



OER Info Sheet

Closing the Gap



Type of material

An interactive presentation which introduces the students to closure and genre-specific constituents of comics and graphic novels & a writing prompt

Description

This interactive presentation gives an overview of the meaning-making principle of closure and the most important terminology and aesthetic means of comics and graphic novels. Furthermore, there are accompanying tasks to test the students' understanding and at the end, there is a writing prompt to continue the graphic novel *First Woman*.

Main target group / level

End of Sek. I / B1/B2

Learning goals

- Learn relevant facts about the 'vocabulary' and 'grammar' (closure) of comics & graphic novels. Which topics can you discuss with it?
- "ästhetisch-gestalterische Möglichkeiten" (Ministerium für Bildung und Wissenschaft des Landes Schleswig-Holstein Englisch 2014, 29)

Why is this topic important for TEFL?

- comics/gns are authentic reading materials which have a great cultural significance & can be applied in various ways in the TEFL classroom to foster multiliteracies
- Closure is an important internalised principle that is essential not just to storytelling in comics/gns, films, and other audio-visual media, but also to everyday deductions

Main competence(s)

→ Schreiben ("auf der Grundlage auditiver, visueller und audiovisueller Impulse textsortenspezifisch schreiben",
Ministerium für Bildung und Wissenschaft des Landes
Schleswig-Holstein 2014, 21)

License



OER-Info-Sheet von Sean Holt ist
lizenziert unter einer Creative
Commons Namensnennung 4.0
International Lizenz.
Closing the Gap → CC-BY 4.0

Notes:

- "First Woman" is available here (for free):
<https://www.nasa.gov/specials/calliefirst/>
- **Storyboard That* is an online tool that allows the user to create a comic from a variety of panels, backgrounds, characters, speech bubbles etc. There are free and premium accounts available, with special offers for educational purposes. However, the templates are copyright-restricted and there are restrictions with view to the usage and publication of the storyboards. Have a look at the guidelines before deciding whether or not this tool is applicable to your purposes:
<https://www.storyboardthat.com/de/help-and-faqs/storyboard-urheberrecht-faq> (date of most recent access: 11.09.2022).

Learning contexts

Expected prior knowledge:

- *First Woman*
- Experiences of reading a comic/a graphic novel

Possible contexts of use:

- Unit on *First Woman*
- Introduction to comics or graphic novels in general

Materials / tools / resources:

- *First Woman*
- Interactive presentation + writing prompt
- *Storyboard That* or similar online tools*
- *OER Introduction to Film Analysis*