

The TDA Tech Series ® [click here](#)

Presents

“Graphic Novel Design”

What Is “The TDA Tech Series ® ”?

[The TDA Tech Series®](#) is our platform for delivering technical and technological skills to our students through innovative partnerships. **#MultiplePathways**



Announcing the Graphic Novel Design Programme!

In this latest installment of the TDA Tech Series®, we will be offering 18 Standard 6 students the opportunity to learn how to create a graphic novel (also known as a comic book)! Click [here](#) for an explanation of a graphic novel and the learning benefits for learners. The Graphic Novel Design programme will be a two term commitment. As part of the programme students will design their very own graphic novel based on African mythology and lore. By the end of Term 2, our

students will have created a hand-drawn graphic novel, as well as a digital version of this graphic novel using graphic design software. During the programme, our students will learn:

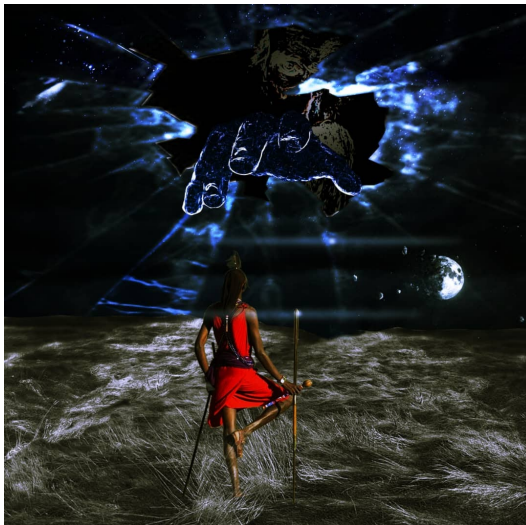
1. **Introduction to Drawing:** students will begin with a course in the basics of drawing to enable them to understand the fundamentals of drawing.
2. **Principles of Design:** graphic novel production requires a good grasp of design knowledge. The course will introduce and familiarise the students with the fundamentals of design and visual communication.
3. **Visualization Techniques:** visualization is the first step in any creative process including the graphic design production process. Students will

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therefore be introduced to various techniques that help shape the creative outlook necessary to draw, design and tell stories through graphic novels.

4. **Storytelling:** students will be taught to understand what it takes to tell a good story through analysing stories from other graphic novels and other mediums.
5. **Publishing:** students will be introduced to what it takes to edit and publish a graphic novel. By the end of the course they will have created and printed their own graphic novel to take home and to post online.
6. **Digital Art Skills:** Graphic novel production and illustration require knowledge of digital tools such as graphic design software. Students will be working with a tablet to learn digital painting techniques and develop the necessary fluency to continue with this skill after the program.



The course will be led by [TDA Fellow](#), Mr. Aubrey Sello. Mr. Sello is a trained artist in drawing, animation, video production, creative writing and graphic design. The hand drawn characters and art in this brochure have all been created by him. To see more work created by Mr. Sello, click [here](#). To learn more about the TDA Fellowship programme click [here](#).

Why Introduce Graphic Novel Design @TDA?

A graphic novel is a way of telling a story using a combination of words and pictures in a sequence across the page. One of our three community values is **Creativity**. We are therefore committed to creating learning opportunities and experiences for our learners to use their imaginations and explore their original ideas. Graphic novel design provides our students an opportunity to use their creativity in an artistic manner. Students will rely on their creativity to design characters and worlds based on African lore and mythology. Just like Greek and Roman lore and

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mythology, we have our very own lore and mythology in Botswana that is slowly being forgotten. Our students will breathe new life and animation into stories and characters that have raised us and been the vehicles of culture for centuries. During the learning process, students will meet with community elders who will teach them about African mythology through storytelling. Our learners will then use their creativity to design their own stories. Click [here](#) for an example of how graphic novels are transforming learning in primary school classrooms in other parts of the world. **#Creativity@TDA #PushaBW**

Graphic novels are also another way to teach digital fluency. The students will learn how to transform their hand-drawn art into a digital format using graphic design software on a tablet. **#DigitalFluency@TDA**



As always, Covid-19 prevention guidelines will be strictly followed.

How Will it Work?

The programme is open to 18 Standard 6 students at The Dow Academy. This is a two term programme with a commitment through Term 1 and Term 2 in 2021. The programme will run three times a week

every Tuesday, Wednesday and Thursday from 14:00 to 15:30 at The Dow Academy Primary School.

Term 1 will focus on hand-drawn art, character design and storytelling. TDA has purchased special art supplies for the 18 students in this programme.

Term 2 will be focused on digital fluency in graphic design and graphic novel publishing. TDA will be purchasing tablets and software that will be used specifically for this programme.

Students will be divided up in teams of three. In these teams, students will perform all the steps required to design a graphic novel, such as writing the story, creating the art, designing the



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world, learning and using the graphic design software, and gaining fluency in tablet use. See the steps used to create a graphic novel [here](#). At the conclusion of the course, each team will have their very own graphic novel they can take home and publish online! At the end of this programme, our Standard 6 students will obtain **a strong foundation in drawing, creative writing and digital fluency.**

How Do I Apply?

Interested students at The Dow Academy who are currently in Standard 6 are eligible to apply. Students should email a one page typed document to info@thedowacademy.org, or submit a handwritten letter to their class teacher. The application should describe why the student is interested in the programme, and how they would use the skills they learn to help their community. Parents should please click [here](#) to confirm consent for your child to participate.

18 students will then be selected based on the quality of their applications and the parents completion of the parent consent form.

The deadline for the application is **26 January 2021** and will be strictly enforced.

When Does it Start and How Much Does it Cost?

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| Graphic Novel Design | 2 February 2021 - 5 August 2021 (with a pause during term break) 14:00 to 15:30 Tuesdays, Wednesdays and Thursdays |
| Venue | The Dow Academy Primary School Campus |
| Cost | P1500 for the entire programme |



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