

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 20 Standard 4 to Standard 7 TDA and NON-TDA students the opportunity to learn how to create a graphic novel (also known as a comic book)! In 2022, our goal is to further open the programme to non-TDA students in our goal to expand the TDA vision of **#GrowingProblemSolvers.**

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 3 2022, students will have created a digital graphic novel, using graphic design software. During the programme, our students will learn these major fundamental principles of graphic novel creation:

Courage. Creativity. Community.
www.thedowacademy.org

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.



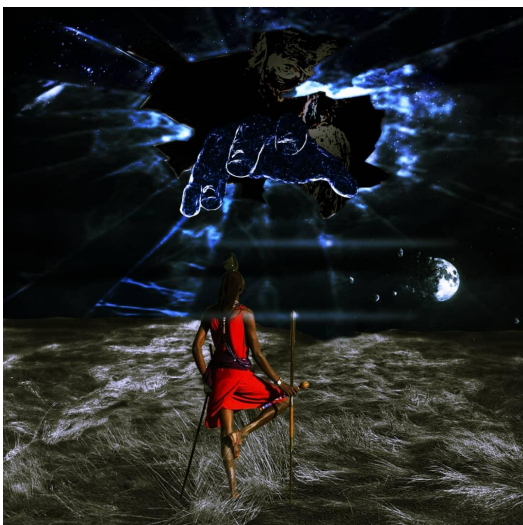
3. **Visualization Techniques:** visualization is the first step in any creative process including the graphic design production process. Students will therefore be introduced to various techniques that help shape the creative outlook necessary to draw, design and tell stories through graphic novels.

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.

Courage. Creativity. Community.

www.thedowacademy.org

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 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.

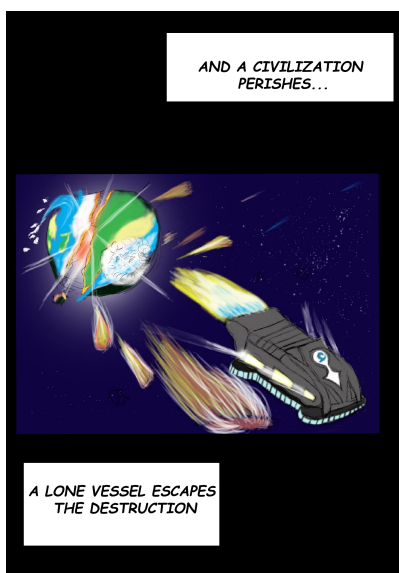
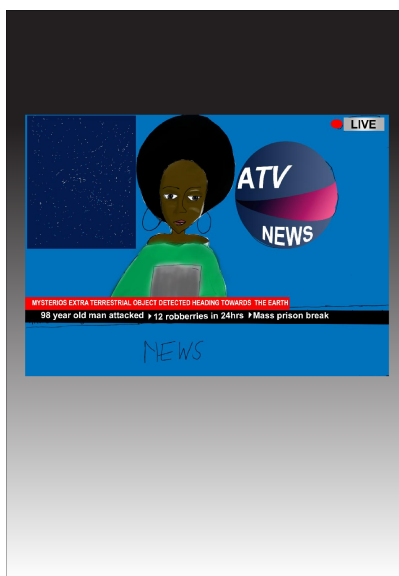
Graphic novels are also another way to teach digital fluency. The students will learn how to transform their hand-drawn art into a digital format using graphic design software on a tablet. **#DigitalFluency@TDA**

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

Courage. Creativity. Community.
www.thedowacademy.org

Initial Graphic Novel Design Programme in 2021

In the inaugural 2021 programme, our Graphic Novel Design students created their first Graphic Novel titled A SEED OF HOPE. Please click [here](#) to read, and see some highlights below. **#Creativity@TDA #PushaBW**



How Will it Work?



The programme is open to 20 Standard 4 to Standard 7 TDA and NON-TDA students. This is a two term programme with a commitment through Term 2 and Term 3 in 2022.

The programme will run three times a week, every Monday, Tuesday and Thursday from 14:00 to 15:30 at The Dow Academy Primary School.

The story the students will be transforming into a graphic novel will be provided by one of our former students, Ms. Palesa Motshabi. Ms. Palesa took part in writing the story that inspired The TDA Tech Series® Media Club production, The Sword of Mochudi.

Term 2 2022 will focus on character design and profiling, environment design and cinematography. TDA has purchased special art supplies for the students in this programme.

Term 3 2022 will be focused on digital fluency in graphic design and graphic novel publishing. TDA has purchased digital drawing tablets and software that will be used specifically for this programme.

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

At the end of this programme, the Standard 4 to standard 7 students will obtain **a strong foundation in drawing, creative writing and digital fluency.**

Courage. Creativity. Community.
www.thedowacademy.org



How Do I Apply?

Interested **TDA and NON-TDA Primary School students** are eligible to apply.

TDA STUDENTS	NON-TDA STUDENTS
Email a one page typed document to tdatechseries@thedowacademy.org OR	Email a one page typed document to tdatechseries@thedowacademy.org OR
Submit a handwritten letter to your 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.	Submit a handwritten letter to the TDA Primary School Campus admin desk, with "TDA GRAPHIC NOVEL DESIGN" written at the top of the letter. 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.
TDA PARENTS - Please click here to confirm consent for your child to participate.	NON-TDA PARENTS - Please click here to confirm consent for your child to participate.

20 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 **19 May 2022** and will be strictly enforced.
Deadline for payment of **the participation fee of P 1 500 is 26 May 2022.**

When Does it Start and How Much Does it Cost?

Graphic Novel Design	30 May 2022 - 28 November 2022 (with a pause during term break) 14:00 to 15:30 Mondays, Tuesdays and Thursdays
Venue	The Dow Academy Primary School Campus
Cost	P 1500 for the 2 Terms