

WORKSHOP TITLE: Zines and Comics - Virtual Workshop for Elementary Schools
SUBJECT/GRADE/TARGET GROUP: Elementary (Jr. & Sr.)

Activity Overview:

In this one hour and a half workshop, elementary school students will explore the importance of representation in art history through the creation of their own artistic personas or alter-egos via a futurist lens. After learning about how Carol Sawyer uses the persona of Natalie Brett Schneider to transport through time, students will be led through a character design workshop. They will be using the format of a zine-like booklet or comic to envision different parts of their artistic persona - for example, drawing pictures of what they would look like, where they would live, when they would be active, what kind of people they would know, and what kind of art they would create. These ideas can be as grounded in real life or as fantastical as the student likes.

During the virtual exhibition tour, students will learn about Carol Sawyer's reasons for creating an alter-ego artist and for examining past historical times through art-making. We will ask students to consider these motivations while creating an alter-ego for themselves, drawing a picture of their appearance along with their artwork. Workshops will take place on Zoom, and students will be welcome to draw an analog zine or create a digital comic on their computer, iPad or phone using the website AutoDraw. This exercise will help students learn about the historical impact of artists and use the elements of design to express their feelings and reflect on their identities.

Key Terms: persona, alter-ego, futurism, zine

Persona: a character or role created and embodied by an artist, author or actor.

Alter-ego: an alternate personality.

Futurism: an artistic movement that is concerned with the future, usually embracing modern technology and science fiction.

Zine: a DIY (do-it-yourself) "magazine" often used by activist movements as a means to accessibly disseminate information.

Overall Expectations:

Create two-dimensional zines and/or comics using traditional analog forms and current digital media technologies, to express feelings and ideas inspired by the exhibition themes.

Applying the elements and principles of design and composition to create narrative artworks

Specific Expectations:

For this workshop, students are required to have access to a working computer, internet connection and a quiet space to attend the meetings.

The materials needed for the Analog Zine or Comic are: paper, scissors, drawing utensils

inspired by the exhibition topics.

Learn about the key themes of personas and alter-egos, as well as, learn about how BIPOC artists utilize fiction through various forms of futurism.

To demonstrate an awareness of various forms of art by artists from diverse communities, times and places.

(pencils, pencil crayons, or markers) and a ruler (optional); and for the Digital Zine or Comic are: a computer, an iPad or phone, and access to the website [AutoDraw](#).

Students are encouraged to download their digital drawings and zines, or take pictures of their analog zines, to submit to our educational Instagram account (@koffler.education).

Teaching/Learning Strategies:

Step 1 – Direct Instruction: Virtual Exhibition Tour (20 minutes)

Students will be guided through the exhibition via a virtual tour delivered through an interactive PDF. During the tour they will learn about the artist Carol Sawyer, and her persona, Natalie Brettschneider, and the reasons for creating an alter-ego. They will also learn about different art movements in which Brettschneider participated, such as Dadaism and Surrealism.

Step 2 – Indirect Instruction: Discussion and Q&A (10 minutes)

Participants analyze various photographs from the exhibition and view various examples of zines, using prompts and discussion questions. These questions will guide them and inspire them towards creating their own zines about futurist narratives and characters.

Step 3 – Interactive Instruction : Character-building Workshop (30 minutes)

During this part of the workshop, students will get a chance to invent their own futurist alter-ego. They will get the chance to draw their character and create a narrative around their life, including where they will live, when they will be alive, what kind of art they will make, and what they will look like. Students will get a chance to present their character ideas in small groups.

Step 4 – Experiential Instruction: Zine Making Workshop (30 minutes)

Students will watch a [short video](#) by artist Kendra Yee, which will guide them through the making of zines. In the video she describes different types of zines including saddle stitch bound, perfect bound, and one-page zines, and demonstrates how to make the latter.

After watching the video, students will be prompted to create a zine or comic of their own, bringing together everything that they have learned from information about the artist, new key terms, and details about their own character's life and narrative through a futurist lens.

The materials needed for the Analog Zine or Comic are: paper, scissors, drawing utensils (pencils, pencil crayons, or markers) and a ruler (optional).

As the workshop will be delivered virtually, students will also have the option to create their Zine or Comic digitally. For this option they would need: a computer, an iPad or phone, and access to

the website [AutoDraw](#).

