

PLANNING SHEET FOR GRAPHIC NARRATIVE

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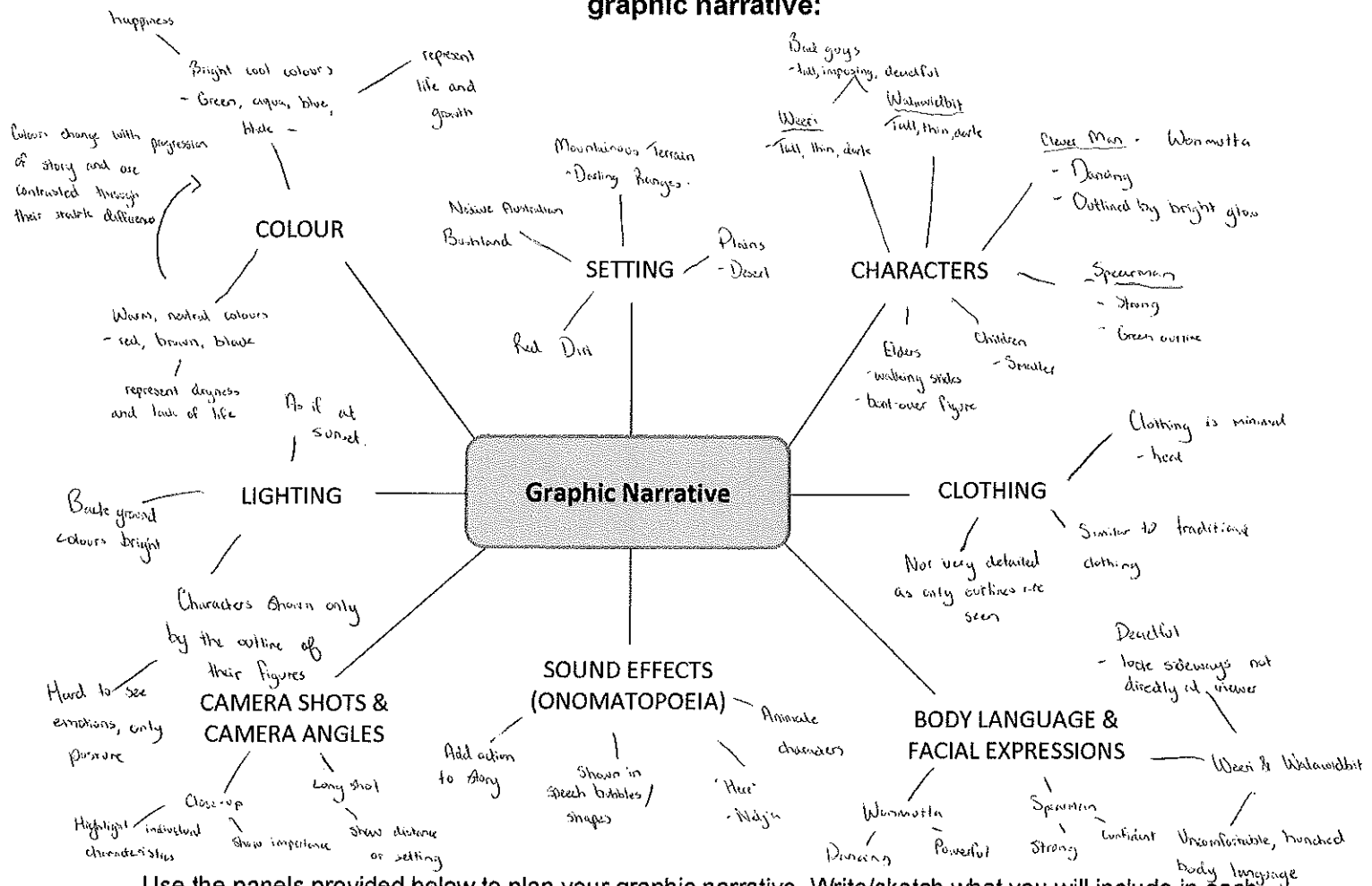
Explain the Aboriginal and Torres Strait Islander story that you have chosen. Describe the order of events and specific details from the story.

Abby and I have chosen to complete our graphic narrative based on the Dreaming Story: 'How the Water got to the Plains'. This story begins with a community situated in the mountains which dry and hot and relies on only one water source. Two greedy men are then introduced, Weeri and Walauidbit, who construct an eel-a-mun, a water-carrier and steal all the remaining water from the community. Warriors follow the tracks of the two men over the mountain to the plains and gain on them, hitting the Eel-a-mun with a spear. The eel-a-mun leaks creating rivers and billabongs and the two men are captured and taken to the Wonnatta, the clever man, who transforms them into cowardly animals. The community then prospers with the new water sources.

Why have you chosen this story?

Abby and I chose this particular story because we believe it has an important underlying message. This Dreaming Story shows the consequences of being selfish and thinking of oneself before the community. This message would have been significant in Aboriginal and Torres Strait Islander cultures because it prevented betrayal within communities ensuring each individual was dedicated to looking after others before themselves.

