highlight to make it your own! These notes are yours to customize. They will not be published anywhere such that you're held to teaching exactly what's here.

Topics

Integration of the visual and literary arts

Lesson Ideas

Lesson Title

Graphic Tales Adventure Lab!

Duration

1 hour

Lesson Plan

1. Introduction to Graphic Tales (10 minutes)

- Briefly explain graphic tales as a blend of visual and literary arts.
- Show examples of age-appropriate graphic novels and comic strips.

2. Elements of Graphic Tales (10 minutes)

- Discuss key elements: panels, speech bubbles, captions, and illustrations.
- Display images showcasing each element.

3. Sketching Characters (10 minutes)

- Guide students to brainstorm and sketch a simple character.

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- Encourage creativity in character appearance and personality traits.

4. Creating a Comic Strip (20 minutes)

- Provide a template with blank panels.
- Instruct students to create a short graphic tale featuring their character.
- Incorporate dialogue and captions for storytelling.

5. Group Sharing (10 minutes)

- Invite students to share their comic strips with the class.
- Encourage feedback focusing on creative aspects and storytelling.

Materials List

- Examples of graphic novels and comic strips
- Drawing paper or templates with blank panels
- Pencils, erasers, colored pencils, and markers

Adaptations for Different Ages

- Younger Children (5–7 years): Pre-drawn panels and guided examples to color and fill in.
- Older Children (8–12 years): Encourage more complex storylines and detailed illustrations.

Movement Break

Graffiti Walk (5 minutes):

- Lead students in a creative movement break where they mimic drawing large, colorful graffiti in the air using their arms and bodies.

Bonus Activities

- Character Swap: Pair up students to exchange comic strips and continue each other's story for an additional panel.
- Visiting Artist: Invite a local comic book artist to demonstrate live drawing and storytelling.

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Series Outline

****Graphic Tales Adventure Lab!****

****Week 1: Introduction to Graphic Tales****

- Discuss what graphic tales are and their history.
- Show examples of famous graphic novels (age-appropriate).
- Create a simple comic strip as a group, focusing on the integration of art and storytelling.

****Week 2: Characters and Costume Design****

- Explore character development and its impact on storytelling.
- Have students design their own characters, complete with costumes.
- Organize a "costume day" where students come dressed as their characters.

****Week 3: Storyboarding Basics****

- Explain the concept and importance of storyboards in graphic tales.
- Practice creating storyboards for short, familiar stories.
- Collaborate in groups to storyboard a scene from a shared reading.

****Week 4: Visual Worldbuilding****

- Study the importance of setting and visual elements in storytelling.
- Design a setting for their previously created characters.
- Use mixed media (e.g., collage, digital tools) to build their setting visuals.

****Week 5: Paneling Techniques****

- Introduce different paneling techniques and layouts.
- Analyze panels from various comics to understand pacing and flow.
- Create a two-page comic using different panel arrangements.

****Week 6: Dialogue and Lettering****

- Discuss the role of dialogue and thought bubbles in conveying story and emotion.
- Practice different lettering styles for dialogue bubbles.
- Develop short dialogues for their characters and place them within panels.

****Week 7: Color Theory and Mood Setting****

- Learn about color theory and how color affects mood and storytelling.
- Create a color palette for their project reflecting the intended emotional tone.
- Experiment with coloring panels using the chosen palette.

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****Week 8: Integrating Themes and Messages****

- Discuss how themes and messages are woven into graphic tales.
- Identify a central theme for their own graphic stories.
- Work on integrating their theme consistently in visual and textual elements.

****Week 9: Finalizing and Refining Projects****

- Provide time for students to finalize their projects, incorporating feedback.
- Focus on refining visuals and story continuity.
- Set up a peer review session where students give and receive feedback.

****Week 10: Exhibition and Reflection****

- Host a “Graphic Tales Exhibition” inviting family and other classes.
- Allow each student time to present their story and explain their creative process.
- Facilitate a reflection activity where students share what they learned and enjoyed most.

For additional support, reference this [experience outline template](#) which includes tips and prompts to help you develop and lead an excellent Grasshopper Kids experience.

Note: This lesson plan outline was drafted by Hopper. If you would like to see different results, you can [submit another idea](#), or text us with feedback so we can work to make the algorithm better. We built this tool to help save you time in bringing more kids enrichment experience ideas to life!

