



Myhero comics

Havens Curriculum

Directory

MHC Program Overview

Here is a look at the mission and structure of a Myhero comics Cartooning Club and how it correlates with, and reinforces, national arts and academic standards.

MHC Session Outlines

Here is an in-depth look at the curriculum map for a 10-session series of the Myhero comics Cartooning Club.

MHC Art Samples

Here is a look at the categories of art created within the Myhero comics Cartooning Club in relation to programmatic goals and outcomes.

Mission



MHC Vision

Myherocomics Cartooning Clubs create an opportunity for young artists to explore new ideas and skills, experience the creative process of professional cartoonists, and contribute to a growing visual narrative, designed to uplift, educate, and inspire readers, across borders around the world.

MHC Outcomes

Myherocomics Cartooning Clubs provide opportunities for members to take on leadership roles. Members curate activities and discussion topics, and co-facilitate them. Each club culminates in the publishing of a themed art-activity book that is co-designed by its members. This creates an opportunity for members to earn profits from any books sold within their school year.

MHC Impact

Books published by Myherocomics Cartooning Clubs present imaginative concept art, illustrations and comic strips that explore an introductory level of social justice themes and ideas through the lens of fantasy. Each book invites the reader to participate in dialogue and brainstorming, while learning art techniques and making original artwork.

Structure



MHC Structure

Myherocomics Cartooning Clubs consist of eight to ten sessions that run for 90 to 120 minutes. Each session consists of the following elements:

Overview - a discussion of objectives for each session.

Breaking Down Comics: - an exploration and study of professional comic art.

6-4-6 - a 6-minute sketching activity based on prompts generated by the club.

Tutorial - a skill building routine based on key terms and session-by-session objectives.

Open Studio - a dedicated time for members to prioritize tasks and work autonomously towards common goals.

Share - an opportunity for critique and self reflection.

Art Paths



Three Paths

Club members have the freedom to choose a range of content to create based around a central storyline developed by the club. All content creation involves drawing designs and providing written descriptions and lore.

Path 1: Character Design

Members can choose to create a cast of characters. Each character must have a biography, serve a role or function within the community identified within the central storyline, and be loosely inspired by a real person or profession.

Path 2: World Building

Members can choose to create a wide range of items, objects, vehicles, cities, and or worlds for characters to engage with. Each developed idea must have a written explanation of how it functions and relates to the central story.

Path 3: Storytelling

Members can choose to focus on drawing comics strips dedicated to their original characters, or other content created within the club.

MHC Library



References, Research, and Rewards

Each Myherocomics Cartooning Club is fitted with a custom library of age-appropriate graphic novels and manga. The selection is curated based on member input within the first week of the series. The books are available to members to use in class as reference and research material.

Members can choose to analyze books during the Breaking Down Comics segment of a session. They can also choose to read the selection of books during the Open Studio portion of a session. As these books are selected by the club members, they are intended to keep members inspired and engaged in art and the creative process.

The MHC Library includes a reward component. Members can earn achievement points from the drawn and written content they create throughout the series. The achievement point system allows members to practice goal-setting and time-management. Upon earning a book from the MHC Library members must write a short summary and redraw a panel from the book.

Art Strands



National Arts Standards

Creating [anchor strands]

- 1 - Generate and conceptualize artistic ideas and work.
- 2 - Organize and develop artistic ideas and work.
- 3 - Refine and complete artistic work.

Producing [anchor strands]

- 5 - Develop and refine artistic work for presentation.
- 6 - Convey meaning through the presentation of artistic work.

Responding [anchor strands]

- 7 - Perceive and analyze artistic work.
- 8 - Interpret intent and meaning in artistic work.
- 9 - Apply criteria to evaluate artistic work.

Connecting [anchor strands]

- 10 - Synthesize and relate knowledge and personal experiences to make art.
- 11 - Relate artistic ideas and works with societal, cultural and historical context to deepen understanding.

ELA Standards



ELA Common Core Standards

Reading Standards for Literature [6 - 8]

RL1 - Cite several pieces of text evidence to support analysis of what the text says explicitly as well as inferences drawn from the text.

RL2 - Determine a theme or central idea of a text and analyze its development over the course of the text; provide an objective summary of text.

