DETAILED DESCRIPTION OF CONTENTS FOR ECVET

Edcomix (2019-1-FR01-KA201-062855) · Intellectual Output 3

Online teacher training course

Creating comics for the classroom

Course site : http://edcomix.eu/elearning/

Total workload: 25 hours

Total number of ECVET points: 1

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PART 1 INTRODUCTION TO COMICS FOR LANGUAGE LEARNING

Lesson 1: Why should you create comics for your lessons

- **Duration:** 30 minutes
- **Objectives:** The objective of this lesson is to introduce learners to the notion of educational comics, their benefits and advantages when created by the teachers to be included in the curriculum.
- **Desirable outcomes and competences:** By the end of the lesson, learners should be able to:
  - Understand the advantages of creating comics for the classroom;
  - Grasp what the next lessons of the module will include.

Lesson 2: The advantages of comics for language education

- **Duration:** 60 minutes
- **Objectives:** The objective of this lesson is to introduce learners to the benefits of using comics in general and specifically for language learning.
- **Desirable outcomes and competences:** By the end of the lesson, learners should be able to:
  - Understand the advantages of using comics as a tool for language acquisition;
  - Have a first idea on how to include them in their classroom.

Lesson 3: What skills do you need?

- **Duration:** 60 minutes
- **Objectives:** The objective of this lesson is to introduce learners with the skills they need to create their own comics and to use them in their classroom
- **Desirable outcomes and competences:** By the end of the lesson, learners should be able to:
  - Understand the array of skills needed to create comics for education;

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o Feel confident about their ability to do it on their own.

Lesson 4: What are comics? Get yourself acquainted with different styles!

- **Duration:** 60 minutes
- **Objectives:** The objective of this lesson is to introduce learners to the world of comics and its diversity. Learners will familiarize themselves with the history of the genre, its definitions, and its multiple forms.
- **Desirable outcomes and competences:** By the end of the lesson, learners should be able to:
    o Grasp the long history and diversity of the comic genre;
    o Understand what defines a comic;
    o Distinguish between the different types of comics.

Lesson 5: Comics and inclusion

- **Duration:** 70 minutes
- **Objectives:** The objective of this lesson is to get learners familiar with the different aspects of inclusion in comics, in order to make adaptations to reach a larger and more diverse audience in the classroom. These aspects are referring to socio-economic challenges and cultural practices, but also learning difficulties due to Specific Learning Disorders (SLD).
- **Desirable outcomes and competences:** By the end of the lesson, learners should be able to:
    o Identify and filter the cultural information and representations that can exist in comic, or in the material they produce;
    o Define what we mean by learning disorders and why it is important to adapt comic material for learners with SLDs;
    o Create adaptive content material (both for diverse cultural backgrounds and for learners with SLDs).

PART 2 IMAGING COMICS FOR YOUR LESSONS

Lesson 6: How to achieve learning objectives designed for A2 and B1 CEFR levels

- **Duration:** 60 minutes
- **Objectives:** The objective of this lesson is to help learners obtain a comprehensive approach to language proficiency for CEFR levels A2 and B1
- **Desirable outcomes and competences:** By the end of the lesson, the learners will be able to:
  - Familiarise themselves with the general language descriptors for A2 and B1 CEFR levels through language activities and skills;
  - Reinforce the language descriptors for the linguistic domain pertaining to the two levels;
  - Categorise the domains and topics which help acquire English in various contexts.

Lesson 7: How to create comics linked to learning objectives for A2 CEFR level

- **Duration:** 60 minutes
- **Objectives:** The objective of this lesson is to create comics using the linguistic structures (lexical and grammatical) to meet the designed learning objectives, in accordance with the CEFR A2 descriptors.
- **Desirable outcomes and competences:** By the end of the lesson, the learners will be able to:
  - Identify the specific CEFR descriptors for the A2 level;
  - Analyse the lexical and grammatical structures;
  - Compare and contrast the online tools.

Lesson 8: How to create comics linked to learning objectives for B1 CEFR level

- **Duration:** 60 minutes
- **Objectives:** The objective of this lesson is to create comics using the linguistic structures (lexical and grammatical) to meet the designed learning objectives, in accordance with the CEFR B1 descriptors.
- **Desirable outcomes and competences:** By the end of the lesson, the learners will be able to:
  - Identify the specific CEFR descriptors for the B1 level;
  - Analyse the lexical and grammatical structures;
  - Compare and contrast the online tools.

Lesson 9: How to create comics in the classroom in order to achieve the proficiency levels aimed for

- **Duration:** 60 minutes
- **Objectives:** The objective of this lesson is to offer learners guidance to create comics for the English class in order to acquire language proficiency
- **Desirable outcomes and competences:** By the end of the lesson, the learners will be able to:
  - Realise comic strips in accordance with learning aims and proficiency levels;
  - Make use of the online tools to support comics creation.

PART 3: CREATING COMICS

Lesson 10: Introducing the steps of comic creation

- **Duration:** 60 minutes
- **Objectives:** At the end of this lesson, you should be able to plan the creation of your own comics without forgetting anything nor getting lost in the process.
- **Desirable outcomes and competences:** By the end of the lesson, learners should be able to:
    - Precise your ideas for comics creation;
    - Create your own comics with clear steps.

Lesson 11: Ideation, sources of inspiration and storytelling principles

- **Duration:** 60 minutes
- **Objectives:** The objective of this lesson is to have a better understanding of how to create your own comic and to find sources of inspiration.
- **Desirable outcomes and competences:** By the end of this lesson the learners will be able to:
    - Write a plot and a script;
    - Understand the format of a comic;
    - Use different storytelling techniques.

