

Lesson Plan

Create a Comic

Book: *Before Video Games*

Series: What Did We Do?

Level: Beacon

Objective

To help students practice using the format of a comic to tell stories.

Supplies

- *Before Video Games* book
- Plain white paper
- Pencils, colored pencils, and markers

Before the Activity

Read *Before Video Games*, or assign it to students to read on their own.

Activity

Many popular video games are based on characters from comics. Comics use a combination of words and pictures to tell stories. The pages of comic books are divided into sections called panels. Each panel tells one part of the story. Panels are often shaped like rectangles or squares. Comic book creators use them to create different layouts on the book's pages. For example, they might make some panels bigger than others.

Many comics use a set of three panels. The first panel shows the story's beginning. It sets the scene for what is about to happen. The second panel is the story's middle. It shows some kind of action or change. The third panel shows the story's ending. It shows what happens as a result of the change or action. This result is often funny or surprising.

Today, students will create a three-paneled comic of their own. Students should start by making a plan for the comic. They can choose what characters the comic will feature. They can decide what change or action to show. They can also plan what part of the story will go in each panel. After planning, students can draw the comic. They can create the panels by drawing two lines down a piece of paper to divide it into thirds. Then, students can draw one part of their story in each panel.

Evaluation

Invite a few volunteers to share their comics with the class. Then hang all the comics on the wall for everyone to admire.

Standards

This lesson may be used to address the Common Core State Standards' writing standards, grade 3 (W 3.3).