Extensions:

Students may further investigate the themes in the exhibition and workshop through narrative science-fiction writing, media analysis (eg. watching Black Panther), analyzing their own family photographic archive, taking and collecting photographs, and learning about and engaging with various histories.

Accommodations/Special Needs:

Younger children may want to forgo the use of scissors for this workshop, which can easily be avoided through simply folding the paper.

Students have the option to create their zines or comics digitally with the website AutoDraw, which allows them to easily communicate their ideas thanks to the website's automatic drawing function.

Learning Materials:

The materials needed for the Analog Zine or Comic are: paper, scissors, drawing utensils (pencils, pencil crayons, or markers) and a ruler (optional); and for the Digital Zine or Comic are: a computer, an iPad or phone, and access to the website [AutoDraw](#).

[Click here to download](#) an interactive PDF that guides viewers through the exhibition.

Resources:

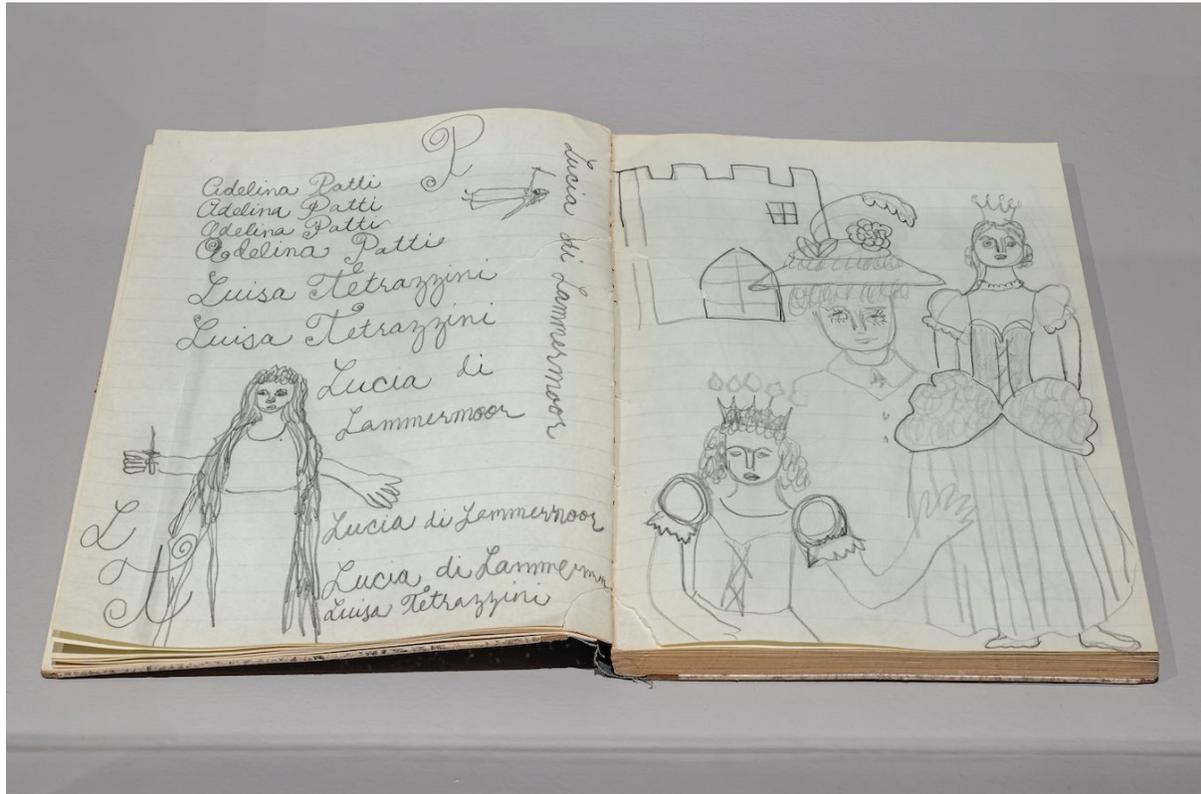
Zine Making: [Kendra Yee video](#), [Scholastic Zine Making 101](#)

Zine Libraries: [Zines for Kids](#), [Toronto Zine Library](#)

Teaching Notes:

Here are some additional images that may be helpful for the delivery of the workshop.

Photographs of works from the tour:



Natalie Brettschneider's Childhood Notebook – How might these drawings inspire your zine?



