

Course Title:	Comics and Illustration
Grade(s):	9-12

Course Description
This class is meant to serve as a basic introduction to the elements of visual storytelling. Intro to Comics Art is an engaging studio class; its purpose is to educate not only cartoonists but anyone interested in visual narratives through the exploration of illustration and character design.
Approved Curricular Materials/Textbook(s)

Unit Title	Unit Description (Include Unit Objectives)	Unit Pacing
Unit 1: Elements and Principles	Goal: To understand the Elements of Art. Objectives: - Identify the different elements of art - Discuss how the elements of art are used - Reflect on strong use of elements of art Essential Question: - Why would a designer want to understand how to use the elements of art?	2 weeks
Unit 2: History, Story, and Comics Terminology	Goal: To explore the role of Storytelling in comics. Objectives: - Understand the role of comics (sequential art) - Evaluate how comics have been used throughout history - Recognize different methods and materials needed to create a comic - Explore different methods of illustration and design in comics	3 weeks

	• Expand and explore a student's ability to create a character and tell a story • Discuss the different aspects of comic genres and how they are used • Empower students to create unique visual works that highlight important topics in their lives, community, and society. Essential Question: • What makes a strong comic and story?	
Unit 3: Story Collage Project	Goal: To understand how to use the Elements of Art to create the Principles of Design/Art. Objectives: • Identify the elements and principles of art in a work • Explore simple story and pacing in comics • Reflect on how the E/P are used in design and comics Essential Question: • Why is understanding the elements and principles of art important to a comic artist?	3 weeks
Unit 4: Character Design (Part 1)	Goal: To understand the use of Anthropomorphism and Personification in comic illustrative characters. Objectives: • Identify the concepts of Anthropomorphism and Personification • Develop understanding of different approaches to A/P • Display character development using A/P • Reflect and discuss with peers about use of A/P and character development Essential Question • Why would an artist want to use A/P in a character design?	3 weeks
Unit 5: Character Design (Part 2)	Goal: To understand different methods to stylize a character design in comics.	3 weeks

	Objectives: • Identify different style approaches in comics • Display exploration of style approaches and how one could use them in a character design • Reflect and discuss different approaches to stylizing a character design Essential Question: • Why are different character style approaches important for comic illustrators to understand?	
Unit 6: Character Design (Part 3)	Goal: To understand different methods to stylize a character design in comics Objectives: • Identify different style approaches in comics • Display exploration of style approaches and how one could use them in a character design • Reflect and discuss different approaches to stylizing a character design Essential Question: • Why are different character style approaches important for comic illustrators to understand?	2 weeks
Unit 7: Final Comic Project	Goal: To connect a sequential comic that explores the ideas and concepts learned in class Objectives: • Identify different approaches to sequential art • Explore character creation and exploration in comics • Display understanding of sequential art and narrative in comics • Reflect and discuss sequential art and narratives in comics Essential Questions: • How can a comic artist display a strong sequential narrative in a comic?	6 weeks
Unit 8: Final Comic Presentation	Goal: To understand the creation and discussion of an artist's portfolio. Objectives:	1 week

	• Identify different approaches to portfolio and artist statement creations • Discuss how artists have used portfolios to grow as artists • Display a comprehensive portfolio • Discuss how each artist has presented their portfolio Essential Question: • How does creating a portfolio help an artist grow?	
--	--	--