

Chapter Seven

Visual Storytelling




How to Use This Workbook

This week we'll be creating some visual storytelling pieces to share our writing. We'll be using a technique called '*App Smashing*' and you will get to decide on which App to use to create your visuals then bring them altogether into your *Pages* journal.

Tap  then  then  to add your own voice reflections.

Learn more with the Everyone Can Create Guide.



Look for the  to add your own work

Look out for the audio icon on each of the pages of the journal. This will assist you with hearing some of the content and learning experiences that are included, and to support you in your learning where needed.

Meet The Author



[Watch Matt's Video Here](#)



Matt Stanton

What books have you written?

The Funny Kid book series, and picture books including *Pea + Nut!*, *Fart Monster and Me*, *The Pirate Who Had to Pee*, *Dinosaur Dump*, *This is a Ball* and many more.

What was the first story you wrote?

I wrote a story when I was five about going to the toilet. My teacher threw it in the bin. My friend found it very funny though.

When did you first get published?

2012.

What advice do you have for digital writers and storytellers?

Three tips. Everyone says the first two and I think we often shy away from the third one, but it's just as important. 1. Read a lot (and try different things, unusual things, books you wouldn't normally pick up).

2. Write a lot. Keep at it

- try different styles and

genres. 3. Share your

work. Show someone.

Someone encouraging.

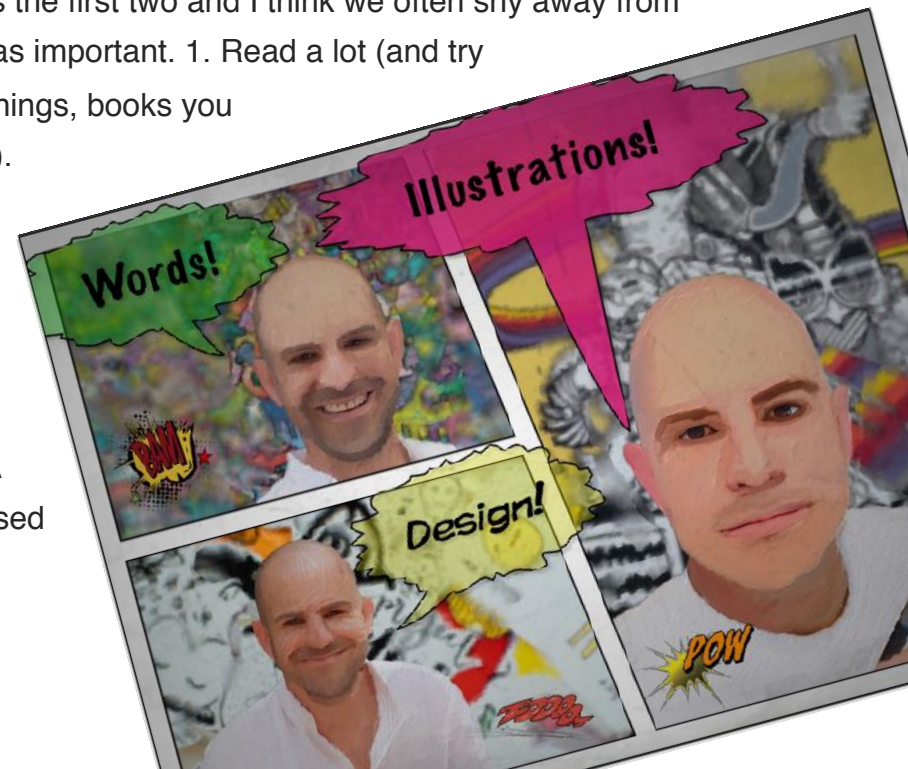
Someone kind. A friend. A

teacher. A parent. Get used

to being read and pay

attention to how people

respond.



Lesson Experience One

Whilst we know words are powerful in storytelling, Matt's advice really gets us thinking about how important illustrations can be to empower storytellers. Have you thought about how images can make your story sing? There are many ways we can represent our writing through different forms of visual illustrations.

