



Cadette



Badge in a Box

Comic Artist

Overview for Leaders	<p>These kits are designed to allow a leader to conduct a Cadette meeting with less planning, less effort, and less cost.</p> <p>In the kit, there are a sequence of activities to complete this badge. A few supplies are provided, but not all. Make sure to look at the Materials list for the activities so that you have some lead time to order or shop. Normal troop supplies, such as scissors and markers, will be needed. Those are specified. Copies may need to be made.</p> <p>Materials are designed so that 10 or so Girl Scouts, sitting around a table, can do the activity at a time.</p> <p>Please be a sister to the next troop when using these materials. Put them away in the same manner as you received them and report any broken/missing items when returning the box to Badgerland.</p>
This Activity Matches These Badge Requirements	<p>Find out more about the world of comic art and tell your own visual story.</p> <ol style="list-style-type: none"> 1. Delve into the world of comics 2. Choose a story to tell 3. Draw it out 4. Frame it in four panels 5. Add the words
Outcomes	<p>Overall</p> <ul style="list-style-type: none"> • Strong sense of self: Girls have confidence in themselves and their abilities, and form positive identities. • Positive values: Girls act ethically, honestly, and responsibly, and show concern for others. • Challenge seeking: Girls take appropriate risks, try things even if they might fail, and learn from their mistakes. • Healthy relationships: Girls develop and maintain healthy relationships by communicating their feelings directly and resolving conflicts constructively.
Materials Troop Needs to Supply and Preparation Actions	<ul style="list-style-type: none"> • Make copies of activity sheets from master. Depending on your copier, you may be able to leave the master in the sleeve and just lay it on the copier bed. <ul style="list-style-type: none"> • Activity #1 – B: comics will be missing the dialogue for the last panel. There are 12 different pages. • Activity #1 – B: comics will be missing the dialogue for the last two panel. There are 10 different pages. • Activity #2 – A: a selection of panel layouts for the Girl Scouts to choose • Markers/crayons • Pencils, pencil sharpener, good erasers

	<p>Everyday pencils with a good eraser will work, but you might want to splurge and provide good artist plastic erasers and a couple of artist drawing pencils of various hardnesses</p> <ul style="list-style-type: none"> • Colored pencils would be great, but skinny markers can work • Plain paper • Optional: Telestration game, if you have it. • A way to time 30 seconds and 90 seconds; a cell phone will do. • Construction paper for mounting (Activity #2 – B) • Scotch tape or double stick tape (Activity #2 – B)
Contents in the Box	<ol style="list-style-type: none"> 3. Master set of activity sheets to be used for making copies 4. Leader's Guide 5. Complete set of charts in a presentation binder that can be folded into a tabletop easel. 6. Very simple pictures in labeled envelope (Game #2 & #3) 7. 14 various comics that have been collected for a week or so (#1 – A) 8. Solution envelopes for each of the comics missing dialogue in the last panel (#1 – B) 9. Solution envelopes for each of the comics missing dialogue in the last two panels (#1 – B) 10.4 Post-It Notes for each Girl Scout (#1 – C) 11. Three tent cards to help the girls think of a plot, characters and location (#2 – A)
Introduction	<p>This Badge in a Box is designed so that a Cadette troop can complete this badge in one meeting.</p> <p>The format is to follow a set of charts which provide a sequence of activities to complete all 5 requirements.</p> <p>The binder is designed as a tabletop presentation easel. The easel bottom platform lies flat on the inside back cover when the book is closed.</p> <p>To set up, open up this easel bottom platform and place it on the table. There is a hinge flap that folds up to create an “A” frame easel.</p> <p>The cover should be flipped over and the Velcro pieces used to secure it to the base.</p> <p>Then the pages can be flipped over, one by one, to follow the sequence of activities and information.</p>



It is expected that this presentation can be placed at one end of the table and be viewed by all the Cadette Scouts.

Optional Warm Up Drawing Game #1

Activity: Synchronized Drawing

Materials:

- Homemade clipboard, made from cardboard (provided)
- Crayons or markers (troop provides)
- Plain paper (troop provides)

Preparation:

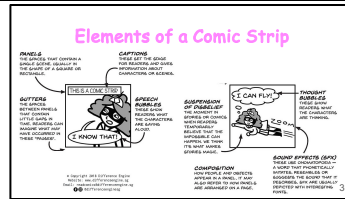
Determine a means to create pairs of Girl Scouts to play this game.

