

CADETTE COMIC ARTIST BADGE – MEETING 1

Badge Purpose: When you’ve earned this badge, you’ll know how to create your own comic.

Activity Plan Length: 1.5 hours

Time	Activity	Materials Needed
5 minutes	Getting Started <ul style="list-style-type: none"> Begin the meeting by reciting the Girl Scout Promise + Law. 	<input type="checkbox"/> (Optional) Girl Scout Promise and Law poster
20 minutes	Comics 101 <ul style="list-style-type: none"> Define some common comic terms, and share some of your favorite comics and graphic novels with each other. 	<input type="checkbox"/> Phone or computer with internet access <input type="checkbox"/> Variety of comic books, graphic novels, or links to web comics <input type="checkbox"/> “Anatomy of a Comic” sheet
25 minutes	I Was Framed! <ul style="list-style-type: none"> Review the different types of panel-to-panel transitions, then try your hand at sketching out a story in two different ways. 	<input type="checkbox"/> “Panel-to-panel Transitions” sheet <input type="checkbox"/> Paper <input type="checkbox"/> Writing and coloring utensils
15 minutes	How Comics Are Made <ul style="list-style-type: none"> Learn about how comic artist Raina Telegemeier creates her comics. 	<input type="checkbox"/> Computer with internet access
20 minutes	Comic Telephone <ul style="list-style-type: none"> Play (and draw!) a comic version of the game telephone. 	<input type="checkbox"/> Blank comic template <input type="checkbox"/> Writing and coloring utensils
5 minutes	Wrapping Up	<input type="checkbox"/> (Optional) Make New Friends lyrics poster

Getting Started

Time: 5 minutes

Materials Needed: (Optional) Girl Scout Promise and Law poster

Welcome everyone to the meeting, recite the Girl Scout Promise and Law.

Activity #1: Comics 101

Time: 20 minutes



Badge Connection: Step 1 – Delve into the world of comics

Materials Needed: Phone or computer with internet access; variety of comic books, graphic novels, or links to web comics; “Anatomy of a Comic” sheet

Prep Needed:

- Prior to the meeting, ask everyone to pick up a copy (from their personal or public library) of their favorite comic(s) or links to their favorite web comic(s).
1. Let’s review the basic definition of a comic—an image by itself is just a picture, but when those pictures are part of a sequence, the images are transformed into a **comic**. In comics, we take meaning from both images and words.
 2. Comics are usually divided into panels (comic strips typically have 1-5 panels). The spaces between the panels are called gutters. The white balloons above the character are called speech bubbles; this is the dialogue of the story.
 3. Share your favorite comics with each other. What do you like about the comic you’re sharing with the group? Is it the characters, the drawing style, the plot, the story-telling, everything?
 4. As a fun exercise and warm-up to creating your own comics, visit the classic New Yorker caption contest (contest.newyorker.com) and come up with a punchy one-liner for this week’s cartoon.

Activity #2: I Was Framed!

Time: 25 minutes

Badge Connection: Step 4 – Frame it in four panels

Materials Needed: “Panel-to-panel Transitions” sheet; paper; writing and coloring utensils

Prep Needed:

- Print out copies of the “Panel-to-panel Transitions” sheet.
1. The story in the comic is moved along through panels. Hand out copies of the Panel-to-panel Transitions sheet and take a few minutes to review the most common panel transitions. (Source: jolenequek.wordpress.com)
 2. As a group, come up with a simple concept or story, like, “The first day of school,” or “Getting ready in the morning.” Once the group has decided on a concept, everyone should use that concept to create two comic strips. Use a different panel transition for each strip (for example, use the “moment-to-moment” transition for one strip, and “scene-to-scene” for the other one).
 3. If time allows, create more strips using different panel transitions!

