***The Black Cauldron* Graphic Novel – Assessment Rubric**

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| **Aspect** | **Developing** | **Applying** | **Extending** |
| **Prototyping:****Planning and Practicing Visuals** |  | We found and explored resources with tutorials on how to plan a comic book pageWe decided who would be responsible for each aspect of the creation of visualsWe practiced drawing objects relevant to our sectionWe practiced drawing buildings and structures relevant to our sectionWe practiced drawing aspect of nature relevant to our sectionWe practiced drawing the backgrounds that we will use in our sectionWe practiced drawing clothing, jewelry, adornments, and weaponry relevant to our sectionWe practiced drawing aspects of the characters who are in our sectionWe practiced drawing characters in full, from a variety of anglesWe practiced drawing characters in various emotional states |  |
| **Aspect** | **Developing** | **Applying** | **Extending** |
| **Prototyping:****Storyboards** |  | We made a timeline of the action and important plot points of our section, broke the timeline up into logical sections, and planned how many pages each section would needWe consulted with the groups before and after us in order to affect a smooth transition between sectionsWe attempted to structure the panels on each page of our story board for purposeful effect and aestheticsWe attempted to incorporate the transitions outlined in *Understanding Comics* into our storyboardsWe attempted to structure our pages so that the last panel on each page would encourage readers to keep readingWe attempted to structure our pages in such a way as to direct the readers’ eyes from panel to panelWe added text to our storyboardsWe did color-testing for all aspects of our storyboardsWe edited our storyboards and text, paying attention to meaningful detail, sense, and proper graphic novel techniqueWe recorded important changes made to our script and our storyboards in our Iterations of Prototype log |  |

What do you want me to notice about your prototyping?

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