Activity:

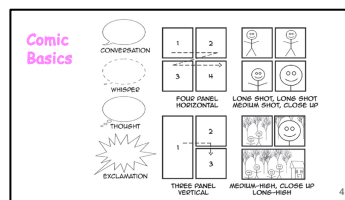
1. Break up into groups of two. One girl will be the leader and the second girl will be a follower. (Girls will switch the next time they play.)
2. Each pair of girls has a large piece of cardboard.
3. Each pair of girls has a blank piece of paper.
4. Each girl has a crayon/marker of the same color.
5. Fold the paper in half lengthwise, unfold it flat, and put it on the cardboard. Girls sit next to each other so that they can both reach the paper. The girl on the right will draw on the right half of the fold; the girl on the left will draw on the left half of the fold.
6. Start with your crayon toward the top of the page. The girl who is the leader begins by drawing a shape out from the center and down toward the bottom of the page, on her half of the paper, without lifting the pen from the page.
7. The girl who is the follower tries to draw exactly the same thing.
8. The leader needs to draw fairly slowly because the follower is trying to keep up.
9. At first stick with blobby blobs for the first drawing.
10. Switch and do again, trading roles between leader and follower.
11. Play again, and try doing a recognizable shape.

	<p>12. Switch so both girls have a chance doing a recognizable shape.</p> <p>13. Each girl can get another turn but should speed up</p>
<p>Optional Warm Up Drawing Game #2</p> <p>Activity: Back2Back</p>	<p>Materials:</p> <ul style="list-style-type: none"> • Homemade clipboard, made from cardboard (provided) • Very simple pictures in labeled envelope (provided) • Crayons or markers (troop provides) • Plain paper (troop provides) <p>Preparation:</p> <p>Determine a means to create pairs of Girl Scouts to play this game.</p> <p>Activity:</p> <p>Each person gets a piece of paper, a piece of cardboard to use for support when drawing, and a crayon.</p> <ul style="list-style-type: none"> • Get into pairs. <ul style="list-style-type: none"> ○ Each pair gets a homemade clipboard. ○ Each girl needs a crayon/marker and a piece of paper. • Pick one person, called the 'Artist', of the pair to draw. • The other person, called the 'Director', picks a card with a picture, but keeps it hidden from the partner. • Sit back to back. • The Director with the card gives directions to the Artist drawing, The goal is that the Artist creates the same picture. <ul style="list-style-type: none"> ○ The instructions have to be composed of simple directions concerning lines, curves, circles, triangles, squares, and so on. • The Artist is not allowed to speak except to ask the Director to repeat an instruction. • Compare the drawing to the original, admire and laugh. • Switch roles.
<p>Optional Warm Up Drawing Game #3</p> <p>Activity: Teledraw. (Like playing 'telephone' except it is drawing)</p>	<p>Materials:</p> <ul style="list-style-type: none"> • Homemade clipboard, made from cardboard (provided) • Very simple pictures in labeled envelope (provided) • Crayons or markers (troop provides) • Plain paper (troop provides) <p>Preparation:</p> <p>None.</p> <p>Activity:</p> <ol style="list-style-type: none"> 1. Groups of 4-6 is best for this game. 2. Each group sits in a line facing forward in the same direction. 3. Give the first person in line a crayon/marker, a clipboard, and blank paper.

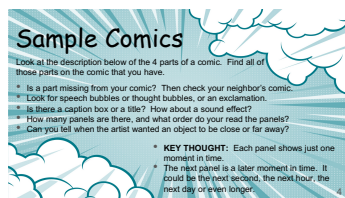
	<ol style="list-style-type: none"> 4. Show a picture to the last person in line for each group. 5. This girl draws it with their finger onto the back of the person in front of them. 6. Then that person draws what they think they felt on their back onto the person in front of them. 7. And so on. 8. Until it comes to the front of the line. 9. The first person draws what they think the picture is. 10. Compare to original. 11. Laugh. 12. First person goes to the end and do it again!
Optional Warm Up Drawing Game #4 Activity: Telestrations	Materials: <ul style="list-style-type: none"> • Telestration game, if you have it. (troop provides) Preparation: None <p>Activity: Read the directions and play the game!</p>
#1 - A: Delve into the world of comics Activity: Collect strips from the paper for one week	Materials: <ul style="list-style-type: none"> • Charts 2-5 (provided) • 14 various comics that have been collected for a week or so (provided) Preparation: None <p>Activity:</p> <ol style="list-style-type: none"> 1. There are 14 different collections of multiple days of a comic strip. 2. Girl Scouts can work as a pair, individually, or a mix. 3. Hand out the comic strips and give them some time to read through the comics. <div data-bbox="506 1438 852 1633" data-label="Image"> </div> <p>4. Display Chart 2 and discuss the answers to the questions.</p>



5. Display Chart 3. While the Girl Scouts look at their sample comics, spend some time on these words in particular:
- Panels
 - Captions
 - Gutters
 - Speech Bubbles
 - Thought Bubbles



6. Display Chart 4. Ask the Girl Scouts to talk about the order that they would read the panels for the comics in the middle of chart.



