

# Unit Lesson Plan

Subject: Visual Arts 15 Lessons Duration: 50min each Session

Unit Name: Exploring Japanese Art Forms: Manga and Anime

Prepared by: Celeste Modster 2019

## Standards:

### 2.0 CREATIVE EXPRESSION

Creating, performing and participating in the Visual Arts.

Students will apply artistic processes and skills, using a variety of media to communicate meaning.

Students will be able to apply and recognize the elements of art and principles of design both in creating and analyzing original works of art.

### 3.0 HISTORICAL AND CULTURAL CONTEXT

Understanding the Historical Contributions and Cultural Dimensions of the Japanese art forms of Manga and Anime.

Students analyze the role and development of visual art in past and present cultures throughout the world, noting human diversity as it relates to the visual arts and artists.

**Rationale:** Storytelling is a powerful tool for communicating. A picture can be worth a thousand words. The art of Japanese Manga and Anime employ both the power of imagery and the power of storytelling. With colorful graphics, vibrant characters and fantastic themes, Manga and Anime capture the attention of audiences of all ages and across countries. This unit is intended to introduce and share in a cultural experience, to introduce an art form useful in telling stories, to engage in character development and increase students' ability to write cohesive stories.

**Lesson Objectives:** Students will be introduced to the Japanese Art of Manga and Anime through the exploration of history and culture and be able to answer essential questions about what Manga and Anime are and how they are created. Students will deepen their understanding of anime and its conventions and will be able to decode lingo and gestures in the artistry. Students will analyze different genres of anime and will practice the art of Manga, through drawing exercises, character development and the creation of storyboards. Students will collaborate on story ideas and in teams, develop

## Materials Needed:

Daily Journal  
Art Paper  
Pencils  
Pens  
Markers  
Internet access  
Chart Paper  
Youtube  
Scanner  
Photoshop  
ComicSans

### **Lesson #1** 50 min What and Where: Survey Students

What is Manga? Where does it come from?

Youtube video: Mangapedia Part 1:What is Manga?

Intro to the History and Culture of Japan

[www.liveabout.com](http://www.liveabout.com)

Early Origins of Japanese Comics

### **Lesson #2** 50 min

Who and Why: Who is it for? What's interesting about it?

Brief History of Anime Astroboy 1948 Volume 1 by Serdar Yegulalp

In the US in the 60's I was entertained but had no idea of the origin of the cartoons that I enjoyed. What about you?

Check out Introduction to Speed Racer, Naruto, Fullmetal Alchemist

### **Lesson #3** 50 min Let's take a tour of [www.liveabout.com](http://www.liveabout.com)

Creative Anime and Manga Art to Capture Your Imagination

More exploration: 3 Important Anime Movies from the 1950's by Brad Stephenson

(These articles and more)

Students will team up as information gatherers and will select different articles from this site to report out on at least 5 Takeaways (Who? What? When? Where? Why?)

### **Lesson #4** 50 min

I want to create my own Manga Characters. What comes first? The image or the story?

We will be taking a look at genres

Discussing Story lines

1. *Shônen*: boys' manga, pronounced *show-nen*
2. *Shôjo*: girls' manga, pronounced *show-joe*
3. *Seinen*: men's manga, pronounced *say-nen*
4. *Josei* (or redikomi): women's manga, pronounced *joe-say*
5. *Kodomo*: children's manga, pronounced *kow-dow-mow*

**Lesson #5 50 min**

Let's play some games and explore influences

50 min Drawing Lesson-How To Draw Manga

And why do they all have such huge eyes? What do I draw first?

**Lessons #6**

How is Anime read? Creating a storyboard/Layout and design

Students will be introduced to Comic Strip layout and will experiment with ComicSans software

**Lessons #7 -#10**

Time to Practice

These Daily lessons will be Studio Art Days where students will incorporate what they have learned and will work to develop skills in drawing Manga Characters, developing and refining storylines and story boards and preparing for a final presentation.

**Lesson # 11 - #15 Presentation Days**

3 Days of 15-20 min presentations

Options for presentation:

Powerpoint Presentation, Presi, Photoshop Animation, Enlarged Illustration, iMovie

# RESOURCES

## Project Rubric

Name \_\_\_\_\_ Period \_\_\_\_\_

CATEGORY	Expert-4	Proficient-3	Apprentice -2	Novice-1
<b>Content</b>	Covers topic in depth with details and examples; subject knowledge is excellent; focuses on an important concept.	Includes essential knowledge about the topic. Subject knowledge is good; focuses on an important concept.	Includes essential information about the topic but there are 1-2 factual errors; focus may be unclear.	Content is minimal OR there are several factual errors; focus is unclear.
<b>Effort</b>	Product shows a great amount of time spent and very careful, neat work.	Product shows a good amount of time spent and careful, neat work.	Product shows some amount of time spent and is slightly lacking neatness.	Product shows a minimal amount of time spent and is lacking neatness.
<b>Originality</b>	Product shows a large amount of original thought and critical thinking. Ideas are creative and inventive.	Product shows some original thought and critical thinking. Work shows new ideas and insights.	Uses other people's ideas (giving them credit), but there is little evidence of original thought or critical thinking.	Uses other people's ideas but does not give them credit.
<b>Appearance</b>	Makes excellent use of color, graphics, effects, etc. to enhance the presentation.	Makes good use of color, graphics, effects, etc. to enhance the presentation.	Makes some use of color, graphics, effects, etc. to enhance the presentation, but occasionally these detract from the content.	Use of minimal color, graphics, effects, etc. to enhance the presentation. Often, these detract from the content.
<b>Mechanics</b>	Correct grammar, spelling, and punctuation.	1-3 errors in grammar, spelling, and punctuation.	3-5 errors in grammar, spelling, and punctuation.	More than 5 errors in grammar, spelling, and punctuation.

