**Year 9 Graphic Narrative Reflection Guide**

* **Describe your dreamtime story. What is the significance of this story in Aboriginal culture?  
  My dreamtime story is about...  
  This is significant because in Aboriginal culture it is…**
* **Describe the choices that you have made in your graphic narrative.  
  We chose to draw/print my panels as square/circle/rectangle shapes…  
  We then printed/wrote out our captions and hand drew our images/printed our images…  
  We chose to include speech/thought bubbles…**
* **What colours did you select and why?  
  We chose to use \_\_\_\_ and \_\_\_\_ to represent \_\_\_\_\_.  
  E.g. We chose to use black and red to represent the colours of the Aboriginal flag. We included a lot of green to highlight nature and how it is flourishing within this story.**
* **What symbols did you select and why?  
  We used the Aboriginal symbol for ‘waterhole’ to highlight…  
  We used animal tracks such as emu and kangaroo to show the journey of the animals across the land.**
* **How did you structure your panels, speech bubbles and thought bubbles? Highlight why you made these choices.   
  For our panels we chose to…**

**Reflection Paragraph**Our graphic narrative extract tells the story of The Rainbow Serpent in Aboriginal Dreamtime culture. This story is significant because it explains how the rivers and lakes were formed. Within our graphic narrative we made several choices in order to engage our readers and create meaning. For example…**(Describe the choices that you have made in your graphic narrative). Next, we selected various colours for specific purposes. (What colours did you select and why).** We also carefully selected a range of symbols to create meaning. **(what symbols did you select and why).** Finally, we chose to structure our panels, speech bubbles, thought bubbles **(explain and describe why).** Overall, we believe our graphic narrative of the Rainbow Serpent accurately depicts the story and highlights its significance in an engaging and creative way.