7. Display Chart 5. While the Girl Scouts look at their sample comics, have them answer the bulleted questions for their comic.
8. Emphasize the Key Thought stated in the bottom left corner as it is fundamental to creating a comic.

#1 - B: Delve into the world of comics

Activity:
Speech and
Thought
Bubbles;
Writing
Dialogue

Materials:

- Pencils (troop provides)
- Charts 6-9 (provided)
- 12 different pages of comics missing the dialogue in the last panel. (provided)
- Solution envelopes for each of the comics missing dialogue in the last panel, one to match each of the 12 different pages. (provided)
- 10 different pages of comics missing the dialogue in the last two panels. (provided)
- Solution envelopes for each of the comics missing dialogue in the last two panels, one to match each of the 10 different pages. (provided)

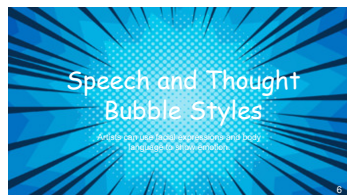
Preparation:

Make copies.

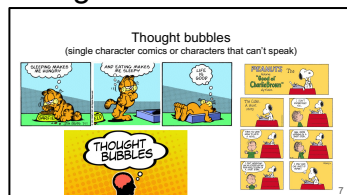
There are two sets of pages where the Girl Scouts will be creating the dialogue for an existing comic.

- The first set of comics will be missing the dialogue for the last panel.
 - There are 12 different pages. Make enough copies so each Girl Scout has one to use; if you have more than 12 Girl Scouts, make some duplicates. It will work out.
 - Depending on your copier, you might be able to make copies without removing the master from its protective sleeve.
- The second set of comics will be missing the dialogue for the last two panels.
 - There are 10 different pages. Make enough copies so each Girl Scout has one to use; if you have more than 10 Girl Scouts, make some duplicates. It will work out.
 - Depending on your copier, you might be able to make copies without removing the master from its protective sleeve.



Activity:



1. Display chart 6 as a transition to this topic about writing dialogue.

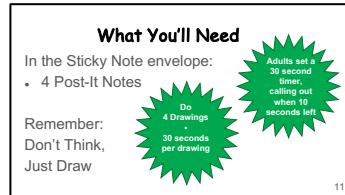


2. Display chart 7. Have the Girl Scouts look at these two comics. Have them talk about how the thought bubbles are used, and contrast them to the speech bubbles.

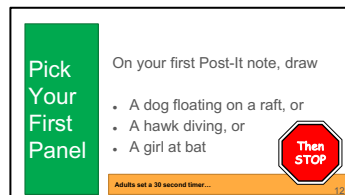
	<div data-bbox="513 197 857 390"><p>Dialogue using speech bubbles</p><p>8</p></div> <p>3. Display chart 8. Have the Girl Scouts take turns describing what emotion is implied by each of the speech bubble outlines displayed.</p> <div data-bbox="513 537 857 730"><p>6</p></div> <p>4. Display Chart 9.</p> <p>5. Each Girl Scout needs a pencil and a page where the dialogue is missing from the last panel.</p> <p>6. Ask the Girl Scouts to fill in that dialogue.</p> <p>7. Pass out the 'solution envelopes' with the comic completed by the original artist.</p> <p>8. Laugh.</p> <p>9. Share.</p> <p>10. Fold the 'solution page' and return it to the proper solution envelope.</p> <p>11. Then pass out the pages where the dialogue is missing from the last two panels.</p> <p>12. Ask the Girl Scouts to fill in that dialogue.</p> <p>13. Pass out the 'solution envelopes' with the comic completed by the original artist. Laugh. Share.</p> <p>14. Fold the 'solution page' and return it to the proper solution envelope.</p>
<p>#1 - C: Delve into the world of comics</p> <p>Activity: Sticky Note Comics</p>	<p>Materials:</p> <ul style="list-style-type: none">• A way to time 30 seconds and 90 seconds; a cell phone will do. (Troop provides)• A pencil for each Girl Scout. (Troop provides)• A piece of paper for each Girl Scout, optionally. (Troop provides)• 4 Post-It Notes for each Girl Scout (Provided) <p>Preparation: None</p> <p>Activity:</p>






1. Display Chart 10 to transition to this new activity.



2. Display chart 11. Hand out these items:
 - A pencil for each Girl Scout. (Troop provides)
 - A piece of paper for each Girl Scout, optionally. It can be scrap paper. (Troop provides)
 - 4 Post-It Notes for each Girl Scout (Provided)
3. Ask the Girl Scouts to arrange the four Post-it notes on the paper or on the table.
4. Provide the instructions:
 - Each Girl Scout is going to make four drawings, one on each of the Post-It notes.
 - The goal is to get a drawing done quickly without focusing on detail.
 - Thus, a timer will be set for 30 seconds to complete each drawing.
 - The charts will provide the directive of what to draw. There will be 3 choices and each individual can pick the one of their choice.