RL3 - Analyze how particular elements of a story or drama interact (e.g., how the setting shapes the characters or plot).

RL4 - Determine the meaning of words and phrases as they are used in a text, including figurative and conative meanings.

ELA Standards



ELA Common Core Standards

Writing Standards for Literature [6 - 8]

W3 - Write narratives to develop or imagined experiences or events using effective technique, relevant descriptive details, and well-structured event sequences.

W4 - Produce clear and coherent writing in which the development, organization, and style are appropriate to task, purpose, and audience.

Curriculum



Series Breakdown

Week 1

Members will get acquainted with the flow of the club, the three available art paths, and design and draw their main character to the group.

Week 2

Members will begin to develop their main character by writing their character's origin story. Members will also begin to branch out into their desired path as concept artists and cartoonists.

Week 3

Members will work together like a writing room for a production to brainstorm the central story for the club. Members will continue to develop their characters and world-building content, and begin to align it with the central story.

Week 4

Members will be given critical feedback by their instructor and by their fellow creators, and will spend the week refining their concepts and content.

Week 5

Members will use the remaining sessions to finalize any artwork or writing for the central story and participate in closing reflections.

Session 1

Welcome Aboard!



Overview

Members will be given the vision of the program, learn about the 3-path system and the MHC Library. Members will fill out short biographies.

Breaking Down Comics

Members will look at artwork from Havens: Volume 1. As the first book in the series, exploring this title will set up members' expectations of the club and the expectations of their instructor.

6-4-6

Members will sketch a 6-panel comic strip depicting a civilization in need of rescue within 6 minutes.

Tutorial

Members will learn the H-shape technique for drawing humanoid characters and will practice by creating three full-body figures. Members will customize each one into fully realized concepts with designs and unique features.

Open Studio

Members will use the time available to work independently on their original character concept design.

Share

Members will have the opportunity to share their progress with the class and provide feedback on the session.

Session

2

Character Select



Overview

Members will be reminded of the structure of the program and invited into the co-facilitation and activity curation process.

Breaking Down Comics

Members will look at a comic page from the manga *Apple Black* by Odunze Oguguo. They will learn the terms close up, medium shot, and establishing shot.

6-4-6

Members will sketch a 6-panel comic strip depicting their main character in action within 6 minutes.

Tutorial

Members will learn how to draw faces using shape-language and practice portraying emotions. Members will create 3 unique faces.

Open Studio

Members will use the time available to continue working independently on their original character concept design.

Share

Members will have the opportunity to share their progress with the class and provide feedback on the session.

Session

3

Backstory



Overview

Members will be given access to their custom MHC Library and will be provided with a refresher on how to earn achievement points.

Breaking Down Comics

Members will look at a comic page from the manga *Samurai 8* by Masahi Kishimoto and Akira Okubo. They will select a panel to recreate based on the terms identified in session 2 [close up, medium shot, and establishing shot].

6-4-6

Members will sketch a 6-panel comic strip depicting their main character's origin story within 6 minutes.

Tutorial

Members will learn how to setup up their panels to efficiently tell a story in 6 panels.

Open Studio

Members will use the time available to write their main character's backstory, and continue generating new artwork. Some members may choose to further develop their comic strips from the 6-4-6 activity.

Share

Members will have the opportunity to share their progress with the class and provide feedback on the session.

Session

4

Backstory Continued



Overview

Members will participate in a group progress report. They will also be led through a demonstration of how to co-facilitate segments a session.

Breaking Down Comics

As a demonstration, members will be tasked with finding a panel in their chosen book where a character is experiencing a strong emotion. Members will then recreate the panel and write their an inference defending their view.

6-4-6

Members Select: a volunteer will present a character-driven prompt to the group. They will draw their response within 6 minutes.

Tutorial

Members Select: members will generate a short list of tutorials they would like to learn. These will be explored based on priority.

Open Studio

Members will use the time available to create a move list for their character, as well as continue generating new artwork. Some members may choose to further develop their comic strips from the 6-4-6 activity.

Share

Members will have the opportunity to share their progress with the class and provide feedback on the session.

Session

5

Time on Haven 2



Overview

Members will be given a question to further develop their main character: what does your main character need in order to thrive aboard Haven 2?

