

Comic Life Meets The Curriculum (and Beyond!)



<http://comic-life.wikispaces.com/>

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Ideas

1. Biography- Tell in 1st person perspective
2. Historical Event- Create a timeline with key events
3. Tell an original story.
4. Map out a novel- characters, problem, and solution
5. Travel Guide- Plan a trip through a geographic region
6. Tell wild weather stories from the perspective of someone experiencing it or from the weather's point of view(ie. tornado's voice)
7. Show an invention and how it has effected people, our world, and other discoveries.
8. Tell a story from an animal's point of view
9. Take a fiction book and change the setting, how would it be different?
10. Change an ending to a story.
11. Take a geometric shape and explain how it is used in real life.
12. Explain a body system from an organ's point of view.
13. Bring a poem to life.
14. Depict a problem between students and how to solve it.
15. Share the cultural background of your family.
16. Make me laugh.
17. Make me feel ...
18. Create a timeline of a day in the life of a slave/slave owner.
19. Create a "How To".
20. Show knowledge of a subject.
21. Show a cycle (water, butterfly).
22. Create a flowchart.

Desktop Publishing Ideas:

- Newspapers/Newletters
- One page reports
- Invitations/Flyers
- Graphic Organizers
- Story Planning

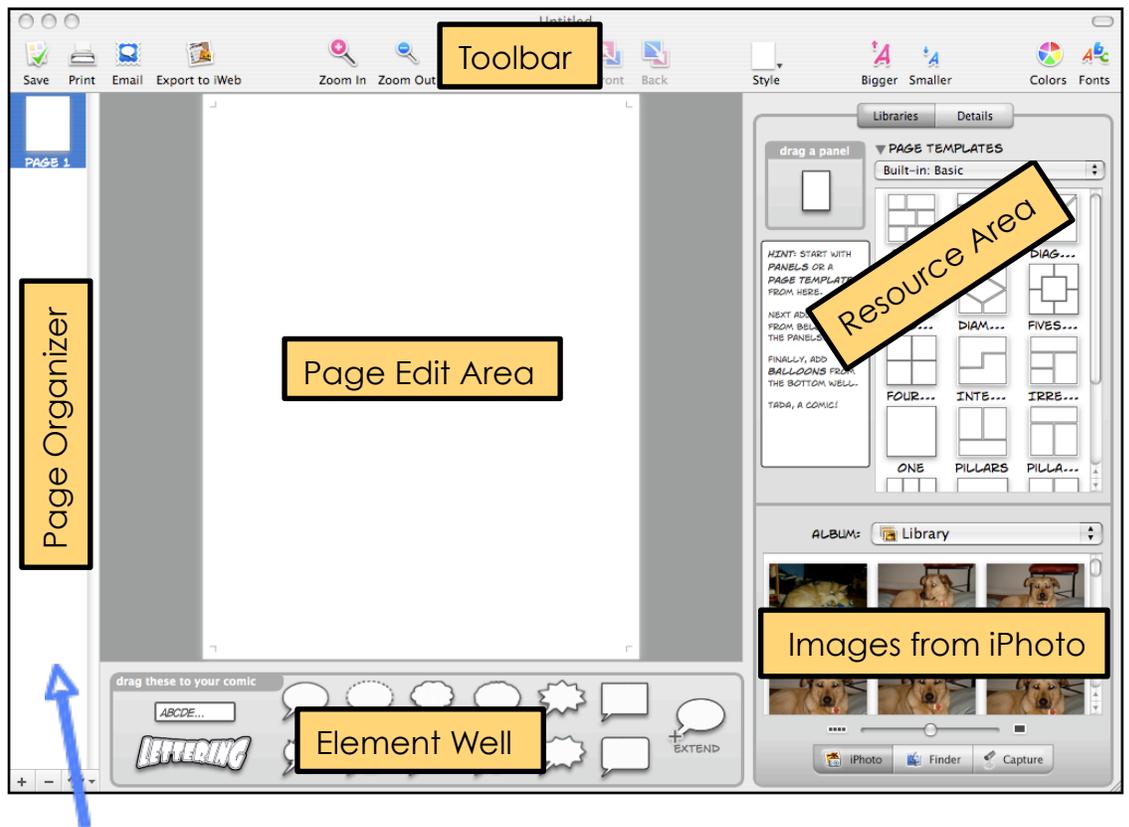


Meets the Curriculum (and Beyond!)

Comic Life is a desktop publishing application by plasq that easily allows the user to take digital images or clip art and turn them into comic strips (and much more). There are many ways to integrate Comic Life into all curricular areas.

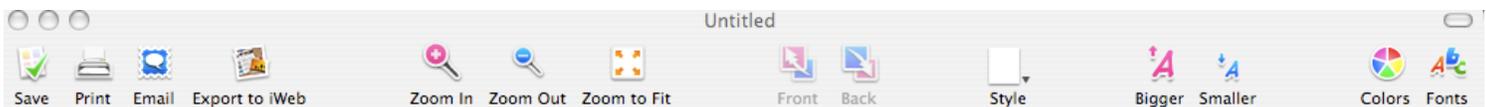
This handout will show you the basics of how to use Comic Life.

This is the user interface for Comic Life. It is organized in an easy to understand way.



The left hand side window is the 'Page Organizer'. Use the buttons on the bottom to add or subtract pages. The  icon pulls up a menu with more choices for adding pages. Drag the pages up or down to change their order.

This is the top toolbar:



The toolbar provides shortcuts to saving, printing, zooming in/out, layering, page styles, text size control, color selection, and font selection.



Tips & Helpful Hints

- **Drag images** from the Internet into a folder. Think about if you will need the full size image or the smaller thumbnail.
- **To use the images** in your Comic Life project, click on “Finder” in the lower section of the “Library” pane. Then navigate to “Desktop” in the “Folder” menu and double click on your folder.
- Drag images into your template in Comic Life. To add **more than one image** to a panel, **hold down the Apple Key** when dragging in the second image.
- **Orange highlight** around a box = **image** is selected
- **Green highlight** around a box = **box** is selected
- To **lock the panels** on your template so they don't move around:
 - Click on the pane to get the **green handles** and press **Apple - L**
- To **unlock the panel**:
 - Click on “**Details**” then **uncheck** the “**Lock**” box
- To see the page **actual size** press **Apple - =**
- To add **speech bubbles**, just **drag** them into place.
- **Apple - Z** will **undo** the last action. This can come in REALLY handy! And it works repeatedly!
- To add a **text box**, drag in the  box then type in your text.
- Drag  to create a cool **title**.