Comic
3 steps to the activity realisation

Step 1 – preparation phase
Comic is a participatory exercise in which a photo story is developed. The app 'Comica' is installed on the tablets beforehand. No internet access is required for the exercise.
The exercise is carried out with small groups of 4-5 young people each.

Step 2 – activity phase
- **V** Warm up: Getting to know each other and maybe some input on the topic (if necessary) can be provided. Introduction to the project work and exercises on how to use the app.
- **V** Brainstorming: The young people choose a topic and discuss within the small group how the topic should be presented.
- **V** Carrying out the core activity: Based on the chosen or given topic from the young people's life world, an alternative positive solution scenario is developed and presented as a photo story (8 or 16 pages) in comic style. Photos are taken with the tablets/app.
- **V** Then the young people work on developing a storyboard/texts for the photo story. Then a layout is created (integrated in the app).

Step 3 – wrap up phase
After completion, the final presentation and discussion of the photo stories takes place in the plenary. The photo stories are presented using a projector. The finished comics can be shared in the app as a PDF and printed. That way, each young person gets their own copy.
This activity practices cooperative interaction with each other in solving a group task and strengthens the young people's social skills.

Type of activity:
Picture Project
Storytelling

Value of the activity:

⏳ **Timing:**
preparation: 90 min.
implementation: 180 min.
checking learning progress: 90 min.

📝 **Activity follow-up:**
[Comica - Fotos zu Comics machen – Apps bei Google Play](#)

🔍 **Other value case box components:**
Tablets, App 'Comica', Beamer
Exercise to be implemented in a trustful atmosphere

📩 **Value quoted:**

Your notes:

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