**KAMISHIBAI**

* **THE WRITING**

**Instructions for You As Storyteller**

1. Choose a story that interests you, with a clear plot and enough action/change to divide into at six - eight scenes/cards.

2. Choose a story you like and which is “right” for your audience as well. If you

are to be telling to young children, the story can’t give nightmares!

3. Folktales work very well, as do true stories, original tales – any stories with

* memorable characters,
* vivid,
* images,
* a strong plot,
* elements of
	+ suspense
	+ humor
	+ pathos (sadness)
	+ and/or drama.

4. Make a plot map to plan out your narrative.



* Plan out your characters: protagonist, antagonist
* Determine dialogue and how you will develop dialogue.
* Practicing and refine your reading. Discover how a gesture, a tone of voice, or an eye movement can make your story come alive for your audience.

5. Establish Roles

* Writers \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
* Editors \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
* Artists \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
* “Colorers” \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
* **THE ART**

6. To plan out the sequence of cards, fold a piece of paper into 8 squares to plot out a storyboard.

* Choose important scenes to illustrate
* Decide how to draw the various scenes in different ways.
* Consider:

• Long shots of the setting

• Close-ups of characters and setting details

• Showing just part of a character: a hand reaching, two huge feet…

• A view from the top, side, back or front

• One card sliding across another to reveal a surprise

• Divided pictures

• Unusual perspectives

• Shadows to show objects

• Borders that frame, borders that change

• Use of visual variety, suspense and surprise

7. Illustrations should be big and bold enough to be seen by a whole class. When you are satisfied with the rough sketches, begin work on the cards.

8. Be careful to use the best medium for the cards: pastels tend to smear, water color is best for mood than detail, colored pencil drawing takes a lot of time. Remember too, that the tale will be told, so every story detail need not be drawn.

9. Number the cards on the back so that you can quickly order them before telling.

10. The words for the first slide will be pasted on the back of the last slide. The words for the second slide will be on the back of the first slide, etc. This is so that the words you are reading will always be at the back as the picture progresses to the front. (This will take a little thinking and some practice.)

11. Practicing and refine your reading. Discover how a gesture, a tone of voice, or an eye movement can make your story come alive for your audience.