5. Display chart 12. Set the timer for 30 seconds, and say 'go'. The Girl Scouts should start drawing.

	<div data-bbox="526 210 854 382"> <div> Add Your 2nd Panel </div> <div> Draw the next panel on a Post-It <ul style="list-style-type: none"> A cat swimming past the dog The prey that the hawk is diving for The ball that the girl is trying to hit </div> <div>  </div> <div> Adults set a 30 second timer... 13 </div> </div> <p>6. Display chart 13. Set the timer for 30 seconds, and say 'go'. The Girl Scouts should start drawing.</p> <div data-bbox="513 497 857 690"> <div> Add Your Third Panel </div> <div> Draw the third panel on a Post-It <ul style="list-style-type: none"> Another cat that is chasing the first cat that is swimming past the dog A larger hawk that is also diving for the prey The catcher waiting for the ball that the girl is trying to hit </div> <div>  </div> <div> Adults set a 30 second timer... 14 </div> </div> <p>7. Display chart 14. Set the timer for 30 seconds, and say 'go'. The Girl Scouts should start drawing.</p> <div data-bbox="513 804 857 997"> <div> Draw Your Final Panel </div> <div> Use the fourth Post-It Note for the Final Panel: <ul style="list-style-type: none"> You decide how it turns out! You have more time for this panel </div> <div>  </div> <div> Adults set a 30 second timer... 15 </div> </div> <p>8. Display chart 15. Set the timer for 30 seconds, and say 'go'. The Girl Scouts should start drawing.</p> <div data-bbox="513 1110 857 1304"> <div> You Drew a Comic Strip! </div> <div> <ul style="list-style-type: none"> How did your comic turn out? How do the images you drew tell a story? Share! Attach to a plain sheet of paper to take home. </div> <div> 16 </div> </div> <p>9. Enjoy your work and admire the work of others!</p>
<p>#2 - A: Choose a story to tell, Draw it out, Frame it in four panels, and Add the words</p> <p>Activity: Create your own four panel comic</p>	<p>Materials:</p> <ul style="list-style-type: none"> Pencils, pencil sharpener, good erasers (troop provides) <ul style="list-style-type: none"> Everyday pencils with a good eraser will work, but you might want to splurge and provide good artist plastic erasers and a couple of artist drawing pencils of various hardnesses Colored pencils would be great, but skinny markers can work (troop provides) Copies of a selection of panel layouts for the Girl Scouts to choose (master provided, troop makes copies) Blank paper for creating own panel layout, if choose (troop provides) Three tent cards to help the girls think of a plot, characters and location (provided)

Preparation:

Make copies.
Provide supplies above.

Activity:

1. Provide Girl Scouts with copies of the pre-planned 4 panel comic layouts, or let them draw their own layout.
2. Display tent cards with situation, characters and locations to help with ideas.



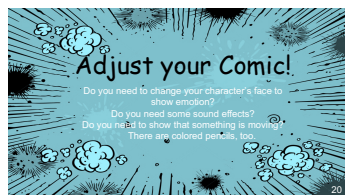
3. Display chart 17.
4. Launch their creative effort, giving the Girl Scouts the rest of the meeting minus 10 minutes to complete their comic.



5. Display chart 18. Emphasize that a light-handed sketch is the easiest way to start because it allows easy changes. This will feel foreign to the Girl Scouts because it is not the way they usually use pencils.



6. Display chart 19. It is best to wait until the comic is mostly drawn to add bubbles so that the artist knows where there is open space.



7. As they start to finalize their comic, display chart 20. This step is to look back and determine how they can make their comic

