Copyright \otimes McGraw-Hill Education, a division of The McGraw-Hill Companies, Inc.

Part 1 READING: LITERATURE

1.3 Integration of Knowledge and Ideas

Graphic Novel

Below, you will show what you know about how pictures and words work together to create meaning, tone, and beauty in a graphic novel. How? By creating a graphic novel of your own!

You may choose to write your graphic novel about any subject you'd like. Perhaps you might invent a brand-new hero and tell his or her tale. Or you might tell the tale of a real-life hero from history. You could create a fantasy world and describe a character's adventures there. Or you could base your story on a personal experience. It's up to you!

Practice

- 1. Print this page and then use the panels below to create your graphic novel. You may refer to the Prometheus myth as a model, but feel free to divide and design the panels as you think best for your story.
- 2. Draw pictures to show who the characters are and what they are doing.
- **3.** Write words in speech and thought bubbles to indicate dialogue between the characters or the characters' thoughts.
- **4.** Write words in text boxes to help explain what is happening in each panel and to advance the story's plot by providing additional information.
- **5.** Keep in mind that the words and the pictures must work together to give the story meaning, tone, and beauty.

Part 1 READING: LITERATURE

1.3 Integration of Knowledge and Ideas

Nar	me	 	-
[

Part 1 READING: LITERATURE

1.3 Integration of Knowledge and Ideas

		8	O
Nar	ne		
Г			
I			
Г			
I			
I			
I			
I			
I			
I			
I			
I			
I			
I			
I			
I			

Part 1 READING: LITERATURE

1.3 Integration of Knowledge and Ideas

			0	0
Name				
<u> </u>				