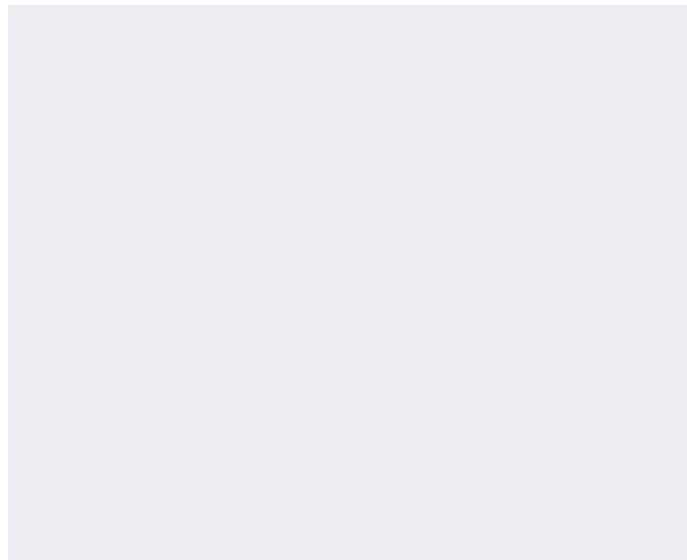
1

We have explored many Apps that can support you in creating visuals or illustrations. Use the story prompts or scene prompts and put your skills into action to create a visual that represents that prompt. As Matt explains, try to use the visual image to tell the story or make it better.

You or your character open a box to find an enchanted or magical object inside.

You or your character are being frantically chased by a dinosaur (or an animal of your choosing).

You or your character eating Brussels sprouts (or a vegetable that you really don't like!)



2

In this frame, use the *Camera* and *Photo* Apps to create your image.



3

In this frame, use the *draw* tool and the shapes available in your *Pages* App to create your image.



4

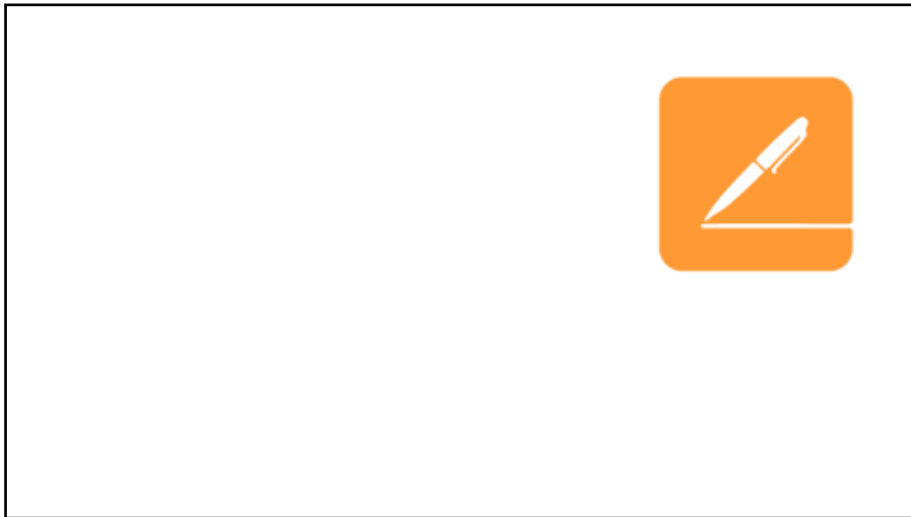
In this frame, use the *Sketches School* App to create your image.



Lesson Experience Two

Have you ever thought about creating your own comic or graphic novel? These two forms of literature are yet another form to explore when you are creating your own writing. Comics and graphic novels are a brilliant way to tell a story through words, but are heavily focused on the visual elements of storytelling.

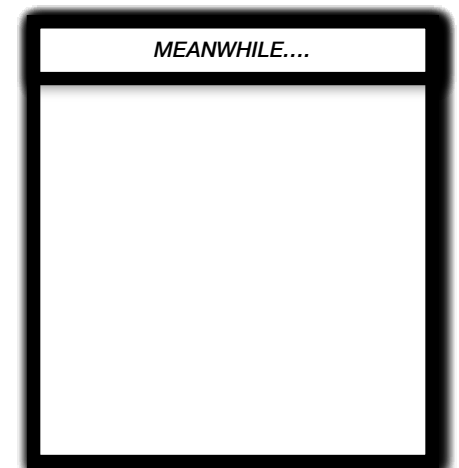
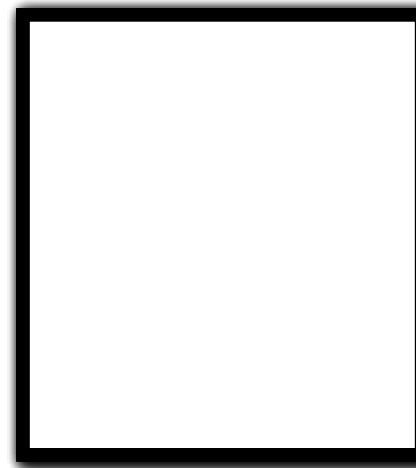
1 Comics and graphic novels use frames to support scenes within the storytelling. Watch the *GIF* below to learn how to create your comic template.



2 Write your own short scene by yourself or collaborate with a friend. We are going to use Matt's suggestion of using images to make the story better by building this scene into a comic or graphic novel.

Type or write your scene ideas here.