	<p>better. What can they add to make it more effective, funnier or easier to understand.</p> <p>8. Below are copies of the charts that are on the tent cards. They are also repeated as the last three charts if you want to flip to them specifically.</p> <div data-bbox="558 413 904 609"> <p>What's the situation? Here's some ideas:</p> <ul style="list-style-type: none"> • Odd food on the dinner table • New pet • On a rope swing over a river • On a melting ice floe • Lost homework • A rained-out picnic • Jammed copy machine • Too-short microphone cord • Street parade • Roasting marshmallows • A fairy godmother appears • Going to a dancing ball • Riding in a pumpkin carriage • You've shrunk to peanut size • Arriving in New York City • Getting kidnapped • Going through a time portal • Learning to fly • Climbing a mysterious stairwell • Going to a new school • Rights due! • Fly through an asteroid belt • Drink something forbidden • Being lounded by pirates • Good day, bad day • Superheroes vs. robots • Secret agents • How to be a cat <p>22</p> </div> <div data-bbox="558 646 904 842"> <p>Who are the characters? Here's some ideas:</p> <ul style="list-style-type: none"> • You • Talking dog and cat • Mom and child at the playground • Girl Scouts around the campfire • Taxi driver and passenger that are lost • Singing star trapped on stage • Employer and employee making burgers • Boyfriend and girlfriend looking at a star • Penguins that can swim and fly • Teacher and students on a shrinking bus • An iguana in the bathroom edge of the zone • A ghost in a castle who is afraid of bats • A song beetle hitchhiking to NYC • A pilot and a flight attendant with hiccupes • An elephant that can talk with its trunk • A knight with a rubber sword • A teacher that loses her voice • Your uncle whose ears grew too big • A squirrel who likes cotton candy • Secret agent who glows in the dark • An alien whose shoes squeak • A Viking who finds a cell phone • A Queen with lobster claw hands • George Washington making cherry pie • A fish that burps and farts • A Pharaoh with his pet giraffe • A poisonous spider who hawks • A dragon living in a sewer <p>23</p> </div> <div data-bbox="558 879 904 1075"> <p>Where does this take place? Here's some ideas:</p> <ul style="list-style-type: none"> • School • Library • Rocket ship • Mars • Empire state building • State Capitol • Your bedroom • On a volcano • In a beehive • In a castle • In a basement • Sitting on a tree branch • At the museum • In a car/broast • In a cave • Sleeping in bed • On the playground • At the pet store • Eating donuts at the bakery • Sitting on Santa's lap • At an observatory • On a farm tractor • At the softball field • Under the kitchen table • In a bird's nest • On a fly pad • Driving a fire truck • At the grocery store • In the elephant's cage • On the sand dunes <p>24</p> </div>
<p>#2 - B: Choose a story to tell, Draw it out, Frame it in four panels, and Add the words</p> <p>Activity: Prepare your comic for presentation, and share!</p>	<p>Materials:</p> <ul style="list-style-type: none"> • Construction paper for mounting (troop provides) • Scotch tape or double stick tape (troop provides) <p>Preparation: None</p> <p>Activity:</p> <div data-bbox="461 1409 805 1604"> <p>Great Job! 1. Attach to a big piece of construction paper for display. 2. Make sure you sign and date your art. 3. If you don't get done during this meeting, finish it at home and bring it back to the next meeting for an Art Show. You've Earned Your Comic Artist Badge!</p> <p>21</p> </div> <ol style="list-style-type: none"> 1. Display Chart 21. 2. Handout materials to mount their comic. 3. Share among the troop, and enjoy!
End	Great! You have completed the Cadette Comic Artist Badge! Hope you had fun!
Supplies	Consumables to be replenished by Badgerland <ul style="list-style-type: none"> • Post-It Notes



Comic Artist

Cadette Badge

Sample Comics

Each Girl Scout or pair of Girl Scouts takes a single sheet of comics from the envelope labeled #1 - A. Read through your own page of comics.

- Does each day tell its own story, or is the story told over multiple days?
- Keep track of what you like and don't like.
- How does the artist show feelings? Look at eyes, eyebrows and mouths.
- How does the artist work timing to make punch lines great?
- Are the drawings detailed, or sketches, or stick figures?
- Is there a background? Never, sometimes or all the time?

Elements of a Comic Strip

PANELS

THE SPACES THAT CONTAIN A SINGLE SCENE, USUALLY IN THE SHAPE OF A SQUARE OR RECTANGLE.

CAPTIONS

THESE SET THE STAGE FOR READERS AND GIVES INFORMATION ABOUT CHARACTERS OR SCENES.

GUTTERS

THE SPACES BETWEEN PANELS THAT CONTAIN LITTLE GAPS IN TIME. READERS CAN IMAGINE WHAT MAY HAVE OCCURRED IN THESE "PAUSES".

SPEECH BUBBLES

THESE SHOW READERS WHAT THE CHARACTERS ARE SAYING ALOUD.



SUSPENSION OF DISBELIEF

THE MOMENT IN STORIES OR COMICS WHEN READERS TEMPORARILY BELIEVE THAT THE IMPOSSIBLE CAN HAPPEN. WE THINK IT'S WHAT MAKES STORIES MAGIC.



THOUGHT BUBBLES

THESE SHOW READERS WHAT THE CHARACTERS ARE THINKING.

COMPOSITION

HOW PEOPLE AND OBJECTS APPEAR IN A PANEL. IT MAY ALSO REFER TO HOW PANELS ARE ARRANGED ON A PAGE.

