**Graphic Novels Unit**

**Learning Intentions:**

* To explore allegory, icons, myths and symbolism.
* To implement our understanding of these and portray them in graphic novel form.
* To use punctuation, layout, font variations in constructing graphic novels.
* To explain the use of symbols, icons, and myth and how these create meaning.

**Success Criteria:**

* I can define and explain allegory, icons, myths and symbolism.
* I have used allegory, icons, myths and symbols in the creation of my graphic novel.
* I have used punctuation, layout and font variations effectively for my audience and purpose in my graphic novel.
* I can explain how and why I have used symbols, icons, and myth in my graphic novel to create meaning.

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**Lesson 1 – What are graphic novels and read examples.**

* Graphic novels are books written and illustrated in the style of a comic book. To be considered a graphic novel, rather than a picture book or illustrated novel, the story is told using a combination of words and pictures in a sequence across the page. Graphic novels can be any genre, and tell any kind of story, just like their prose counterparts. The format is what makes the story a graphic novel, and usually includes text, images, word balloons, sound effects, and panels.
  + - Why do we study graphic novels?
      * Both images and words tell stories. Both images and words can tell *great* stories, on their own or together.
    - Read a graphic novel of your choice as a class and discuss the impact of the images.

**Lesson 2 - Create a dictionary of graphic novel terms and explore more graphic novels.**

**Important terms:**

* + - *Speech bubbles* or balloons represent the speech of a character.
    - *Thought bubbles* or balloons represent the thoughts of a character.
    - *Captions* contain information about a scene or a character and are generally used to establish time and place.
    - *Panels* contain the text and illustrations of a single scene.
    - Sound effects or onomatopoeia’s are visual sound clues e.g. ‘zonk’ and ‘whoosh’

**Close analysis of graphic novel extract:**

* Graphic novels use both words and images. Pick a page or a sequence from a graphic novel and think through what you learn from just the words. Then think about what you learn from just the images. Are they telling you the same information, or are they giving you different information? How do they work together?
* Expressions and gestures are important to how we understand characters. Can you find an example of a particular expression or movement that you think shows a significant character trait?
* ***NAEP*** - Literary devices frequently featured in graphic novels include point of view, flashbacks, foreshadowing, and metaphor. Choose a graphic novel and see if you can find examples of a traditional literary device within its pages.
* Many elements of graphic novels are similar to what you see in movies. A graphic novel creator can be the director in deciding what each panel and page shows. Think about the frame of each panel. What are you seeing? What are you not seeing? What about the camera angle? The distance from the subject of the panel? Are there any sound effects? Why did the creator make those choices?

**Lesson 3 – Introduce topic of Aboriginal cultures symbols, myths and legends.**

<https://www.youtube.com/watch?v=KXDUS1EFzfw>   
  
Students are to pretend they are writing a graphic novel on Aboriginal Dreamtime stories. Students will choose an Aboriginal dreamtime story of their choice and will create a page for this graphic novel (1xA3). They will also study Aboriginal symbols and what they mean, and utilise this in their work. Students may work in a group of 2 and at the end the classes storyboards will be combined to create a graphic novel. Each groups needs to do a different dreamtime story.

**Lesson 4 – Creating a graphic novel storyboard**

Show students how to create their own extract from a graphic novel and begin planning.

Students will have approximately 4 lessons to create their storyboard and write a reflection on their work.

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**Indigenous culture myths and legends**

**The Rainbow Serpent**

This legend is the quintessential [Dreaming](https://theculturetrip.com/pacific/australia/articles/the-dreaming-australias-era-of-gods-and-heroes/) story, and easily the most widely known around Australia. There are countless regional variations sculpted by the hundreds of difficult Indigenous cultures and [language](https://theculturetrip.com/pacific/australia/articles/a-guide-to-australias-indigenous-languages/) groups, but the common thread is that a huge [snake](https://theculturetrip.com/pacific/australia/articles/rainbow-serpent-story-indigenous-australias-god-weather/) slumbers beneath the Earth’s surface until it emerges from the ground to awaken different groups of animals and to travel through the landscape forging hills, lakes, valleys and rivers in previously featureless terrain

## **The Three Brothers**

Where New South Wales meets Queensland and South Australia in the barren outback, there were three brothers who were leaders of their Wangkumara tribe … until they were tempted to swim across the river and fraternise with women from another group. Their punishment? Immolation, which transformed the siblings into three upright rocks. Only one of the brothers remains standing today.