Activity #3: How Comics Are Made

Time: 15 minutes

Badge Connection: Step 1 – Delve into the world of comics

Materials Needed: Computer with internet access

1. Before your next meeting – where you’ll be coming up with a story and creating a comic of your own – it will be handy to see how established comic artists go about making comics themselves.
2. Raina Telgemeier (author of *Drama*, *Smile*, *Sisters*) has a great blog post about how her comics transform from ideas into a real-life book. goraina.com/2013/08/how-a-graphic-novel-is-born-and-raised
3. As a group, review the step-by-step process of comic creation.

Activity #4: Comic Telephone

Time: 20 minutes

Badge Connection: Step 2 – Choose a story to tell; Step 3 – Draw it out; and Step 5 – Add the words

Materials Needed: Blank comic template; writing and coloring utensils



Prep Needed:

- Print off copies of the blank comic templates (one per girl).
1. This next activity will be like a game of telephone. Break off into small groups of 4 – 6 girls. Everyone starts off with a blank sheet of comic panels. Each girl will start a comic in the first panel and then pass on her sheet to the person on her right. The person who gets the sheet will have to use the first panel (drawn by the girl on her left) to continue the comic in the second panel. After she's done, she'll pass it on to the person on her right.
 2. Everyone should keep drawing and passing on her sheet until each girl ends up with the comic she started with.
 3. After everyone's done, share the comics with the larger group.

Wrapping Up

Time: 5 minutes

Materials Needed: (Optional) Make New Friends song lyrics poster

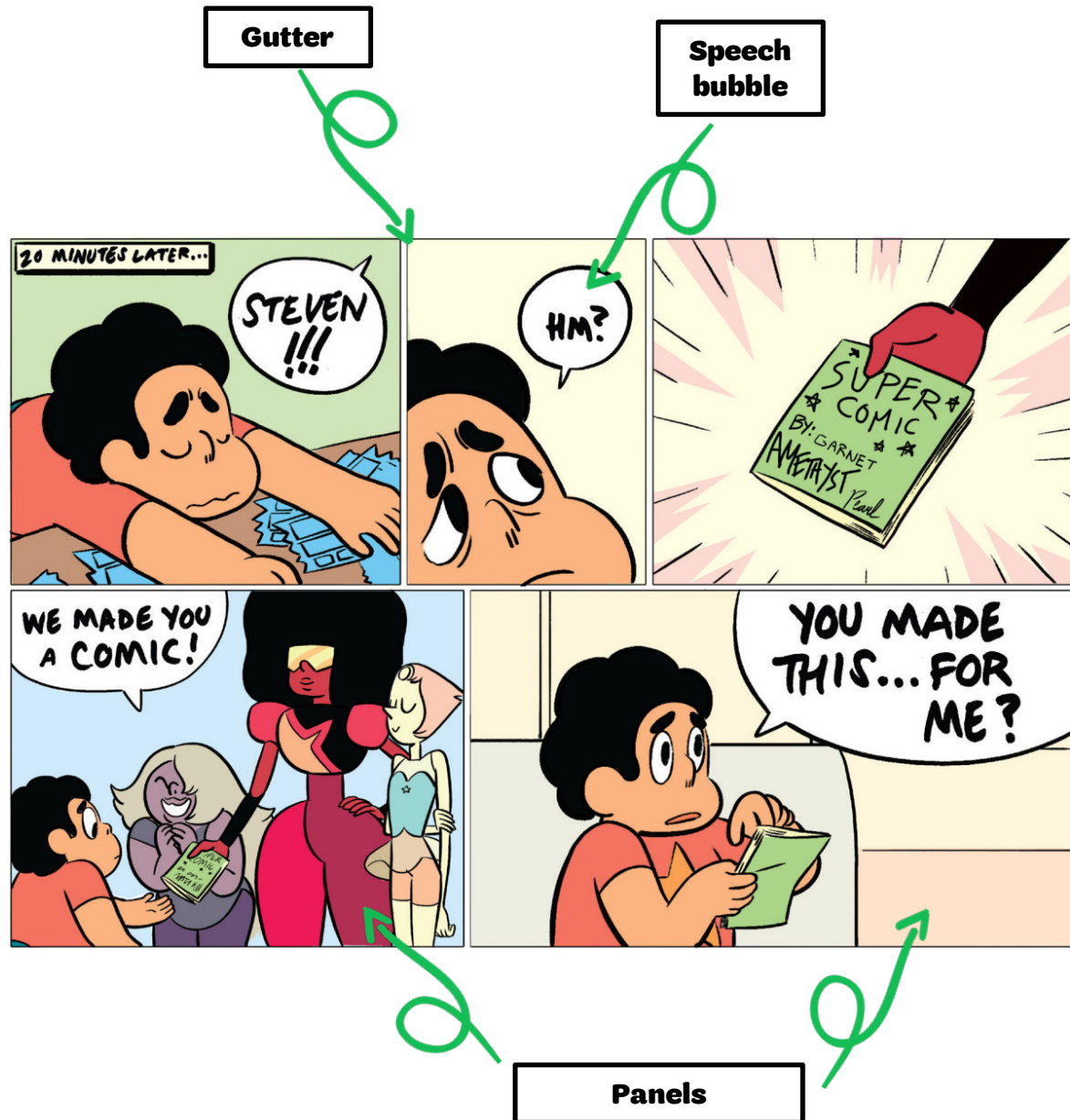
Close the meeting by singing Make New Friends and doing a friendship circle.

