

## **Comic Life**

### **Use *Comic Life* to continue Jamie and Carly's storylines in *Skint!***

Ask your group to write about what happens to Jamie and Carly in 6 months' time after they carry out the actions in the ending your group chooses for them. Then get them to translate their continued storylines into a series of illustrations and scripts using *Comic Life*: <http://comiclife.com/>

### **Key benefits of using comics in education**

- A great visual representation of knowledge
- Presents what is essential
- Easier to remember a visual graphic containing key information
- Engaging through thinking, creating and writing
- Perfect avenue for writing dialogue
- Incites learners with low interest in writing
- Helps organisation through storytelling and storyboarding
- Using visual images conveys meaning to a story or topic
- Develops creative and higher level thought processes
- Develops composition techniques through visual-verbal connections
- Enriches reading, writing and thinking
- Sequencing promotes understanding
- Serves as an assessment and evaluation tool

The key benefits for students using comics, summarised by Marilee Sarlitto (Technology Director, Kildeer School), found in "*Creating Comics: Visual and Verbal Thinking in the Ultimate Show and Tell*" by Janette Combs, College of William and Mary, July 17, 2003.