

## Comic Strip

(10 points)

Think about the main (important) events from the plot, the problems encountered, and how they were solved. Narrow these down to the 10-12 most important events (include exposition, rising action, conflict, falling action, and resolution). Now you will need to draw—to the best of your ability—pictures that illustrate these 10-12 events.

Each frame should include

- Hand-drawn pictures that illustrate the event
- Coloring that best depicts details from the story
- Either a title for the frame that explains what the picture is depicting OR speech bubbles that convey the event

### RUBRIC:

*Full points will be awarded if all frames depict main events correctly and neatly.*

Points will be taken off as follows:

- 1 point for each missing/incorrect frame (minimum of 10 frames/events)
- ¼ point for missing/incorrect/inappropriate title/speech bubbles OR incorrect written representation
- ¼ point for missing/incorrect part of the plot (exposition, rising action, climax, falling action, resolution)
- ½ point for each frame without color or with incorrect color (according to text)
- ¼ - ½ point for each instance of incorrect spelling, punctuation, or grammar
- ½ - 5 point(s) for sloppiness (the more difficult time I have determining what you drew and wrote due to sloppiness, the more points lost)

**\*\*If you feel like the templates below do not give you the necessary room, you may create your own on legal size paper (available in my room). PLEASE do not use poster board or construction paper; use only white, unlined paper of 8 ½ x11 or 8 ½ x 14. (If you choose to draw out your own, please use a ruler/straight edge to make sure your frames are neat and of similar sizes. )**

Remember when printing this template at school...

1. Choose the NEW ESLAB B&W
2. Print only Pages: 2-3
3. Print on Both Sides

**PLEASE DO NOT INCLUDE THIS  
PAGE WHEN YOU TURN IN YOUR  
COMIC STRIPS**

Name: \_\_\_\_\_ Homeroom: \_\_\_\_\_ Book Talk Date: \_\_\_\_\_

Book: \_\_\_\_\_ Author: \_\_\_\_\_





