**Course: Art Foundations 10-12 (75 min) Lesson# 6**

**Objective**

* Introduce the Elements of Comics
  + What are comics?
  + Pictorial vs Non Pictorial Iconography,
  + Framing, Closure, Gutters, Panel transitions, Time Sequencing, Typography
  + Eastern vs Western Comics
  + Time and Motion
  + Polyptych
* Learn about these elements and how they can incorporate their knowledge of comics and comic creation into their own project
* Finish Links to Concept worksheet
* Work on preliminary sketches

**Materials & Resources**

* PowerPoint, Projector
* Comic books, graphic novels
* Scott McCloud "Understanding Comics: The Invisible Art"

**Prior Knowledge**

* History of comics
* Comics, graphic novels they have read
* Concept/ themes
* Social issues that are relevant to their lives or others they know

**Vocabulary**

* social justice
  + poverty, racism, LGBTQ, sexism, environmental, bullying, substance abuse
* comics
  + Pictorial vs Non Pictorial Iconography,
  + Framing, Closure, Gutters, Panel transitions, Time Sequencing, Typography
  + Eastern vs Western Comics
  + Time and Motion
  + Polyptych
  + sequential art
* concept/theme

**Instruction**

* Hook- Project large images of popular Japanese Manga and Anime
* PowerPoint- Element of Comics
  + Ask questions about how they see these elements as being effective/ not effective
  + Interpretation of the comics due to these elements
* Closing- Next class we the Links to Concept worksheet is due. We will talk about various social justice artists

**Assessment Plan**

* Formative Assessment (regular feedback)
  + Peer assessment
  + Self assessment
  + checking for understanding (asking questions)
    - Links to Concept worksheet
    - Sketchbook check
* Summative Assessment (final project mark)
  + Rubric (Please refer to rubric)
  + Artist Statement
* Work Ethic & Participation Rubric

**Adaptations**

* For ELL, do their comic in their native language (translation service will be provided)
  + Asking a friend for assistance may be necessary
* Links to Concept- may draw their concepts if they can't verbalize their concepts
* Book format may be used if their comic has over 20 frames

**Extensions**

* Develop into a full story line (book)
* Develop a comic based on an issue that they are passionate about (can be fiction)
* Take their Positive Changes comic and recruit others into building awareness around the school and in their community regarding their issue

**Prescribed Learning Outcomes**

**Grade 10**

* Demonstrate respect for ethical and legal considerations associated with reproduction as an image-development strategy
* Develop and make images: for specific purpose
* Develop and make images: demonstrating a growth in understanding of a subject or theme demonstrate an awareness of the skills, training, and education needed to pursue a variety of art careers
* Create images based on an understanding of historical and contemporary images and issues
* Create images that reflect an understanding of responsibility to the context of a specific audience
* Critique their own work and that of others with respect to how the properties and uses of materials, technologies, and processes contribute to conveying meaning and achieving purpose
* Use a combination of elements and principles to create a particular mood in personally meaningful images

**Grade 11 & 12**

* Analyze how particular elements and principles are used to create meaning and effect in images within a specific visual expression area
* Analyze how context influences the content and form of images
* Create images within a specific visual expression area: that reflect historical and contemporary themes
* Critique how particular elements and principles are used to create meaning and effect in images
* Demonstrate competent use of techniques specific to selected materials, technologies, and processes within a specific visual expression area
* Demonstrate self-direction in selecting image sources to create images to achieve a specific purpose
* Demonstrate the appropriate preparation, clean-up, care, and storage of materials and artworks in all stages of development
* Use appropriate visual arts terminology in art criticism