SOUND EFFECTS (SFX)

THESE USE ONOMATOPOEIA — A WORD THAT PHONETICALLY IMITATES, RESEMBLES OR SUGGESTS THE SOUND THAT IT DESCRIBES. SFX ARE USUALLY DEPICTED WITH INTERESTING FONTS.

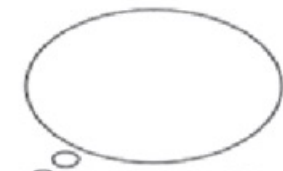
Comic Basics



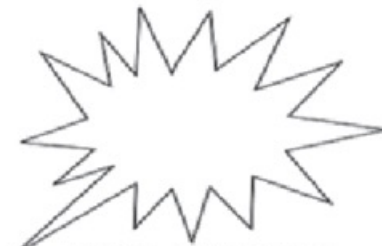
CONVERSATION



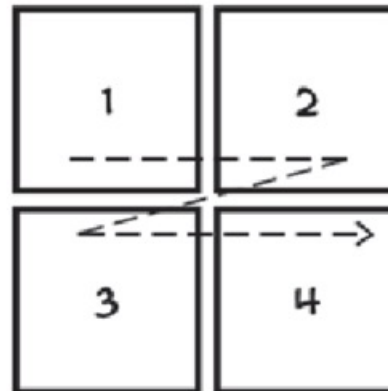
WHISPER



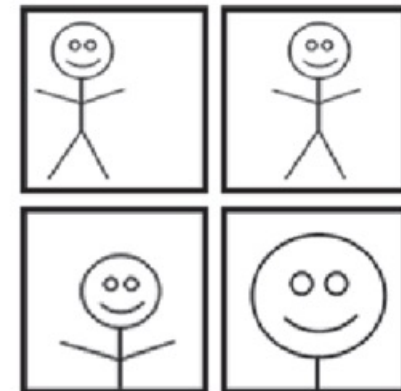
THOUGHT



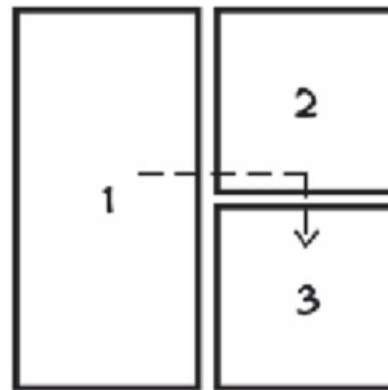
EXCLAMATION



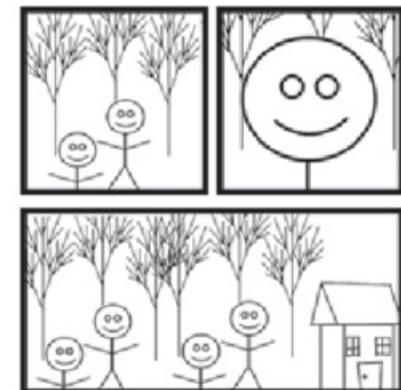
FOUR PANEL
HORIZONTAL



LONG SHOT, LONG SHOT
MEDIUM SHOT, CLOSE UP



THREE PANEL
VERTICAL



MEDIUM-HIGH, CLOSE UP
LONG-HIGH

Sample Comics

Think about the description of the 4 parts of a comic. Find all of those parts on the comic that you have.

- Is a part missing from your comic? Then check your neighbor's comic.
 - Look for speech bubbles or thought bubbles, or an exclamation.
 - Is there a caption box or a title? How about a sound effect?
 - How many panels are there, and what order do you read the panels?
 - Can you tell when the artist wanted an object to be close or far away?
-
- **KEY THOUGHT:** Each panel shows just one moment in time.
 - The next panel is a later moment in time. It could be the next second, the next hour, the next day or even longer.

