

This month, we're going to explore **comics**. Visual storytelling has a really long history that predates, or was used, well before modern printing. From hieroglyphics used by Egyptians, to the pictorial manuscripts of the Aztec codices, to textile art and tapestries that depicted family and community histories all around the world, telling stories with pictures has been around for a very long time!

For this activity, we'll need:

- Two pieces of paper.
- A mark making tool.

Watch as we explore Comics on YouTube

<https://www.youtube.com/user/artstarts/videos>

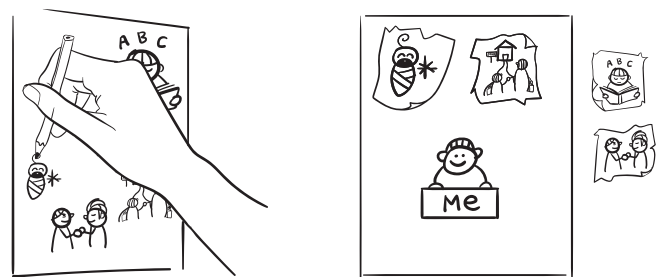
Join us for a Live Making Workshops on Saturdays

<https://facebook.com/artstarts>

For this activity, we're going to draw your story. On the first piece of paper, draw or write anything that you can remember from your life! It can be a happy or a sad memory. It can be places you've visited or where you've lived. It could be important people, or family, or friends. It could be a line or a gesture that is important to you, even if you can't explain why. You get to decide what is important and what is a part of your story so far.

When you're done, rip out each of the items and put them in order from your earliest or oldest memory to your newest memory. Then mark them by importance or how much they mean to you, such as things or events that you remember as being very important or something that made you into the person you are today!

With your library of experiences - let's start to put them onto our second page. Place your ripped pieces on to the new page as you answer these questions; How should you draw memories or things that are most important to you?; Is there a way you can show your story in some kind of order?; How will you organize your page, pictures or ideas?



What happens when you:

- fold your paper and use the sections as panels for your story?
- make some drawings larger or smaller?
- draw yourself in the centre of the page?

Vocabulary. What do you notice?

Words about comics.

panels	dialogue	characters
borders	order	icons
sequence	time	symbols
visuals	duration	motion
	events	