\*Late project lose 5 points daily

SUBTOTAL \_\_\_\_ x 3 = **TOTAL SCORE** \_\_\_\_/60

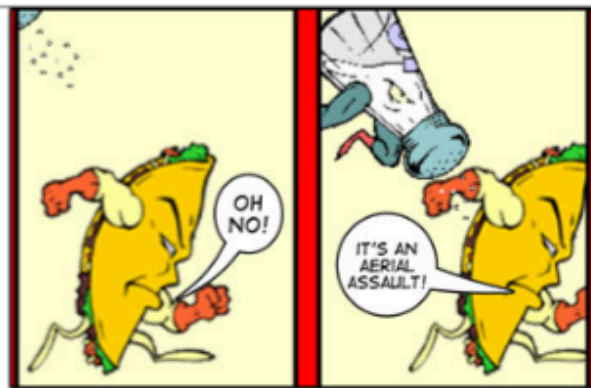
## Comic Vocabulary Definitions and Examples: Layout & Design



### Border

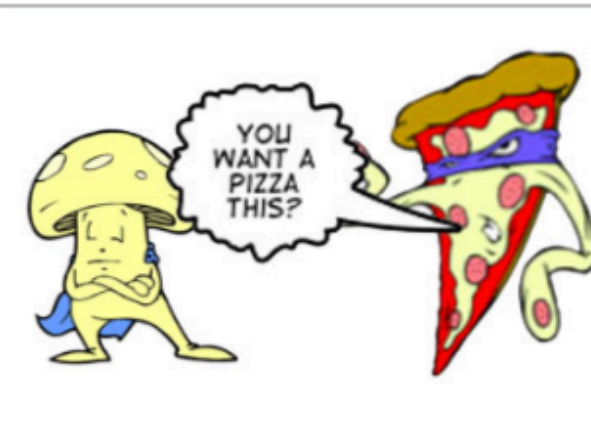
(AKA panel frame)

The edge or outline of the comic page (shaded red in this example).



### Gutters

The space between the panels of the comic (shaded red in this example).



### Open Panels

(AKA Borderless Panels)

Panels where one or more, or even all, of the sides of the comic panel are open to show dramatic effect.

Comics designed by Traci Gardner. Clipart ©2006 www.clipart.com

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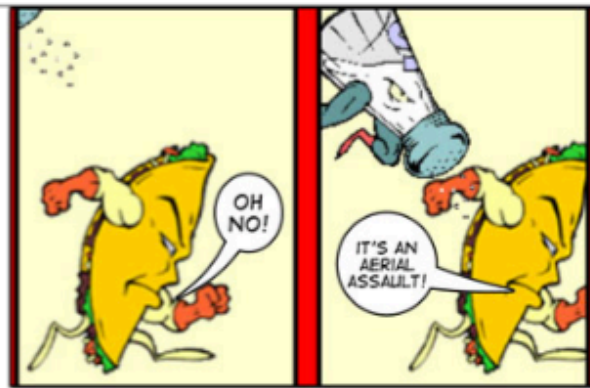
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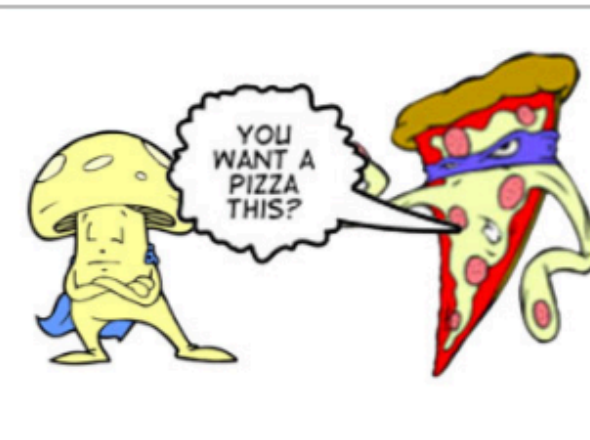
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What is Manga?

[www.umich.edu](http://www.umich.edu)

**Anime-Manga Drawing Tutorials**

[www.conceptartempire.com](http://www.conceptartempire.com)

**Bright Hub Education**

Wide Walls LTD

*A Short History of Japanese Manga*

<https://www.widewalls.ch>>japanese-manga-comics-history

**Manga**

<https://en.wikipedia.org/wiki/Manga>

**Anime**

<https://en.wikipedia.org/wiki/Anime>

<https://www.liveabout.com/creative-anime-and-manga-art-4042914>

<http://www.readwritethink.org/files/resources/interactives/comic/comicdefinitions-design.pdf>