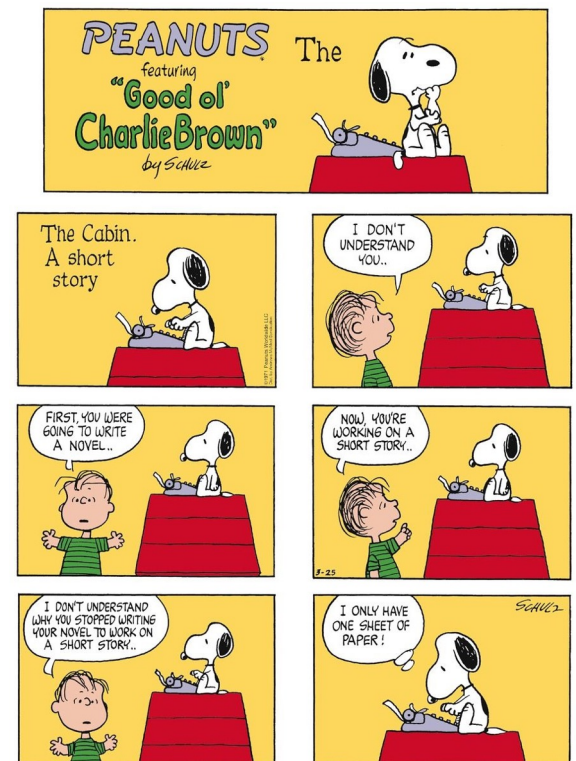
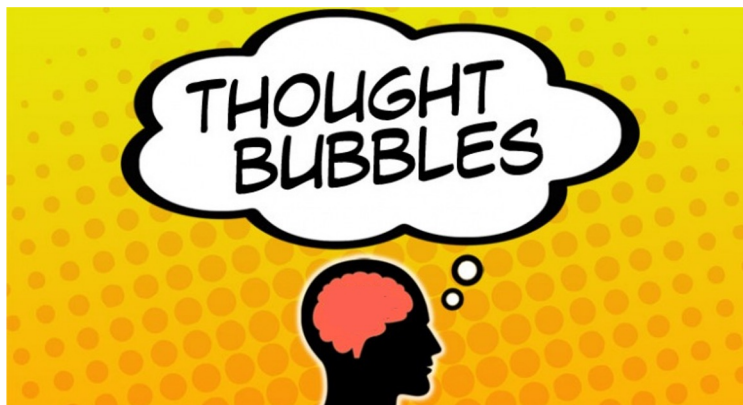


Speech and Thought Bubble Styles

Artists can use facial expressions and body language to show emotion.

Thought bubbles

(single character comics or characters that can't speak)



Dialogue using speech bubbles



Write your Own!

- Each Girl Scout needs a copy of a comic without the dialogue in the last panel and a pencil.
 - Fill in the last panel's dialogue. Then compare to the artist's original dialogue as found in the solution envelope.
 - Laugh and Share.
 - Repeat with comics needing dialogue for the last 2 panels.



Sticky Note Comics

Fast. Frenzied. Fun.

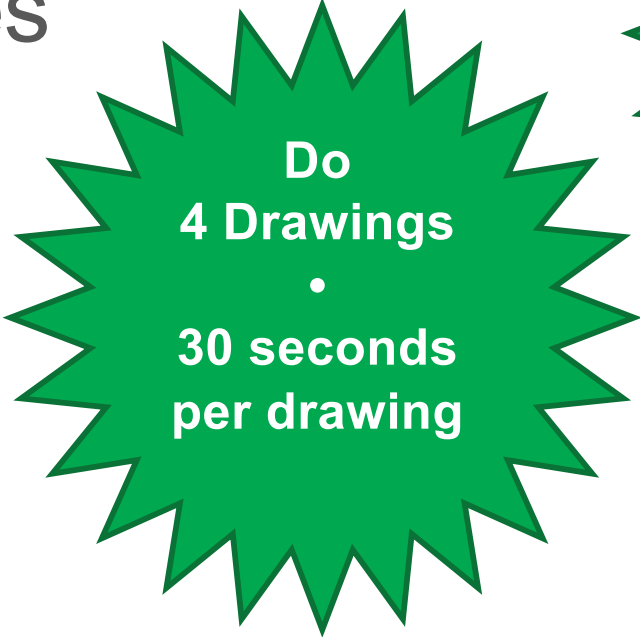
Designed by Vecteezy

What You'll Need

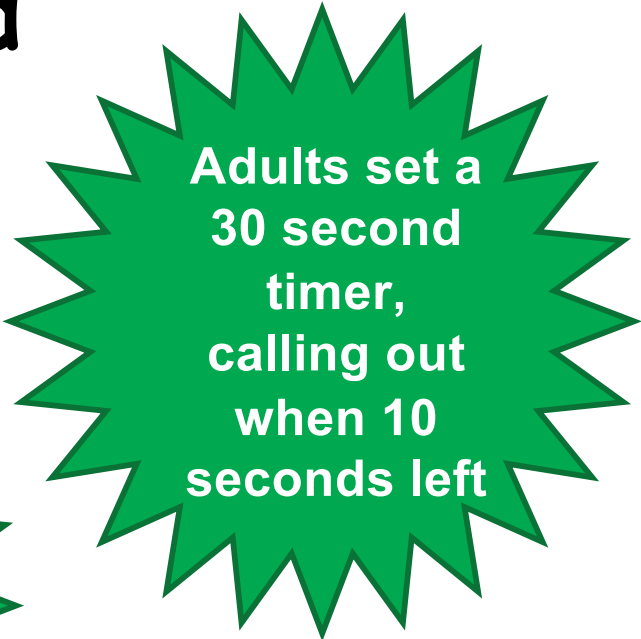
In the Sticky Note envelope:

- 4 Post-It Notes

Remember:
Don't Think,
Just Draw

A green starburst graphic with a black outline, containing white text.

