



A PRESENTATION OF THE ACTIVITIES

Activity objectives	Knowledge and skills	Cultural concepts and aspects
<p>Activity 1</p> <ul style="list-style-type: none"> - Recognise basic cartoon vocabulary. - Create an assessment. <p>Activity 2</p> <ul style="list-style-type: none"> - Design and perform a story based on vignettes. - Learn how to take notes. <p>Activity 3</p> <ul style="list-style-type: none"> - Identify clues in text and images. - Write an explanatory text based on the clues found. <p>In the footsteps of Astérix </p> <p> At Parc Astérix</p> <ul style="list-style-type: none"> - Draw or sketch their visit to Parc Astérix in the form of a comic strip or two drawings. <p style="text-align: center;">or</p> <ul style="list-style-type: none"> - Produce a report (text and photographs) on their visit to Parc Astérix. <p> In comics</p> <ul style="list-style-type: none"> - Write and perform a comic sketch. <p>Final challenge</p> <ul style="list-style-type: none"> - Design a promotional poster. <p style="text-align: center;">or</p> <ul style="list-style-type: none"> - Conduct a fictional interview. 	<p>English</p> <ul style="list-style-type: none"> • Master one's speech when addressing an audience. • Read non-literary texts, images and composite documents: <ul style="list-style-type: none"> - Be familiar with the generic characteristics of the different documents studied. • Adopt effective writing strategies and processes: <ul style="list-style-type: none"> - Adopt and implement a writing approach. <p>Plastic arts</p> <ul style="list-style-type: none"> • Experiment, produce, create: <ul style="list-style-type: none"> - Choose, use and adapt a variety of visual languages and media to achieve different effects. • Implement a project: <ul style="list-style-type: none"> - Demonstrate independence, initiative, responsibility, commitment and critical thinking in carrying out an artistic project. <p>Art history</p> <ul style="list-style-type: none"> • Propose a simple critical analysis and interpretation of a work. 	<ul style="list-style-type: none"> • Basic cartoon vocabulary (tail, speech bubble, text box, panel [or vignette], ideogram, gutter, onomatopoeia, page, strip). • The great Latin authors (Pacuvius, Plautus, Terencea and Seneca). • Gallic craftsmanship and its great inventions.

B ACTIVITY ANSWERS

ACTIVITY 1

1. Definitions

1 Speech bubble: used to convey a character's words, thoughts, feelings or emotions. It can take many forms, and become expressive. For example, it can be jagged in shape to express anger or coldness.

2 Tail: links the bubble to the character. It takes the form of an arrow to link words, sensations and emotions, or small bubbles to link thoughts.

3 Panel (or vignette): image in a comic strip surrounded by a frame. It

may contain a drawing or simply one or more ideograms and/or onomatopoeia.

4 Text box: usually rectangular and placed at the top left of the square, in which there is an explanatory, descriptive or narrative comment. It provides a better understanding of the vignette.

5 Ideogram: can take the form of a drawing, symbol or sign that expresses an unvoiced thought or feeling.

6 Gutter: white part that marks the separation between the vignettes.

7 Onomatopoeia: word created to

express a particular sound or noise. It imitates or creates a sound that serves as a sound effect.

8 Page: a complete page of comics, grouping together one or more vignettes and usually forming a narrative unit. The page can take a variety of forms: single vignette (silent page), vignette(s) with text and/or dialogue, etc. The page tells part of the story of the comic strip.

9 Strip: horizontal group of 2 to 4 panels forming a short semantic or thematic sequence.

2. Assessment in the form of a fill-in-the-blanks text

Comics are a narrative art form that uses different components to tell a story. Each element plays an essential role on the page. A **panel** or **vignette** is a picture surrounded by a **frame**, which may contain a drawing, **ideograms** and/or **onomatopoeia**.

The **gutter** is the **white** part that separates the vignettes, marking the transition from one scene to another.

A **text box**, often rectangular and positioned at the top left of the **panel**, contains explanatory, descriptive, narrative or recitative **comments**.

A **speech bubble** is used to convey a character's words, thoughts, feelings or emotions. It can take a variety of forms and become **expressive**, adding a visual and narrative dimension to comics.

Multiple-choice questionnaire

A This item links the speech bubble to the character in a comic strip:

- a. The panel.
- b. The tail.**
- c. The text box.
- d. The ideogram.

B A bubble is used to...

- a. indicate the title of the page.
- b. convey the words, thoughts, feelings or emotions of a character.**
- c. describe the details of the scene.
- d. mark the separation between vignettes.

C A text box in a comic strip panel is found...

- a. top left.**
- b. top right.
- c. lower right.
- d. in the centre.

D A panel is...

- a. a horizontal sequence of 2 to 4 pictures.
- b. a white area of separation between the vignettes.
- c. a picture surrounded by a frame.**
- d. a symbol expressing a thought.

E An ideogram...

- a. takes the form of a drawing, symbol or sign.**
- b. connects the speech bubble to the character.
- c. imitates a particular sound.
- d. surrounds the panel.

F The gutter is...

- a. the white area separating the vignettes.**
- b. a word created to represent a particular sound.
- c. a horizontal sequence of panels.
- d. an explanatory comment.

G What is the definition of onomatopoeia in a comic strip?

- a. A full page of comics.
- b. A word created to represent a sound.**
- c. A drawing expressing a thought.
- d. A horizontal sequence of panels.

H A page in a comic strip...

- a. is a horizontal sequence of 2 to 4 pictures.
- b. is a symbol expressing a thought.
- c. is a white area separating the vignettes.
- d. contains one or more vignettes.**

I This term refers to a horizontal line of 2 to 4 panels forming a short semantic or thematic sequence.

- a. A strip.**
- b. A text box.
- c. A tail.

d. An ideogram.

J What is a 'vignette'?

- a. A panel.**
- b. A tail.
- c. An ideogram.
- d. A text box.

ACTIVITY 2

Free work.

ACTIVITY 3

1. Damsel 2. Flower 3. Wash 4. Tree 5. Broom 6. Hammer
DFATBA = BATDAF → The thief is Batdaf.

2. The person responsible is Agecanonix. The footprints in the mud, carefully examined by Astérix, match Agecanonix's footsteps and distinctive walking stick. What's more, he identified himself by mentioning that the joke had taken place at midnight. This statement raises a question: how could Agecanonix have this information? Astérix did not divulge it; only the guilty party could know it.

IN THE FOOTSTEPS OF ASTÉRIX

 **At Parc Astérix**

Free work.

 **In comics**

Free work.

FINAL CHALLENGE

Free work.

Credits

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