Unit 08: Everybody Wants to be a Comic!

Content Area: **Technology**
Course(s):
Time Period: **April**
Length: **6 weeks**
Status: **Published**

Enduring Understandings

Although comic books are based on fiction, their storylines often reflect issues and trends reflective of different time periods in our society.

Comic books are not only based upon comedy.

Literary messages have been disseminated through comic books for decades.

Essential Questions

Why do we create comic books?

How do comic books contribute to documenting social issues?

What approach should be taken when authoring and illustrating a good comic book?

What Adobe Photoshop special effects could I use to enhance my comic book design?

Content

Vocabulary:

Frame, role, drama, character, sequence, personality, action, reaction, focal point, color theory, principles and elements of composition, symbolism, plot.

Skills

Students will design a story that they will utilize in the creation of their comic book designs.

Students will analyze sample comic books for story lines that reflect conventional structure including symbolism, foreshadowing, flashback, atmosphere, and plot twist, exposition, conflict, resolution, climax and closure.

Students will successfully create a digital comic book that reflects conventional structure, symbolism, foreshadowing, flashback, atmosphere, plot twist, exposition, conflict, resolution, climax and closure and that utilizes Adobe Photoshop and Illustrator.

Resources

Standards

8.2 Technology Ed, Engineering, & Design
G. The Designed WorldShow details
8.2.12.G.1 Analyze the interactions among various technologies and collaborate to create a product or system demonstrating their interactivity.

9.4 CTE: C. Arts, A/V Technology, & Communications Career Cluster 57
Information Technology Applications:Show details
9.4.12.C.21 Operate Internet applications to perform tasks.

Employability and Career Development:Show details
9.4.12.C(2).6 Examine and summarize careers in this pathway to build an understanding of available opportunities.

Technical Skills:Show details
9.4.12.C(3).5 Employ processes required for the production of various printed products to build an understanding of print technologies.

9.4 CTE: K. Information Technology Career Cluster
Technical SkillsShow details
9.4.12.K(3).10 Demonstrate the effective use of tools, including tools for product development, product management, and production, to complete Web-based or digital communication projects.

9.4 CTE: N. Marketing Career Cluster
Problem-Solving and Critical ThinkingShow details
9.4.12.N.22 Employ critical thinking skills (e.g., analyze, synthesize, and evaluate) independently and in teams to solve problems and make decisions.

9.4.12.N.23 Employ critical thinking and interpersonal skills to resolve conflicts.

9.4.12.N.24 Identify, write, and monitor performance goals to guide progress in assigned areas of responsibility and accountability.

Information Technology ApplicationsShow details
9.4.12.N.28 Operate Internet applications to perform tasks.