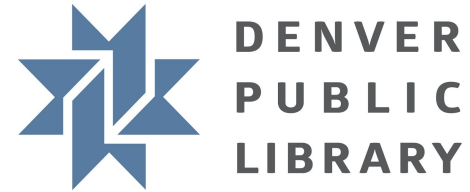


Adventures in Cartooning



SUMMARY:

The program is intended to teach attendees about the elements of comics and graphic novels so they can in turn create their own. During the program, attendees are able to work on a single element like character design or get started on a full graphic novel.

BOOK TIE-IN:

- [Adventures in Cartooning: How to Turn Your Doodles Into Comics](#) by James Sturm
- Additional books in series / Spin-offs
 - Adventures in Cartooning Jr titles are Transitional Books

CONDUCTING THE PROGRAM:

Welcome attendees on the way in. Offer an introduction to the space's layout. Invite them to explore the materials. Attendees should feel comfortable to just draw on paper if that's where they're at on the day. Be prepared to discuss and encourage attendees who want to create something but are unsure where to start. Also prepare for ways to talk to caregivers about encouraging

- *How will the program facilitator encourage meaningful interaction with the materials?*
 - Ensure participants that it's ok to start over or try out a few things before getting to a project they're happy with
 - Let participants know they are welcome to take some additional materials home if they don't have time to finish at the library
- *How will the program facilitator invite caregiver interaction with children and with the project?*
 - *Lead by example - Work on your own character and talk it out*
 - *Encourage caregivers to let kids do their thing & ensure there's no right way*
 - *Create a printouts with helpful talking points*

Grade Level Reading Skills

[Find information about GLR skills here.](#)

Our goal is to create literacy-based programs for K-3rd graders to practice and gain confidence reading, and for the caregivers in their lives to learn about DPL tools and resources, as well as ways to foster family engagement beyond the library. Literacy-based programs include activities to support one or more of the GLR Skills. Literacy-based programs can take many forms (drop-in, time specific, etc.).

Insert activities or stations in the column's they support:

Fluency	Background Knowledge	Comprehension	Reading Motivation	Decoding
<ul style="list-style-type: none">• Packets	<ul style="list-style-type: none">• Packets• Book Display	<ul style="list-style-type: none">• Drawing/Writing Station	<ul style="list-style-type: none">• Book Display	<ul style="list-style-type: none">•

Program Activities

(x) Station 1: Packets – Printouts

[Link to packet](#)

- Skills Supported:
 - Fluency - Reading the packets.
 - Background Knowledge - Possibly new terms related to comics and graphic novels. Ideally discussed with caregiver.
- Activity: Packets introduce and explain some elements of comics and graphic novels. They also have prompts for planning and starting a comic.
- Setup: Print and staple packets based on expected number of attendees. Selected pages from the packet may also be displayed in acrylic sign holders or laminated and laid out.

(x) Station 2: Book Display

- Skills Supported:
 - Background Knowledge - Reinforce terms related to the elements of comics.
 - Reading Motivation - Quality titles will be read during the program and/or taken home.
- Activity: Books provided will include How To titles as well as quality comics and graphic novels for inspiration.
- Setup: Stand books on a table or shelf near program

(x) Station 3: Assembly Station

- Skills Supported:
- Activity: Assemble a book.
- Setup: Set out materials and pre-made examples for making a book.

(x) Station 4: Drawing / Writing Station

- Skills Supported:
 - Comprehension - Create new story and ideally explain or tell it to caregivers.
- Activity: Books provided will include How To titles as well as quality comics and graphic novels for inspiration.
- Setup: Stand books on a table or shelf near program

Program Preparation

Budget:

- Average cost for a staff lead or drop in program: \$10-\$50
- Average cost for hired performer:
- Average cost for an author visit:

Books for Display:

- Place holds on Adventures in Cartooning books
- Place holds on supporting materials if not available at your location
- Locate book easels if available

Book Binding Machine:

- Request through [KitKeeper](#)
- Purchase binding wire in advance
- Test out machine

Make Examples:

- Make several examples of ways to assemble books - Stapled down the fold, hole punched and tied with yarn...
- Make a cover on one or two examples - Useful for showing attendees what you're working on.

Signage:

- Acrylic sign holders are often useful to display instructions during drop-in programs.

Signage:

- Print [packets](#)
- These can be assembled whole and some pages work as signage

Setup:

- It's best to spread the stations out to separate tables if possible.

Materials

REUSABLE MATERIALS:

- Staplers
- Scissors
- Hole Punch - Single / 3 Hole
- Pencils/Pens
- Markers/Color Pencils...
- Binding Machine - Reservable through Kitkeeper

DEPLETABLES:

- Paper
- Tape
- Yarn
- Glue Sticks
- Binding Wire - If binding machine is reserved