Lesson 12: Have a go at creating your first strip!

- **Duration:** 60 minutes
- **Objectives:** The objective of this lesson is to have a better understanding of the decision process that goes behind using a comic in the classroom and to create your first comic
- **Desirable outcomes and competences:** By the end of this lesson the learners will be able to create their first comic.

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Lesson 13: Storyboard and graphic layout: vocabulary

- **Duration:** 60 minutes

- **Objectives:** The objective of this lesson is to introduce the trainee to the key terms of storyboarding and graphic designing.

- **Desirable outcomes and competences:** By the end of the lesson, learners should be able to:

  o Name some of the key terms of storyboarding and graphic designing;

  o Study competently introductory storyboarding and graphic design literature.

Lesson 14: Storyboard and graphic layout: principles and techniques

- **Duration:** 60 minutes

- **Objectives:** The objective of this lesson is to introduce you to some of the main principles and techniques behind storyboarding and graphic layout.

- **Desirable outcomes and competences:** By the end of the lesson, learners should be able to:

  o Approach storyboarding and graphic design through the lenses of proven techniques and principles;

  o Study competently introductory storyboarding and graphic design literature.

Lesson 15: Try to create your comic with comics creation tools: introduction to Canva and Pixton

- **Duration:** 60 minutes

- **Objectives:** The objective of this lesson is to introduce you to the use of Canva and Pixton to create comics for teaching purposes.

- **Desirable outcomes and competences:** By the end of the lesson, learners should be:

  o Familiar with the process of using Canva and Pixton to create comics;

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- Able to create their first comic using one of the two digital tools.

Lesson 16: Comic creation troubleshooting: mistakes you might have made and how to improve your creation, including inclusiveness

- **Duration:** 60 to 90 minutes
- **Objectives:** On completing this lesson, learners should be able to look at the comic they have created critically and to know how to improve most of the main beginners' mistakes when creating a comic for the first time.
- **Desirable outcomes and competences:** By the end of the lesson, learners should be able to:
    - Inserting a comic into the flow of a lesson in relation with the educational objectives;
    - Keeping only what is important in a short educational comic;
    - Ways to use speech balloons and text more efficiently in a comic.

Lesson 17: Black & white, shades of grey or color

- **Duration:** 45 to 60 minutes
- **Objectives:** At the end of this lesson, learners should be able to know how to prefer to color – or not ot color – their comics, and why.
- **Desirable outcomes and competences:** By the end of the lesson, learners should be able to:
    - Learning the difference between a lineart and black and white drawings;
    - Learning the main advantages and challenges or coloring using black and white, shades of grey or colors.

Lesson 18: Using your creations in your lessons and getting feedback from students and colleagues

- **Duration:** 60 minutes

- **Objectives:** To be able to receive positive and negative feedback from your students and colleagues; to be able to explain to your colleagues why comics can be useful in the classroom
- **Desirable outcomes and competences:** By the end of this lesson you will:
  - Have a better understanding of how to deal with feedback;
  - Be prepared to talk to your colleagues about comics and their value.

PART 4: KEEP CREATING AND GO FURTHER!

Lesson 19: Introducing digital comics creation tools: Storyboard That and Make Beliefs Comix

- **Duration:** 40 minutes
- **Objectives:** The objective of this lesson is to introduce additional digital comic 'generators', specifically designed for comic creation.
- **Desirable outcomes and competences:** By the end of the lesson, learners will:

    o Be familiar with additional tools;
    o Be able to use the tools to create their own comic strips.

Lesson 20: Introducing digital comics creation tools: BDNF and additional tools

- **Duration:** 40 minutes
- **Objectives:** The objective of this lesson is to introduce additional digital comic 'generators', specifically designed for comic creation.
- **Desirable outcomes and competences:** By the end of the lesson, learners will:

    o Be familiar with additional tools for comic creation;
    o Get inspired to try out the tools and start with the creation of their own comic.

Lesson 21: Online graphism resources to enrich your comics

- **Duration:** 30 minutes
- **Objectives:** The objective of this lesson is to present various resources of online graphism, such as banks of images, and get learners familiar with integrating these resources for their comic strips.
- **Desirable outcomes and competences:** By the end of the lesson, learners should:

- o Be confident to navigate through the various online resources for graphism and design;
  - o Be able to use these resources for the creation of their comic strips;
  - o Be informed about copyrights issues.

Lesson 22: How to use your own drawings

- **Duration:** 60 minutes to 90 minutes depending on the complexity of the drawing you choose to clean
- **Objectives:** One advantage of creating a comic strip or page digitally is the possibility of using existing illustrations. These can be created by the students themselves or come from an image bank adapted to the exercise. However, digitising illustrations often requires cleaning up the image to make it usable.
- **Desirable outcomes and competences:** By the end of the lesson, learners should be able to acquire graphic design skills: scanning one's drawing and using graphic design software to clean it.

Lesson 23: A selection of resources and videos to support your creative side

- **Duration:** 60 minutes
- **Objectives:** To get inspiration from a variety of resources
- **Desirable outcomes and competences:** By the end of this lesson the learners will be able to create their own comic strip by getting inspiration and motivation from a series of online resources.

Lesson 24: Going further: creating comics with your students, sharing your work with colleagues, etc.

- **Duration:** 60 minutes
- **Objectives:** The objective of this lesson is to help you take comic-making a step further by introducing you to co-creation.

- **Desirable outcomes and competences:** By the end of the lesson, learners should be able to:
  - Understand the benefits of co-creation;
  - Use co-creation with students and colleagues.