Frontier College

Literacy:
Learning for Life.

L'alphabétisation,
Une leçon pour la vie.

Collège Frontière

Dominocomics

This activity is a two-part one that incorporates an element of surprise: it's most effective if you choose NOT to share what the activity is about with the writers prior to starting.

Part One: distribute six squares of paper (or three index cards, halved) to each participant. Ensure everyone has a pencil, and/or colouring pencils, if desired.

On one of the squares, have each participant draw a character—any sort of character they choose: person, animal, alien, whatever.   The drawing does not have to be detailed or complex, and should only be of the character alone (no background).

Once everyone has completed the first drawing, tell them to draw five other pictures of the same character, each with the same character doing something different. Again, the drawings are not meant to be detailed, are not meant to have a lot of background development, and can even be simple stick figures, if a person chooses. When people are finished, each should have six different drawings on six separate square of the same character doing six different activities or things. There should be no words or background images on any of the six drawings, and they are not meant to follow any particular order. People should not show others their characters, though they don't have to be kept completely "top-secret" either.

Now, tell participants to pass their six drawings to someone two seats away from them (ie., not on either side, or directly in front or behind that person). Everyone will then receive someone else's characters, likely pictures not yet seen.

Part Two: pass out one blank sheet (an 8.5x17 might be helpful) to each person and announce that each person is to develop a comic strip based on the six drawings they've received. Participants can add dialogue, a bit of background, or a few written sound effects, but should NOT add other pictures to the scene. Participants can order the drawings any way they choose, and can then use

double sided tape, adhesive tape or a glue stick affix the six figures in order to the larger piece of paper.
Variation

Dominocomics can take a considerable amount of time when being played in a large group, and there are "lag times" when some participants are finished drawing, while others are not. For a faster and more collaborative approach, play the game in groups: provide each table or group (maximum six per group) with their cards. Encourage the group to first decide on a character—ie., a snowman, a duck, Santa Claus, whoever. Then, instruct all members of the group to simultaneously draw that character doing something different: this should be done without too much collaborating, as you want all six members of the group working at the same time. But, it is fine for the group to share some ideas to ensure all six are drawing differently. It doesn't matter if the character looks slightly different on all six cards, because participants will recognize that all six cards are of the same character.

Because all six pictures are being drawn at the same time, the process is much faster. Then, collect each group's set of pictures, and give them to another group. Proceed to step two, with the entire group working together to put together their comic strip.