

Understanding Comics

When reading the assigned chapters from *Understanding Comics*, you will be responsible for the following:

1. Using a dictionary to look up any words that are new to you.
2. Making a list, with page numbers (and panel number, if appropriate), of concepts that you do not completely understand (think, “Could I explain what this means to someone else?” If not, then you don’t completely understand it).
3. Making a list, with page numbers (and panel number, if appropriate), of ideas or concepts explored that you think would be valuable or interesting to experiment with in our *A Wizard of Earthsea* graphic novel. Try to be specific about which concepts, ideas, or effects might suit which particular moments in the book (in what we have read thus far).
4. Making a list of any connections that occur to you of other graphic novels or comics you have read or things you have seen in the world.
5. Making a list of ideas, techniques, and/or processes that you find interesting, for what ever reason. You might also be thinking or making notes about what makes these ideas interesting and/or why these techniques work.

We will use these lists in Socratic Circles, in order to work together toward a shared understanding of the concepts and techniques Scott McCloud explores in this text. Coming prepared to each Circle will be a part of your assessment in Reading, Art, and Applied Design, Skills, and Technology. A Socratic Circle can only be as successful as its least prepared member. Bringing lots of ideas to the Circle helps create a fun, rich, and meaningful experience.