Do
4 Drawings
•
30 seconds
per drawing

A green starburst graphic with a black outline, containing white text.

Adults set a
30 second
timer,
calling out
when 10
seconds left

Pick Your First Panel

On your first Post-It note, draw

- A dog floating on a raft, or
- A hawk diving, or
- A girl at bat



Adults set a 30 second timer...

Add Your 2nd Panel

Draw the next panel on a Post-It

- A cat swimming past the dog
- The prey that the hawk is diving for
- The ball that the girl is trying to hit



Adults set a 30 second timer...

Add Your Third Panel

Draw the third panel on a Post-It

- Another cat that is chasing the first cat that is swimming past the dog
- A larger hawk that is also diving for the prey
- The catcher waiting for the ball that the girl is trying to hit



Adults set a 30 second timer...

Draw Your Final Panel

Use the fourth Post-It Note for the Final Panel:

- You decide how it turns out!
- You have more time for this panel



Adults set a 90 second timer...

You Drew a Comic Strip!

- How did your comic turn out?
- How do the images you drew tell a story?
- Share!
- Attach to a plain sheet of paper to take home.



Draw It Out


Create a four panel comic

Choose a Story to Tell: See ideas on tent cards.
Draw it out: there are templates and blank paper.
Your characters can be stick people. Or you can
start with stick people and then build them up later.



Draw It Out

Start by drawing *LIGHTLY* so it is easy to erase and change. You can always make things darker when you know you like what you have drawn.



Add dialogue
using speech
bubbles or
thought
bubbles.



Adjust your Comic!

Do you need to change your character's face to show emotion?

Do you need some sound effects?

Do you need to show that something is moving?

There are colored pencils, too.



Great Job!

1. Attach to a big piece of construction paper for display.
2. Make sure you sign and date your art.
3. If you don't get done during this meeting, finish it at home and bring it back to the next meeting for an Art Show.

You've Earned Your Comic Artist Badge!

What's the situation? Here's some ideas:

- Odd food on the dinner table
- New pet
- On a rope swing over a river
- On a melting ice floe
- Lost homework
- A rained-out picnic
- Jammed copy machine
- Too-short microphone cord
- Street parade
- Roasting marshmallows
- A fairy godmother appears
- Going to a dancing ball
- Riding in a pumpkin carriage
- You've shrunk to peanut size
- Arriving in New York City
- Getting kidnapped
- Going through a time portal
- Learning to fly
- Climbing a mysterious stairwell
- Going to a new school
- Fight a duel
- Fly through an asteroid belt
- Drink something forbidden
- Being boarded by pirates
- Good day, bad day
- Superheroes vs. robots
- Secret agents
- How to be a cat

Who are the characters? Here's some ideas:

- You
- Talking dog and cat
- Mom and child at the playground
- Girl Scouts around the campfire
- Taxi driver and passenger that are lost
- Singing star hopeful on stage
- Employer and employee making burgers
- Boyfriend and girlfriend looking at a star
- Penguins that can swim and fly
- Teacher and students on a shrinking bus
- An iguana in the baboon cage at the zoo
- A ghost in a castle who is afraid of bats
- A dung beetle hitchhiking to NYC
- A pilot and a flight attendant with hiccups
- An elephant that can write with its trunk
- A knight with a rubber sword
- A teacher that loses her voice
- Your uncle whose ears grow too big
- A squirrel who likes cotton candy
- Secret agent who glows in the dark
- An alien whose shoes squeak
- A Viking who finds a cell phone
- A Queen with lobster claw hands
- George Washington making cherry pie
- A fish that burps and farts
- A Pharaoh with his pet giraffe
- A poisonous spider who barks
- A dragon living in a sewer

Where does this take place? Here's some ideas:

- School
- Library
- Rocket ship
- Mars
- Empire state building
- State Capitol
- Your bedroom
- On a volcano
- In a beehive
- In a castle
- In a basement
- Sitting on a tree branch
- At the museum
- In a rainforest
- In a cave
- Sleeping in bed
- On the playground
- At the pet store
- Eating donuts at the bakery
- Sitting on Santa's lap
- At an observatory
- On a farm tractor
- At the softball field
- Under the kitchen table
- In a bird's nest
- On a lily pad
- Driving a fire truck
- At the grocery store
- In the elephant's cage
- On the sand dunes