BOOM!

**Graphic Novel Project**

SPLAT!

**Assignment**: Create a short graphic novel that is also a memoir. This should be about a time in your own life – but if that is difficult or too private for you, then feel free to write a biographical graphic novel about someone else’s life (real or imagined). Your story should have a clear theme – the lesson or message learned.

**Requirements:** This checklist is to help you keep track of requirements. Going above and beyond is always good!

\_\_\_\_Rough Draft (Penciling)

\_\_\_\_ Cover Page

\_\_\_\_\_ TITLE

\_\_\_\_\_ Author’s name

\_\_\_\_\_ Cover art

\_\_\_\_ At least 15 panels

\_\_\_\_\_ Fill up the entire page

\_\_\_\_\_ Define with frames

\_\_\_\_\_ Gutters

\_\_\_\_ Well-developed, interesting story

\_\_\_\_\_ Characters (at least one complex character)

\_\_\_\_\_ Setting )

\_\_\_\_\_ Memoir Plot

\_\_\_\_\_ Clear Theme (lesson or message)

\_\_\_\_ Text Devices

\_\_\_\_\_ Captions

\_\_\_\_\_ Speech Balloons (both external and internal)

\_\_\_\_\_ Special Effects Lettering

\_\_\_\_ Graphics that are professional, neat, and appealing. \*You are NOT being graded on artistic ability. Focus on making the story clear through your graphics. Think about how characters’ body language, facial expressions, etc. are important to understanding the plot. \*

\_\_\_\_ Binding (staple is fine)

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| **Standard** | **What This Means for Your Graphic Novel** | **Points Based on Mastery** |
| **Narrative Writing (ELACC9-10W3a)** | The graphic novel masters the narrative writing standard by engaging the reader, setting out a problem or situation, establishing one or multiple points of view, introducing a narrator and other characters, and creating a smooth progression of events. The story has a satisfying conclusion. | 50 – Exceeds  42 – Meets  36 – Attempts  20 – Does Not Meet  0 – Does Not Attempt |
| **Use of Graphic Novel Devices**  ***(*ELACC9-10L4)** | The graphic novel uses layout devices such as background/foreground, splash pages, etc.; character devices such as a focus on facial expressions and hands and feet; and textual devices such as captions, speech balloons, and special effects lettering. All devices have a purpose and they enhance the reader’s understanding of the story. | 50 – Exceeds  42 – Meets  36 – Attempts  20 – Does Not Meet  0 – Does Not Attempt |
| **Theme**  **(ELACC9-10RL2)** | The graphic novel reflects a clear theme about a lesson learned in life. | 50 – Exceeds  42 – Meets  36 – Attempts  20 – Does Not Meet  0 – Does Not Attempt |
| **Presentation** | The graphic novel is presented in a professional, neat and appealing manner. The cover mimics the style of comic book covers and contains an appropriate and unique title. The illustrations reveal significant effort and the pages are bound together nicely. | 50 – Exceeds  42 – Meets  36 – Attempts  20 – Does Not Meet  0 – Does Not Attempt |