

COMIC BOOKS

MATERIALS NEEDED

VCR and television monitor to play the videotape

8"x 10" white paper 6 sheets per child

No. 2 pencil and eraser for each child (don't forget to have a pencil sharpener handy)

If possible, a color photo of work by Jack Kirby

Activity sheets - copy a set for each child. One complete set is included with your guide.

OBJECTIVES:

- ◆ Provide a creative learning environment for your students.
- ◆ Introduce basic art skills to teach students how to draw comic books and use sequential panels to tell a story.
- ◆ Expose students to camera view, perspective, action and expression.
- ◆ Study the appropriate art tools needed to create comic book art.
- ◆ Provide a non-threatening atmosphere where children can try their hand at art without fear of failure or ridicule.
- ◆ Continue explaining the value of computers and how they assist artists.
- ◆ Produce samples of the children's work to put on display in your room.
- ◆ Introduce children to a real comic book artist, Jon Knowles.
- ◆ Teach some art history during a trip to the virtual museum and meet Jack Kirby, a famous comic book artist.

LESSON SYNOPSIS:

Doodle, his pals and comic book artist Jon Knowles will teach your students the basics of comic book art. This lesson continues building on the foundation laid in previous lessons, which explain the basics of drawing faces, color, light, etc. In this module, children will learn how a comic book is written and about the special art tools required to create a comic book. Dabney will teach children two new words during her vocabulary lesson, "Learn the Lingo."

VOCABULARY WORDS USED IN THIS LESSON:

sketch - quick drawing that contains little detail

inker - artist who adds India ink to the pencil drawing

digital painting - coloring technique that uses computers and graphic software

rough out- early simple plan of an idea

layout- to arrange figures and panels on a page

story board- the sequence of art panels needed to tell the story

breakdowns- taking a story from script to panels

scripts- the written story with dialogue

weight of line- how thin or thick

Bristol board- a strong smooth cardboard for drawing

Jack Kirby-(1917-1994) his style of drawing comics with larger than life muscular bodies and incorporating exciting action scenes into the stories made him famous in the comics industry.

fleshed out- adding detail to the drawing after it is roughed out

3D- appearing to the eye to have depth as well as length and width

vanishing point- the point on the horizon line where it appears to your eye that the lines end

perspective- a mathematically based technical style of drawing that gives drawings apparent depth

foreground- things that are closer to the viewer

texture- drawing marks to represent the actual way the surface would feel and look



Jack Kirby

PLEASE NOTE: This lesson can be approached in one of two ways. You may watch the program in its entirety without stopping for practice, and then go back and start at the beginning, pausing this time for practice sessions.

Or, you may stop the tape at suggested intervals and give your students time to practice immediately.

BACKGROUND FOR TEACHER:

Jack Kirby was born on August 29, 1917 in New York City. He started drawing for a weekly newspaper and from there went to the Max Fleisher animation studios where he studied the human figure in motion and action. He then began drawing comic books for a new company, Marvel comics. He drew everything from Captain America to the Fantastic Four. The books he created are sought after by collectors all over the world, and his visionary style of human figure drawing affects the comic book industry to this day.

SUGGESTIONS FOR TEACHER PREPARATION:

Prior to teaching this module, "Comic Books", take a few moments to read the following suggestions to help you and your students benefit the most from this enjoyable video presentation.

- Preview the videotape before showing it to your students. It runs approximately 15 minutes.
- Familiarize yourself with Doodle and his friends, so you will be able to identify them and answer any questions your students may have about them.
- Notice the sequence of events in this lesson, and the places you will want to stop the tape to give your young artists a chance to practice their new skills.
- Drop by the library and see if they have more information and color photos about comic books. Bring some old comic books into class with you for the children to see. Use these to illustrate the various points Doodle and his friends made during the lesson.
- Arrange to have a VCR and television monitor in your classroom the day you plan to show the video.
- Write vocabulary words and their definitions on the blackboard or a flip chart prior to class.
- Have all materials copied and ready to hand out to your students just prior to viewing the program.

LESSON OUTLINE:

Step1: Discussion with students prior to watching videotape

Time: Approx. 15 minutes

- Show students the "Doodle!" poster and reintroduce them to the characters if necessary.
- Explain that Doodle and his friends are about to teach them about creating comic books.
- Encourage them to practice their new skills.
- Briefly introduce the featured artist, Jon Knowles, and comic book legend Jack Kirby.
- If possible, show students some comic books by Jack Kirby. Let them take a moment to see the different parts of a comic book and how the finished publication looks.
- Introduce the new vocabulary words you have written on the blackboard.
- At this time, pass out the materials your students will need for the lesson.



Jon Knowles

Step 2: Watching the program

Time: Approx. 25 minutes

- During the video lesson, watch the program.

Step 3: Discussion following the video program

Time: Approx. 10 minutes

- Ask students what they liked most about the program, and why.
- Do they like reading comic books themselves?
- What are some of their favorites?
- Is this type of art more difficult than others? Why?
- Why is artist Jack Kirby famous?
- Why are collectors interested in Kirby's work?
- What did you learn from artist Jon Knowles?
- Who can tell me the definition of _____? (Choose some vocabulary words)

Step 4: Activities following the video lesson

Time: Approx. 10 minutes

- Have students pull out Activity Sheet **6-A** and design their own comic book character.
- You may want the class to come up with a story for their characters. Use Activity Sheet **6-B** to fill in the panels with the different scenes in the story.
- Once the panels have been completed, have students use Activity Sheet **6-C** to design the comic book cover.
- Have students look up the Doodle web site on a computer. The address is: www.doodlestudio.com

ACTIVITY SHEETS FOR MODULE 6

- 6-A Character Design
- 6-B Panels
- 6-C Comic Book Cover

CONCLUSION:

You may want to give your students additional class time to work on their comic books. Encourage them to create several characters, plots and dialogues. When their work is complete, display it prominently in your classroom.

If you are interested in introducing students to related topics, here are a few suggestions:

Encourage children to find some old copies of comic books and bring them to class to share.

Let them work with a graphics program on a computer.

Take students on a field trip to a corporation that has a large graphic arts department and see how computers are used every day to design all kinds of printed materials.

Now you are ready to move on to Module 7 in this educational series. It is called "Light and Shadows".





DOODLE!

ACTIVITY SHEET

Comic Book Art

MODULE #6

6-A

It's your turn to create your own hero! Remember your proportion!

Character Design

NAME _____

AGE _____

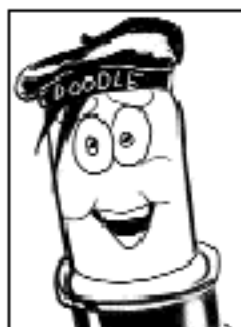
HEIGHT _____

WEIGHT _____

HISTORY _____

POWERS _____

WEAKNESSES _____



Instructions...

Create your own comic book super hero and draw them in the space provided. Write about how they became a hero or villain and about their special powers. Design the costume with colors as well.

Instructions...

Write a short story about your hero in the space below. Then use the panels on the next page to layout the scene.

6-B

| | |
|--|--|
| | |
| | |
| | |



DOODLE!

MODULE #6

6-C

ACTIVITY SHEET

Comic Book Art

Instructions...

Design, draw and color a cover for your comic book.

Don't forget to create a logo for your hero and place it at the top and center of the page.

Make your hero the main focus, but don't forget the background!!