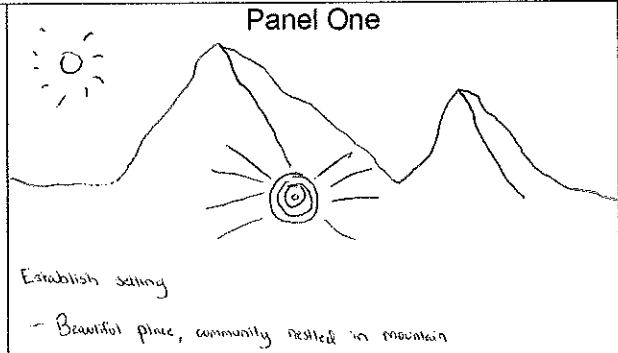
Complete a brainstorm below describing how each of the following will look in your graphic narrative:



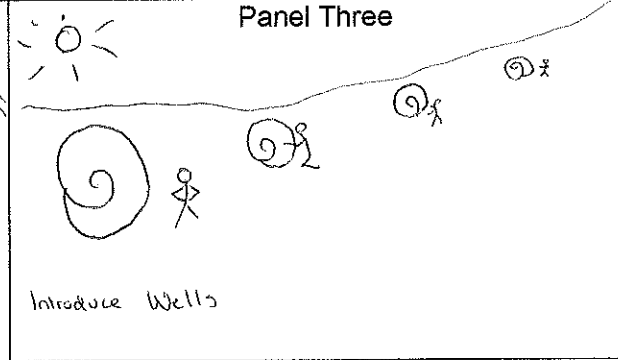
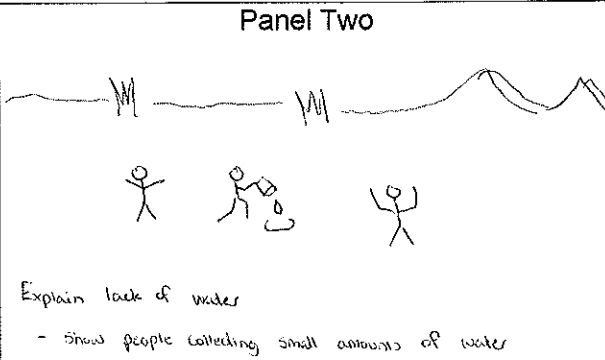
Use the panels provided below to plan your graphic narrative. Write/sketch what you will include in each panel. You will be asked to evaluate your choices so think carefully about WHAT you are drawing and HOW you draw it. See your task sheet for more details.

Extended narrative caption. Use this to recount the events that have occurred in the story already before your first panel →

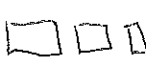
Before our story begins, there is an Aboriginal community situated on a mountain. This community is very short of water because it is hot where they live and it hasn't rained for a long time.



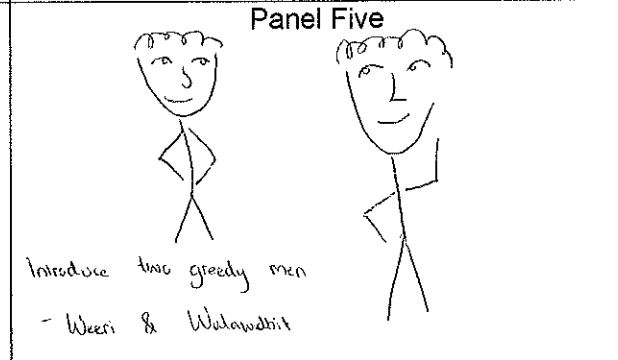
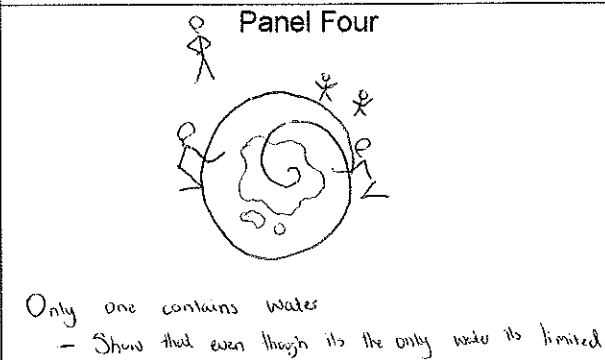
Large wide panel
- Allbirds scope to establish setting.



