

Lesson 2 Cartoon Story

In this lesson you will become the author of your own cartoon. We will provide you with a software program online and the ability to not only create but to printout a hard copy.

Comic Maker

1. Go to the St. Anselm School Main page on the website and choose **Computer Lessons**.
2. Scroll down to **Language Arts**. The third lesson that is called **Authoring Comic Master**. Choose that website for your story.
3. This comic is much more sophisticated than Arthur. It is designed for the upper grades when fashioning a cartoon. You will discover 6 with different frames per setting. You do not need all 6 but it looks better if you create 6. When completed you will need to place this cartoon on Microsoft word.
4. Rubric for your story (what the story must contain)

a. Four or more pages	b. Background	c. Character Art
d. Speech bubbles	e. Thought bubbles	f. Special Effect
g. Props	h. Logic	i. Your name

5. Place a caption box at the end of your story for your name. Place your name in that box. You will discover all of this from the main menu.
6. If you wish to save your comic you must be logged in. You do not need to do this.

Printing your Comic

1. Look for the icon to printout your comic. Example is listed below