Breaking Down Comics

Members will look at a comic page from the graphic novel *The New World* by Ales Kot and Tradd Moore. They will discuss examples of dystopian versus utopian architecture and world building, and recreate elements from an establishing shot from the book.

6-4-6

Members Select: a volunteer will present a character-driven prompt to the group. They will draw their response within 6 minutes.

Tutorial

Members will learn how to build out a story. As a group members will be taken through a process to generate ideas for the central story.

Open Studio

Members will use the time available to work independently on their character's dorm room, or workspace, as well as generate new artwork.

Share

Members will have the opportunity to share their progress with the class and provide feedback on the session.

Session

6

Time on Haven 2 Continued

Overview

Members will be given a question to further develop their main character: what unique service, school, or training could your main character offer to the passengers aboard Haven 2?

Breaking Down Comics

Members Select: members will select a graphic novel or manga and be given a prompt by a member volunteer. Each volunteer will sound-board their prompt with the instructor to ensure it is challenging, fun, and reinforces concepts explored in the club.

6-4-6

Members Select: a volunteer will present a character-driven prompt to the group. They will draw their response within 6 minutes.

Tutorial

Members Select: members will choose from the group-generated list.

Open Studio

Members will use the time available to continue working on their dorm room, or workspace, as well as continue generating new artwork.

Share

Members will have the opportunity to share their progress with the class and provide feedback on the session.

Session 7

Exploring New Worlds



Overview

Members will participate in a second group progress report.

Breaking Down Comics

Members will look at a city from Havens: Volume 1 and imagine different services, resources, and locations within the city. They will sketch their designs as medium shots and write a description of the function it serves for the inhabitants of the city.

6-4-6

Members Select: a volunteer will present a character-driven prompt to the group. They will draw their response within 6 minutes.

Tutorial

Members will learn how to create dimension and space within a panel. They will practice making landscapes that have a foreground, middle ground, and background.

Open Studio

Members will use the time available to revise and refine their artwork.

Share

Members will have the opportunity to share their progress with the class and provide feedback on the session.

Session

8

Building New Worlds Continued

Overview

The instructor will check-in with the club members to ensure volunteers feel prepared to facilitate segments of the session.

Breaking Down Comics

Members Select: members will select a graphic novel or manga and be given a prompt by a member volunteer. Each volunteer will sound-board their prompt with the instructor to ensure it is challenging, fun, and reinforces concepts explored in the club.

6-4-6

Members Select: a volunteer will present a character-driven prompt to the group. They will draw their response within 6 minutes.

Tutorial

Members Select: members will choose from the group-generated list.

Open Studio

Members will use the time available to revise and refine their artwork. Some members may choose to further develop their comic strips from the 6-4-6 activity.

Share

Members will have the opportunity to share their progress with the class and provide feedback on the session.

Session

9

Open Studio



Overview

Members will be reminded of the remaining time available to complete content, and will be invited to visit with the professor to review their accumulated achievement points and completed artwork.

Breaking Down Comics

Members will analyze a Havens comic strip. This 6-panel comic strip depicts a self-contained story and will serve as an example for members who are working through creating and completing a finished comic strip.

Tutorial

Members Select: members will choose a topic directly related to the artwork being made in the club.

Open Studio

Members will use the time available to finish and present any remaining artwork to the instructor.

Share

Members will have the opportunity to share their progress with the class and provide feedback on the session.

Session 10

Closing Studio



Overview

Members will be presented with 6 survey questions about their experience in the club. They will also be invited to participate in recording video testimonies.

Breaking Down Comics

Members Select: members will select a graphic novel or manga and be given a prompt by a member volunteer. Each volunteer will sound board their prompt with the instructor to ensure it is challenging, fun, and reinforces concepts explored in the club.

Tutorial

Members Select: members will choose a topic directly related to the artwork being made in the club.

Open Studio

Members will use the time available to finish and present any remaining artwork to the instructor.

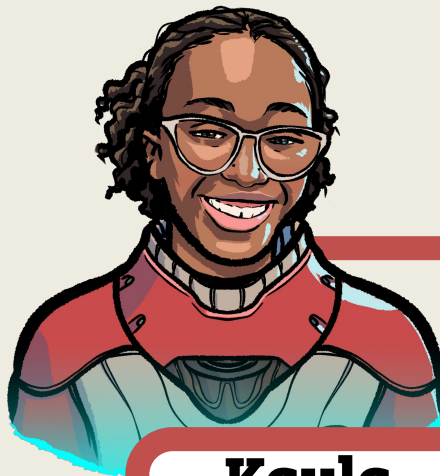
Share

Members will have the opportunity to share their progress with the class and provide feedback on the session.