More to Explore

- Field Trip Ideas:
 - Visit an illustrator or animator in their studio.
 - Visit your local comic book shop (or the comic/graphic novel section of your local bookstore) to check out new-to-you titles and series.
 - Visit a participating comic book shop on Free Comic Book Day (www.freecomicbookday.com).
- Speaker Ideas:
 - Invite an artist to your troop meeting to give a presentation about their creative process and their drawing/painting skills.

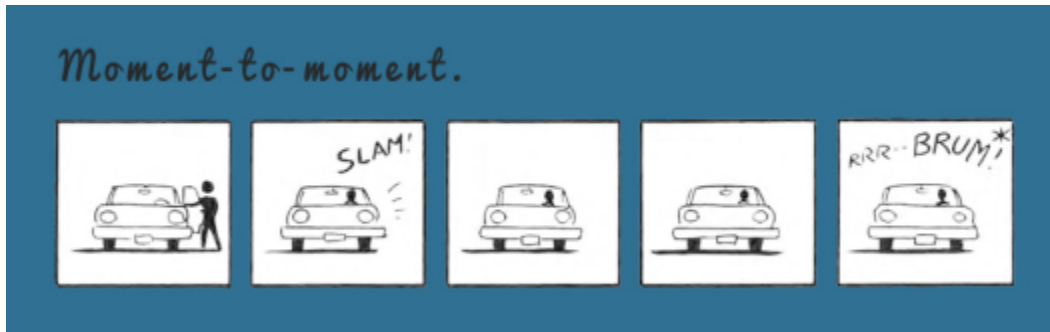


Anatomy of a Comic



Panel-to-Panel Transitions

Moment-to-moment: Very little has changed in between each panel and the reader doesn't really need to fill in the gaps between the panels.



Action-to-action: This is the most common type of transitions in comics. It focuses on one subject and the step-by-step action in progress.



Subject-to-subject: The second most common type of transition. We stay in one scene or idea, but go from one person to another. (Very similar to most dialogue scenes you see on TV—the camera cuts from one person to the other.)



Scene-to-scene: The panels cover a great deal of time or space and readers must use their imaginations to fill in the gaps about what happened between the panels.



Scene-to-scene



Aspect-to-aspect: The panels stay in the same scene, but readers see a different aspect or angle of it.

Aspect-to-aspect



Non-sequitur: There's no logical relationship between the panels, but readers still try to use their imagination to connect them.

Non-sequitur