## **The Emu and the Jabiru**

[Arnhem Land](https://theculturetrip.com/pacific/australia/articles/10-epic-experiences-you-can-only-have-in-australia/) in the Northern Territory is fertile soil for Dreaming stories, including this one about a feisty family feud. After hunting some stingray, Gandji and his kids returned to camp to share the meat with Wurrpan and his family. However, Gandji stashed all the tastiest bits for himself, and Wurrpan wasn’t overly happy about that. When the two began to fight with spears and hot coals and rocks, Gandji flew away and turned into a jabiru (stork) and Wurrpan transformed into an emu.

## **Why the Crocodile Rolls**

On the north coast of Western Australia, there was a very unhappy young woman named Min-na-wee, who would always start trouble among her tribe. One day in a massive fight, a man grabbed Min-na-wee and rolled her around in the dirt to restrain her. Intent on revenge, she transformed into a crocodile and waited in the water to give that bloke a taste of his own medicine, and that’s why crocs continue to roll their prey today.

## **Black Mountain**

Kalkajaka — or ‘place of spear’ in English — is a mass of black granite boulders in tropical North Queensland that includes four sites of [religious significance](https://theculturetrip.com/pacific/australia/articles/11-historic-indigenous-australian-sites-and-landmarks) for the Kuku Nyungkal people: Kambi (a cave where flying foxes are found), Julbanu (a rock shaped like a kangaroo), Birmba (a stone cockatoos call home), and the taboo place of Yirrmbal. The legend of Black Mountain assumed extra significance upon European arrival, when colonists and their horses and cattle would regularly disappear into gaping crevasses between the boulders.

## **How the Water Got to the Plains**

The Butchulla people of [Fraser Island](https://theculturetrip.com/pacific/australia/articles/top-10-things-to-see-and-do-on-fraser-island-australia/) tell the story of how a pair of greedy men — Weeri and Walawidbit — stole some precious water from the arid desert then chased across the countryside by warriors. Little did they know, their tanks were leaking, spilling water all over the landscape to form life-giving rivers, billabongs and watering holes.

## **Devil’s Pool**

Babinda Boulders near [Cairns](https://theculturetrip.com/pacific/australia/articles/best-day-trips-cairns-australia/) took on this spooky name thanks to a runaway bride named Oolana who leapt to her watery grave when she was separated from her would-be husband. Indigenous legend has it that she’s been luring men into the dangerous swimming hole ever since. Devil’s Pool has claimed 17 lives since 1959, and it’s now fenced off with the eerie epitaph ‘He came for a visit … and stayed forever’.

## **Uluru**

The [Rock](https://theculturetrip.com/pacific/australia/articles/australia-bans-climbing-iconic-uluru-from-2019/) carries serious spiritual significance to the local Anangu people, and cultural ceremonies have taken place at the rock for more than 10,000 years. But this legend concerns visitors, not the traditional landowners. The Anangu have reported that they’re inundated with packages loaded with rocks that tourists have pilfered from [Uluru](https://theculturetrip.com/pacific/australia/articles/a-brief-guide-to-uluru-nt/) then sent back to their rightful home, because the souvenirs have supposedly cursed their lives.

## **The Eaglehawk and the Crow**

This Ngiyaampaa story from western New South Wales begins with the eaglehawk asking his neighbour the crow to mind his baby while he went hunting, but the crow didn’t have an especially good temperament for babysitting — he bludgeoned the child to death when it wouldn’t stop crying. Seeking revenge upon return, the eaglehawk chased the crow into the bush then set it alight to try and kill him; the crow managed to fly away, but not before it had been charred black.

## **The First Fire**

This tale from the North Coast of New South Wales describes a tribe of people who lived in the sky world, and could light fires using nearby stars before anyone on Earth could spark a flame. A couple of adventurous sky world people popped down to Earth to hunt possums with their fire sticks, creating a huge blaze that various tribes could use to take fire back to their own camps.