

Learning Outcome 3/4: Production and evaluation of a mulipage comic strip.

Comic strips are as popular today as they have ever been in their history. They have evolved from their origins in the early part of the 20th century from simple story strips to become whole genres of interest, which span the world. This unit will enable learners to understand the basics of comic strip creation. It will enable them to interpret a client brief, use planning and preparation techniques and to create their own comic strip using digital techniques.

Home Learning:

Students are expected to complete **one piece of iMedia home learning every week**. This will require students to work remotely on research work via our online portal.

Details of these tasks are on the Knowledge Organiser.

Key Questions: (A list of key questions)

- What assets are required to successfully turn my script into a successful comic?
- What resources are required to successfully turn my script into a successful comic?
- Which legal issues do I need to consider before production?
- Can I source and save my assets correctly?
- Can I prepare the panel layout for the comic strip?
- Can I Integrate my script with the visual storyline to produce a fully coherent comic strip storyline, which closely follows my plan?
- Can I Save and export the comic strip consistently using appropriate formats?
- Can I identify strengths and weaknesses in my production and identify further areas for improvement and development?

**Diagnosis
& Smith Proforma**

- Students are given the chance to practice comic planning and design

Therapy

- Teacher exemplar
- *Differentiation of writing skills for research skills*
- *Student examples of weak and strong comic research*
- *Opportunity for students to peer assess work, looking for strengths and weaknesses*
- *Lessons on referencing correctly*

Students will: (Success Criteria)

- Be able to use Comic Life effectively
- Be able to log and source assets required for production.
- Be able to identify areas of strength and weakness in productions..
- Be able to discuss areas for further development in their comic strip.

Testing

- Students to create a comic for CyberSafety Online, a government funded organisation that aims to educate teenagers on the dangers of cyber bullying (especially 11–16 year olds).