Panel 2 -
Panel 4
reduce in size

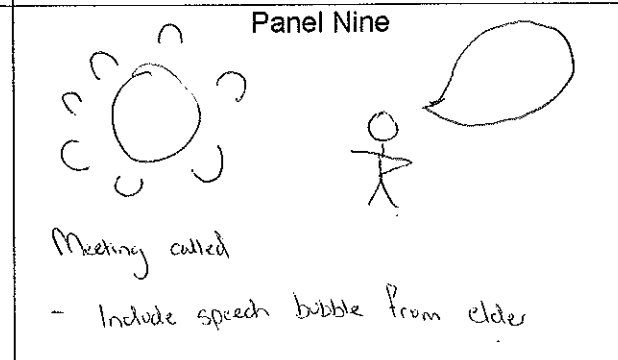
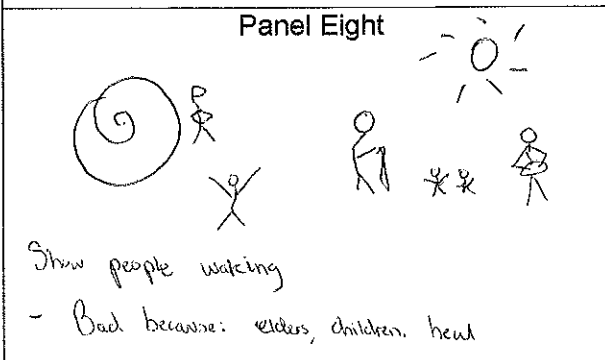
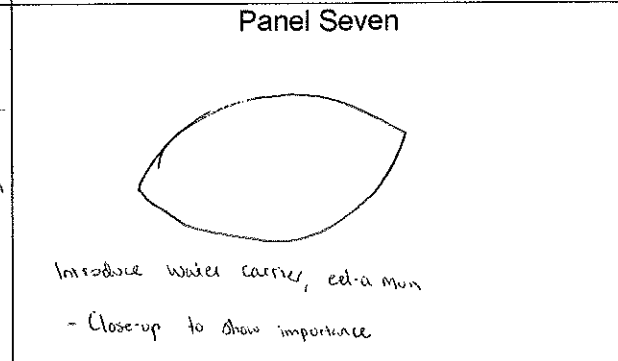
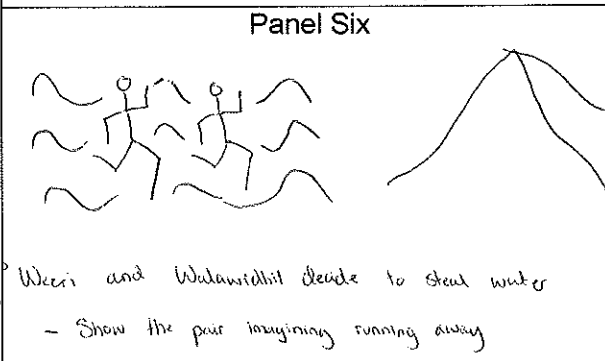


Show
Zooming in



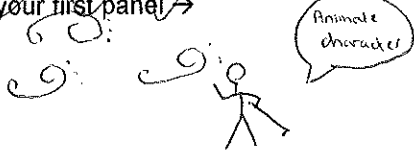
Tall, thin
large panels
- Make characters seem imposing

imagining bubbles
cross gutters from
panel 5



Panel shape and structure: show events in time merging

Extended narrative caption. Use this to recount the events that have occurred in the story already before your first panel →



Find tracks

- Also introduce best spearman

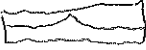
Panel One



Follow tracks

- Show distance through long shot

Long, wide
shows distance
of travel



Panel Two

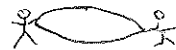


Spear crosses
between
panels

Spearman catches up and throws spear

- Show action and gaining speed

Panel Three



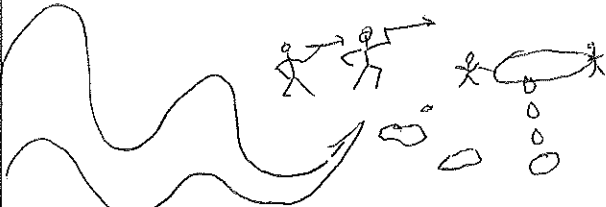
Weeri & Watawidbit blow

- Spear hits Eel-a-mun

Panels 2 and
three match up



Panel Four



Eel-a-mun leaves and warriors catch them

- Show river behind

Panel Five



Weeri and Watawidbit taken back to elders' meeting

- traditional symbol for meeting

Panel Six



- Wornmotta, clever man introduced

- Magic & power demonstrated

Panel Seven

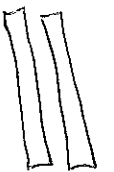


Weeri transformed into Emu

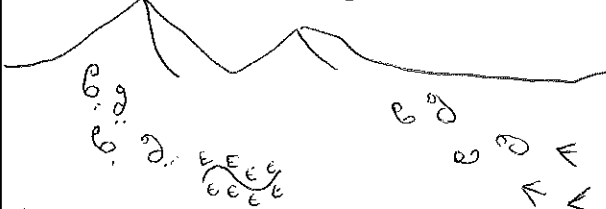
Watawidbit transformed into blue-tongued lizard

- Use colour to show magic

Tall and thin
to show similarity
to first page



Panel Eight



Weeri and Watawidbit hide in shame

- Tracks change

Panel Nine

Blue, Green



Community is happy and the rivers and water sources made by Eel-a-mun leads to growth

Long wide
panel, similar
to first

Panels
close and quick
succession showing
fast movement



Star
shape shows
radiating
power