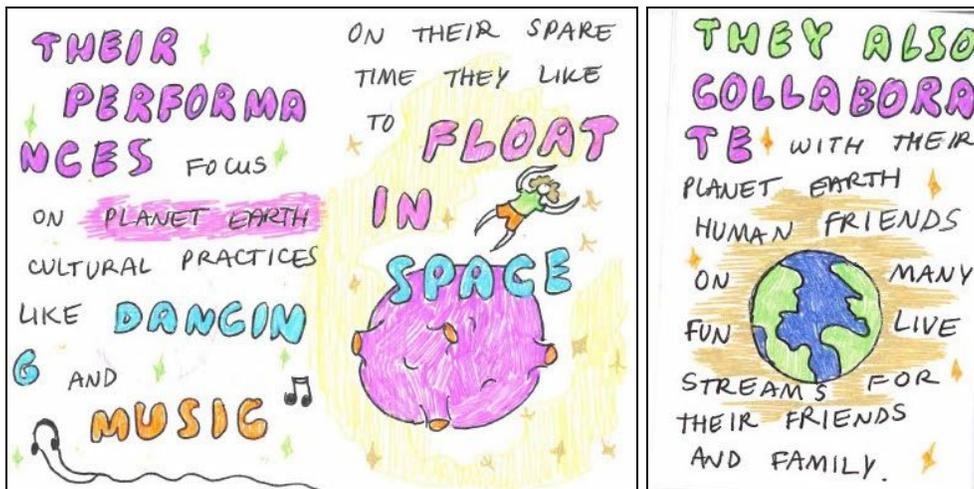
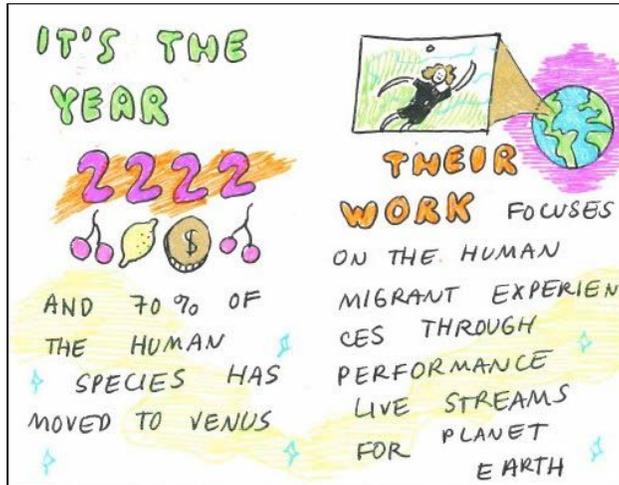
Carol Sawyer as Natalie Brettschneider in **Natalie Brettschneider performs Profile Mask** – What will your persona look like, what clothes will they wear?

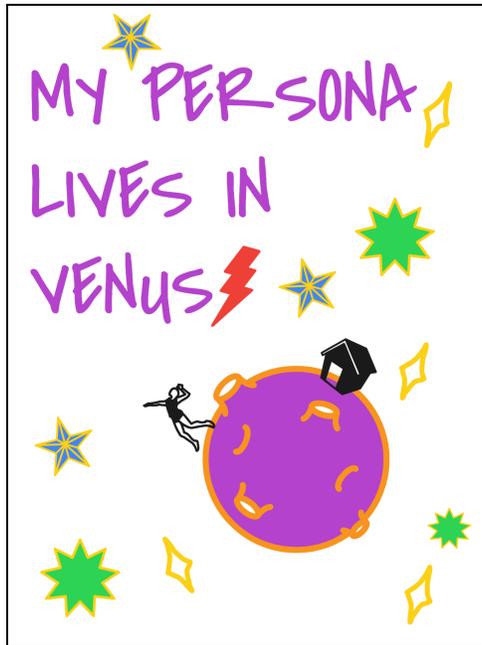


Natalie Brettschneider collaborating with her friends in **Ensemble Trois Femmes Mécaniques promotional photograph** – What kind of artwork would your persona make? How would you collaborate with your friends' and classmates' personas?

Zine Example: My futurist persona by Camila Salcedo

This DIY zine was made with the one-page method.





Students may also choose to make their zine digitally through the AutoDraw website, and download their images from the website to be printed and then assembled.

One-page Zine Template:

4	3	2	1
5	6	BACK COVER	FRONT COVER

Follow these numbers and orientations for the one-page zine. Students can also draw on both sides of the paper to make a reversible zine.

Example Zine: Activist Love Letters, a zine by Francis Tomkins

