Comics

Curriculum links:

- select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information

- use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behavior.

Key Knowledge:

- Understand how to create an interactive comic with sounds, formatted text and video.

- Know how to annotate an image with videos.

- Create a simple digital timeline/mindmap.

- Know the different aspect of a comic (scene, backgrounds, characters, narration, speech bubbles, stickers).

- Understand how to add, resize and organize colour or picture backgrounds.

- Add narration using text and direct speech using speech bubbles.

Possible programs/ websites:

- iLearn2
- Book Creator
- Canva
- Comic Strip Creator
- Adobe Spark Page

We should already know:

- How to add labels to an image.

- How to sequence a series of pictures.

- How to add a voice recording to a picture.

- How to add a speech bubble to a picture to show what a character thinks.

- How to build some animations in presentation software.

Key Vocabulary:

Arrange	Put the objects in front or behind each other.
Flip	Turn an object, such as a character, to face the other way.
Narration	Tell the story in words.
Panel	A comic is divided into panels, which are scenes of the story.
Scale	Change the size of the object.
Sticker	These can be added to the panels to show effects, such as a bang or visual sound effect.