**Creating Comics**

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[Comic Vocabulary Interactive](http://www.readwritethink.org/materials/comic/vocabulary.html?title=Comic%20Vocabulary)

 **[Comic Vocabulary Definitions and Examples:](http://www.readwritethink.org/materials/comic/comicdefinitions-text.pdf)**

**[Text Containers](http://www.readwritethink.org/materials/comic/comicdefinitions-text.pdf)**

 [**Comic Vocabulary Definitions and Examples: Layout & Design**](http://www.readwritethink.org/materials/comic/comicdefinitions-design.pdf)

**[Comic Vocabulary Definitions and Examples: Angles](http://www.readwritethink.org/materials/comic/comicdefinitions-angles.pdf)**

Think about the “science” that you want to show in your comic. You may use any topic in science: science processes, equipment used in science, anything that you think represents a “science” concept/idea. Think about plays on words (cheetah---cheater), think about the characteristics of the animal or concept (giraffes have long necks, so they would need a long milk carton), think about comparisons that can be made to humans (tapeworms on vacation---families vacation; where would a tapeworm vacation?). What is the overall message of the cartoon (what “science” is expressed)?

[**Comic Creator Student Interactive**](http://www.readwritethink.org/materials/comic/index.html)

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