Storytelling with Japanese Kamishibai

Lesson 8: Create Kamishibai

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Learning Objectives

- Work as a team to identify key elements of a story and create a clear plan which includes all of these elements of the story.
- Use manga techniques to create a visually impactful illustration which tells the story successfully.

Learning Outcomes

- Students should create a Kamishibai board for the story.

Scottish National Curriculum for Excellence Links

- I can create and present work using the visual elements of line, shape, form, colour, tone, pattern and texture (EXA 1-03a).
- I can create a range of visual information through observing and recording from my experiences across the curriculum (EXA 1-04a).
- I can create and present work that shows developing skill in using the visual elements and concepts (EXA 2-03a).
- Through observing and recording from my experiences across the curriculum, I can create images and objects which show my awareness and recognition of detail (EXA 2-04a).

Keywords

Illustration, clear, quality, character, background, storyboard, story part

Resources

- Completed storyboard planners from Lesson 5/6.
- Manga Style Worksheet.
- Planning paper, A3 card, pencils, pens.

Task 1: Review Manga Drawing (Go straight to task 2 if you did not teach Lesson 7)

1. Review Manga drawing by looking again at the **Manga Style Worksheet** and asking students about the features which make Manga recognisable and different to other styles of drawing.
2. Review the Manga illustration techniques from Lesson 7 (you may want to re-watch the videos: How to Draw Manga Characters with Mio).
3. Stress that quality of presentation is important in this part of the process. The final illustrations may be simple but quality of finish is important.

Estimated Time: 10 minutes

Task 2: Planning Kamishibai Cards

1. Identify which story part will be illustrated by which student.
2. Students begin to plan the final kamishibai cards. It is important to stress to students that the cards should easily be seen from a distance, so characters should be large and clear.
3. Students create a first draft of their kamishibai card: this should show the relative sizes of characters, backgrounds and colour schemes*

**As characters will be drawn by a number of different students on the various cards they appear on you may wish to draw a prototype of each character (style, clothing, colour scheme) to base the individual illustrations on. This will give continuity to the kamishibai cards. For example, the group may decide that Momotaro will have black hair, a green kimono, large eyes, small nose and small mouth. All illustrations of him should show these features.*

Estimated Time: 15 minutes

Task 3: Illustrating Kamishibai Cards

1. With reference to the character prototypes (if produced), have each student illustrate their story part on the A3 card using their draft illustration as a plan. Note: the card should be orientated in a *landscape* position so that all cards sit one behind the other when the kamishibai is collated.
2. Once illustrated the card can be coloured. Stress that the background should not over-complicate the illustration and that the characters should be the focus of the card. In this way the audience will find it easier to see the characters as the kamishibai is shared.

Note: Cards may be laminated but this may make them harder for an audience to see clearly. Also, if the intention is to have the students add text to the back of the cards, wait until the completion of Lesson 10 before laminating.

Estimated Time: 20 minutes

Extension Activities

1. Further illustration and colouring sessions may be required for the completion of the cards to a high standard.