Art Sample 1

Character Creation

MHC club members work as concept artists to create original characters for a fantasy adventure developed within the club. Completing this process includes: making colored, full-body illustrations of a character; writing a biography and origin story; assigning a character a profession or specialty that serves the community within the adventure.



Kayla



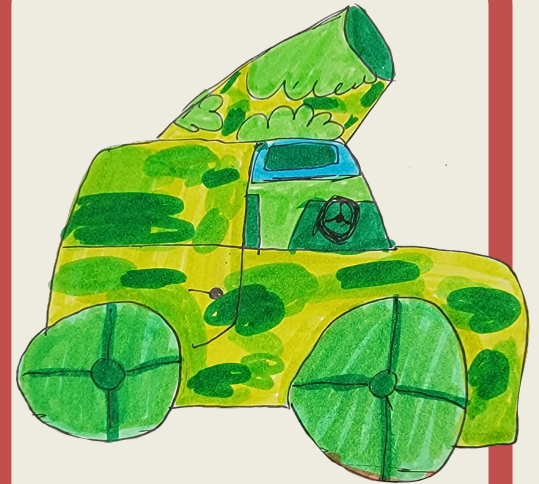
Art Sample 2

Item Creation

MHC club members work as concept artists to create original items, equipment, and vehicles for a fantasy adventure developed within the club. Completing this process includes making colored illustrations of each design and describing its function or purpose.



Shenequa



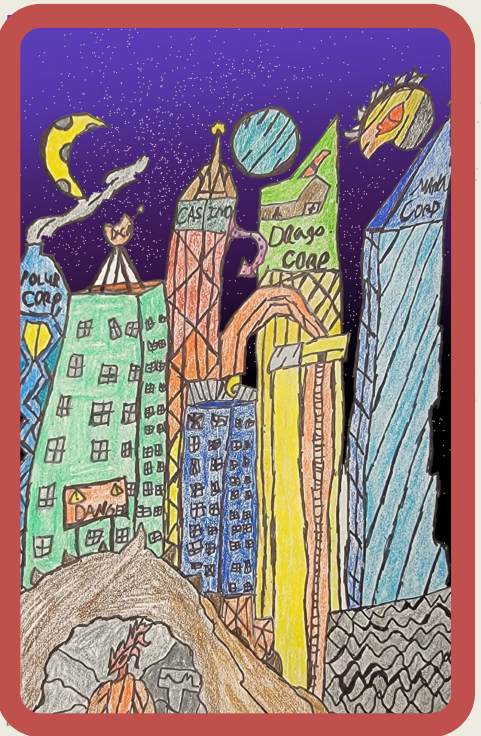
Art Sample 3

World Creation

MHC club members work as concept artists to create original locations for a fantasy adventure developed within the club. Completing this process includes making colored illustrations of the planet from space and from on its surface. General information about the locations is required, as if presented by a tour guide or historian.



Harjot

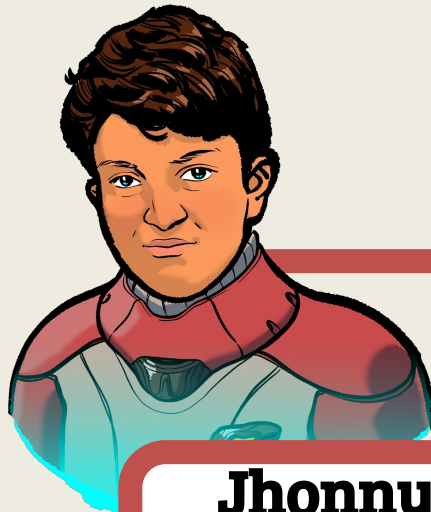


Art Sample 4



Comic Adventures

MHC club members work as cartoonists to comic strips related to the characters created within the club. Completing this process includes: making colored, six-panel comic strips. Each comic strip requires a description and dialogue.



Jhonny





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CARTOONING CLUB**