3 Tell the story of your scene in a comic or graphic novel style form using the frames below. You can create your visuals using any of the three tools explored in *Lesson Experience One*. As Matt suggests, think about the design you need to tell your story. Create a new page in your journal to complete this activity. Drag and drop the comic book elements below to build out your visual storytelling piece.



Lesson Experience Three

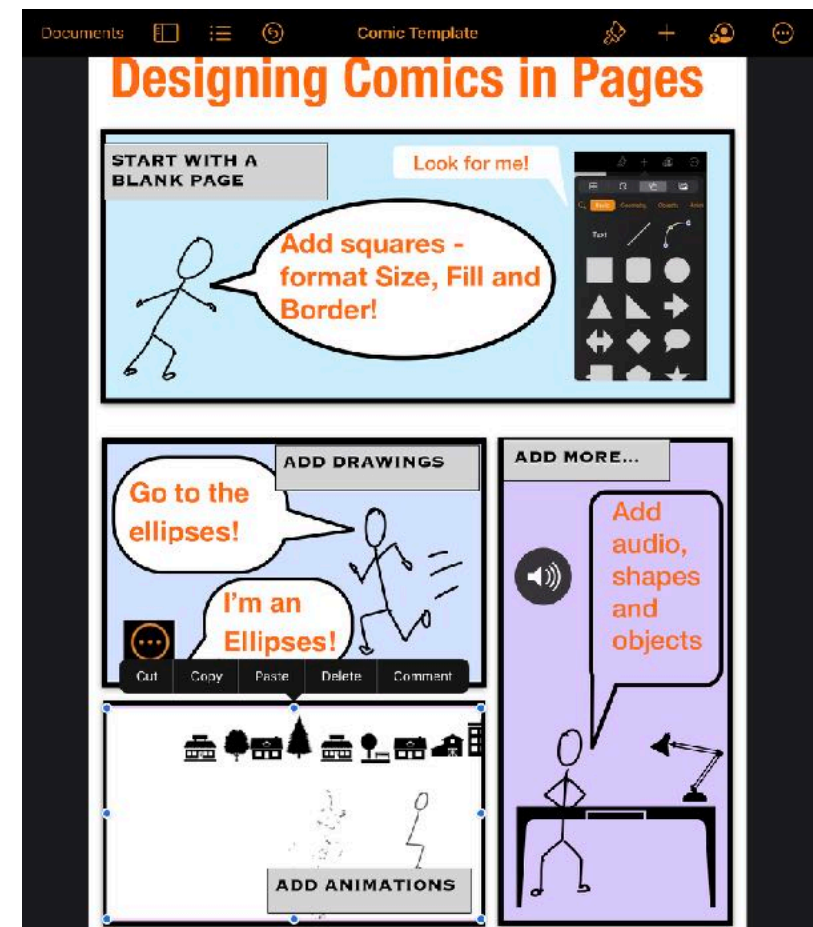
An important part of visual storytelling through comics and graphic novels is to develop the design of your story. What does your story design look like? Matt's tips focus on the importance of creating powerful visuals to tell your story design better. Think about how you can express the voice of the narrative or storyline as well as your interactions or dialogue with characters.

- 1 Think back to the characters, dialogue and scenes that you have created in previous chapters of the *Everyone's An Author* series. Select some of the characters and dialogue you would like to explore in a comic scene. Jot down your ideas in the box below.

Type or write your ideas here.

- 3 Create a new page in your journal to create a comic strip or graphic novel page that explores your visual story design and incorporates narrative and dialogue. Select the amount of frames you need for your story design. Create your visuals using any of the Apps we've explored. Drag and drop some of the features in *Lesson Experience Two* or create your own.

- 2 Think about how you can express the narrative or storyline of the scene, and the dialogue between characters. Check out the example below. The grey boxes indicate where you might include the story narrative and of course the speech bubbles are used to express dialogue.



Lesson Experience Four

Comics and graphic novels are a fun way to tell your story in a visual way. You can be super creative with your visual elements to build a layout that suits your story design and really makes your characters, settings and storylines pop. Use this lesson experience combined with Matt's tips to bring all of the elements together to create a visual storytelling piece.

- 1 Your task is to create a comic or graphic novel to add a visual storytelling element to your writing. You can choose whether to tell the whole story or just a small section in this form. Jot down your ideas about your characters, settings and storyline in the box below.

