

Didactic Scenario

1. Title

Digital Comic Strip

2. Keywords

Comic Strip, Digital, Art

3. Basic Information

STEAM Subject: Technology, Art

Typical interaction time with the instructional scenario in teaching hours for in-school work:
45 minutes

General description of the scenario:

<u>Phases</u>	<u>Stage</u>	<u>Time</u>
What is a comic strip?	Preparation	10 minutes
Finishing comic strip	Implementation	25 minutes
Closing	Evaluation	10 minutes

Age group: 1-4 grades

Estimated difficulty level:

Very Easy	Easy	Moderate	Challenging	Very Challenging
		X		

Teaching resources

Material: Digital activity sheet

School infrastructure: Computers for students, computer for a teacher, projector or TV screen.

Additional material from external sources/online tools:

How to use GIMP

<https://youtu.be/wDDqs95TKY?list=PLqazFFzUAPc4vITMJJaF3Fngh3pccSMnC4>

How to use KRITA

https://youtu.be/tRY5bGsJ0f0?list=PLNjBqr_ciXycrvfNwHqOf0SUA3KwTGKrY

History of Comic Books

<https://youtu.be/qipZ6h4S--c>

Differentiated Instruction for students of differing abilities and learning styles in the same class: N/A

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4. Educational Problem

Nowadays children thanks to big variety of information resources and tools can tell a story in various ways, animation, film, video game. When made with great knowledge, the results can be good. But it takes a long time learn all complicated things. There is another, more simpler storytelling method/tool which is good for it's easy to learn structure and approach. Comics. With comics you can do a lot of things, write down and draw a story, results of experiment, instruction. During this activity students will learn old but gold method of spreading information.

5. Learning Objective (-s)

1. Learning about comics
2. Learning how to use drawing program.
3. Finishing already started 3 panel digital comic strip.

6. Phases of the Scenario

Phase 1

Title: What is a comic strip?

Indoor	Outdoor	Mixed
X		

Phase duration in minutes: 10 minutes

Detailed description of the scenario phase:

With the help of the slide presentation:

- *Teacher introduce students to comics, explains more about their history and structure.
- *Teacher introduces students to selected drawing program.
- *Teacher introduces students to the task.

Activity sheets: N/A

Phase 2

Title: Finishing comic strip

Indoor	Outdoor	Mixed
X		

Phase duration in minutes: 25 minutes

Detailed description of the scenario phase:

- *Students continue drawing already started comic strip. Every student will start at the same story point, but end up in different.
- *Teacher follows creation phase, helps with giving tips.

Activity sheets: Unfinished digital comic strip

Phase 3

Title: Closing

Indoor	Outdoor	Mixed
X		

Phase duration in minutes: 10 minutes

Detailed description of the scenario phase:

*The teacher together with students has a short reflection on what happened, what students learned, how they can use this knowledge in the future, etc.

Activity sheets: N/A

7. Evaluation Methodology

Open discussion about the topics covered and by following questions such as “What happened?”, “What did we learn today?”, “Where we can use these new methods?”, “How did I feel during the learning process?” etc.

8. Additional Resources for the teacher

- *Slides
- *Unfinished digital comic strip
- *One pager notes