READING AND DESIGNING A GRAPHIC NOVEL WORKSHEET

1. CHOOSE A GRAPHIC NOVEL.
2. USE THE GRAPHIC NOVEL QUESTION SHEET AND DO THE FOLLOWING:

QUESTION #1 FIND ALL THE ELEMENTS LISTED AND LABEL EACH WITH THE STICKY NOTE. ANSWER THE LAST 2 QUESTIONS ON LOOSE LEAF.

QUESTION #2 ANSWER THE QUESTION ON LOOSE LEAF

QUESTION #3: BOOKMARK THE PAGE AND ANSWER THE QUESTION ON LOOSE LEAF.

QUESTION #4: BOOKMARK THE PAGE AND STICKY NOTE YOUR ANSWER ON THE PANEL WHICH SHOWS A CHARACTER TRAIT. REMEMBER YOUR STICKY NOTE WILL HAVE A TRAIT WORD ON IT.

QUESTION #5: FIND FLASHBACK (A CHARACTER GOES BACK IN MEMORY), FORESHADOWING (HINTS AT THINGS TO COME) AND ONOMATOPOEIA (SOUND LIKE BUZZ) AND STICKY NOTE EACH.

NOTE : OMIT QUESTION #6

QUESTION #7: FIND A PANEL OR PANELS WHICH SHOWS AN EXCITING MOMENT AND BOOK MARK IT.

QUESTION #8: FIND A SCENE WHICH IS SLOW AND SHOWS A CHARACTER OR SCENE WITHOUT ACTION. BOOKMARK IT. FIND A SCENE WHICH IS FAST AND ACTION PACKED. BOOK MARK IT.

QUESTION #9. CHOOSE A MAJOR SCENEWHICH INCLUDES A BACKGROUND, CHARACTER, CLOTHING AND OBJECTS. BOOKMARK IT. ON LOOSE LEAF WRITE WHAT THE BACKGROUND, CHARACTER, CLOTHING AND OBJECTS TELL US.

IMPORTANT: EACH BOOKMARK NEEDS TO BE LABELLED AS TO WHAT QUESTION IT IS ANSWERING.

1. WHEN YOU ARE FINISHED, HAND IN THE GRAPHIC TEXT YOU USED AS WELL AS YOUR LOOSE LEAF ANSWERS.