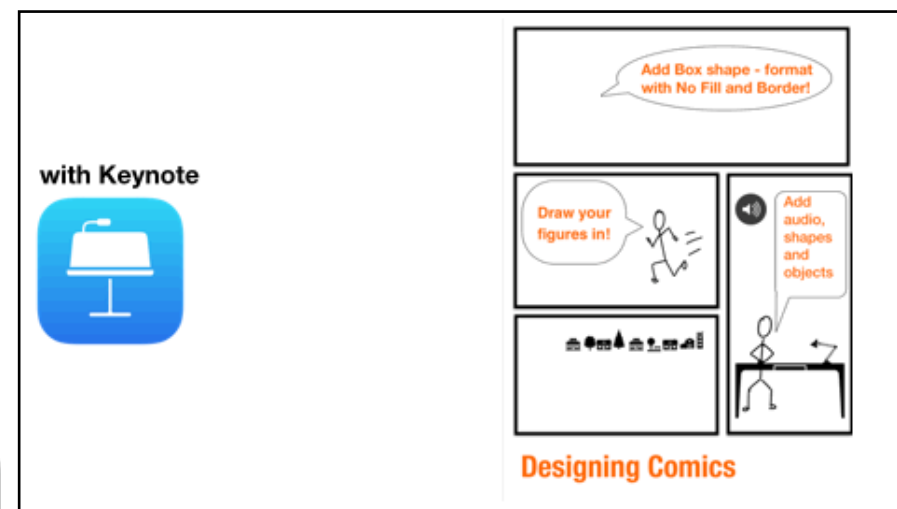
Type or write your ideas here.

- 2 Add a new page to your journal to create your comic or graphic novel. Plan your design. Think about how many frames you are going to need. Create a layout using the instructions from *Lesson Experience Two*. Select which App you are going to use to create your visuals.

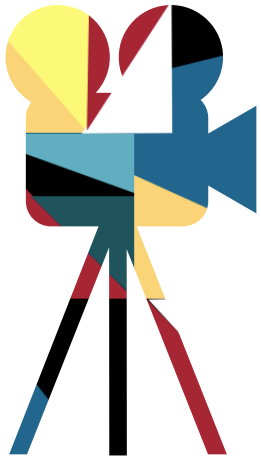
- 3 Think about the visual elements that suit the design of this form of storytelling. Use the *shapes* and the *draw* tool to create the elements you need to include to express the narrative, events or dialogue.



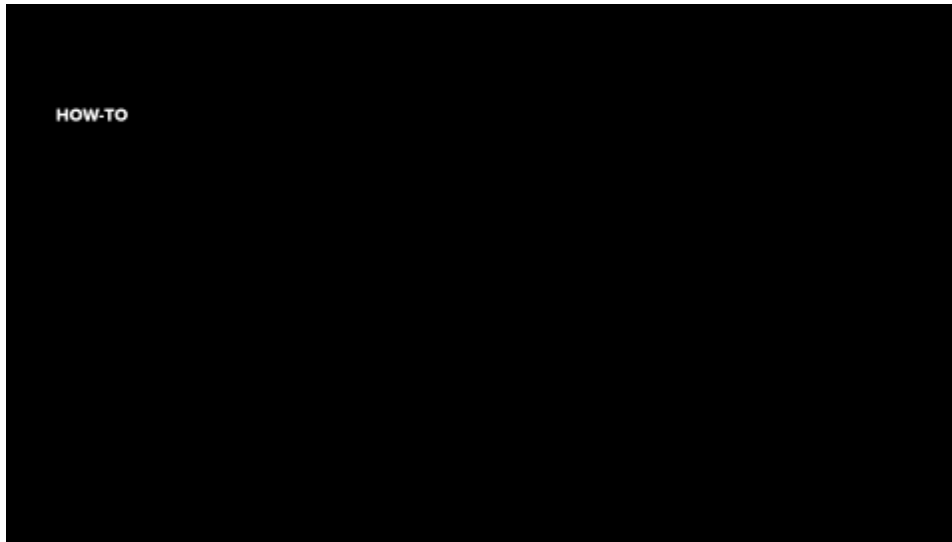
- 4 Now it's really time to add some of the cool visual elements to create a unique digital comic or graphic novel. Watch the *GIF* below to add some animated visual features to your comic using the App *Keynote*.



Resources



How to:



GIF on adding text to photos

[Everyone Can Create Guides](#)

[Everyone Can Create - Photo](#)

[Everyone Can Create - Video](#)

Additional Activities

- ★ Check out the cool comic filter in the App *Clips*. You could use *Clips* as another tool to create visuals, by screen capturing the stills with the comic filter or have a go at creating a visual story using a film form.
- ★ “*I want to create awesome comics, but I’m not good at drawing!*” Is this something you hear yourself saying? The best thing about creating digital comics is our ability to App Smash! This means we can use a range of Apps together to create a cool visual element. Try and App Smash to create your comic. Create your layout frames in *Pages*, but use *Sketches School* to create your own comic elements like speech bubbles and action words.
- ★ Comics and graphic novels are a completely different way to engage yourself in reading! Check out the different genres of comic books and graphic novels to inspire you in your own writing and creating.