

LET YOUR IMAGINATION FLY

Your superhero challenge, if you choose to accept, is to create your own superhero adventure!

Use the below ideas to get those creative juices flowing. Why not try writing your own short story or drawing your own superhero adventure? The more imaginative the better!

What is your superhero name?
Does it rhyme? Does it alliterate?

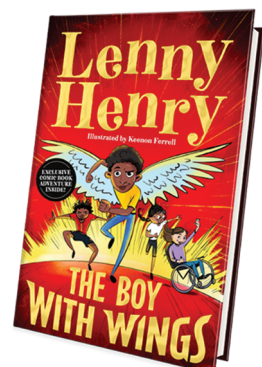
What is your superhero power?
Can you fly like Tunde or perhaps you would prefer to be invisible!

Who is your superhero nemesis?
Get creative here, is it a person or perhaps an object that has come to life?

Who is in your superhero team?
Do you work along or are you a part of a group?



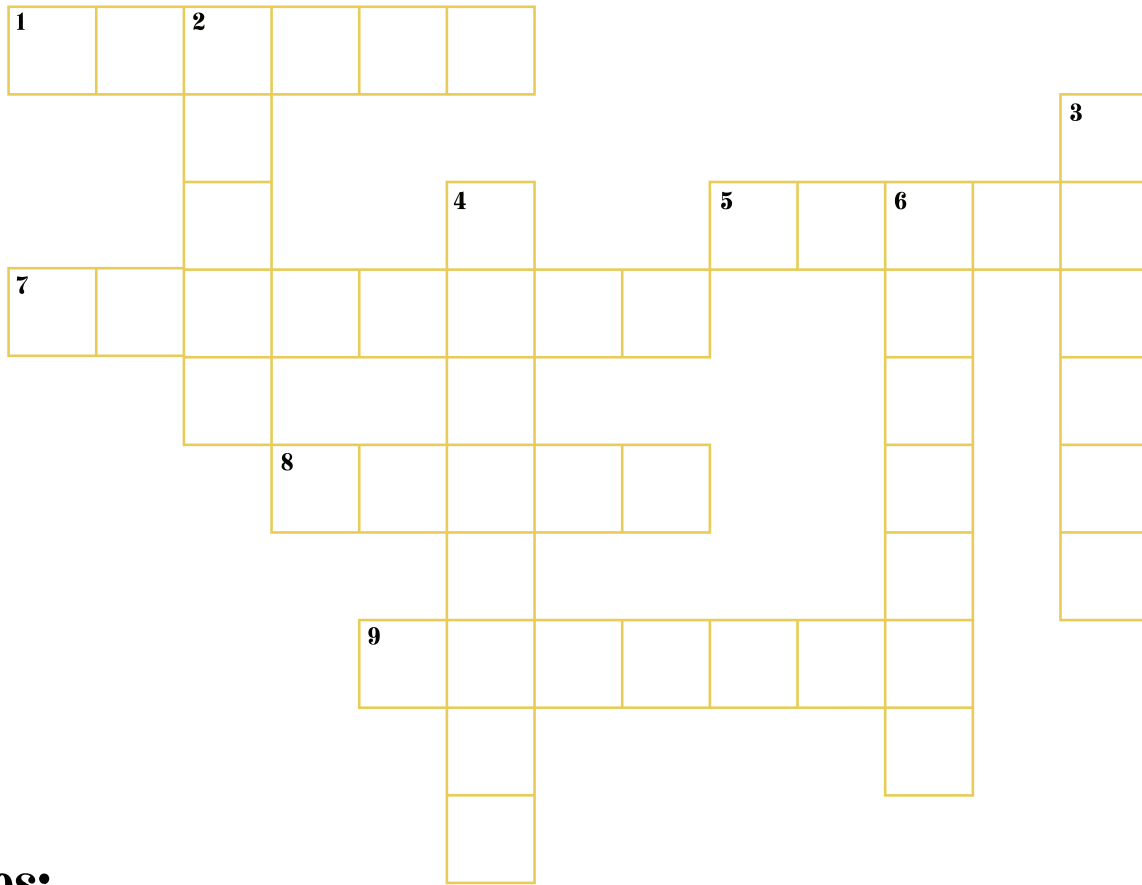
Lenny Henry
THE BOY WITH WINGS
Illustrated by Keenon Ferrell



CROSSWORD



Can you solve the clues to complete the crossword?



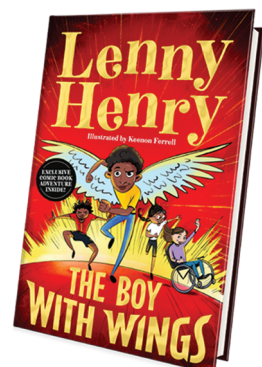
Clues:

1. What's the name of the professor that founded the Extra-dimensional Exploration Unit?
2. What shape do the birds form the help Tunde find his way home?
3. Who has been sent to Earth to find the hatchling? The _____
4. Where do Tunde's parents work? The _____
5. What is the name of the new girl in school?
6. What birds come to Tunde's rescue when the bullies turn up at his birthday party?
7. What sport do Tunde's parents ban him from playing?
8. What is the name of the boy that bullies Tunde?
9. What do Tunde's parents get him for his birthday?

Answers: 1. Krauss; 2. arrow; 3. Dembe; 4. Facility; 5. Seeker; 6. magpies; 7. football; 8. Quinn; 9. bicycle



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WORD SEARCH

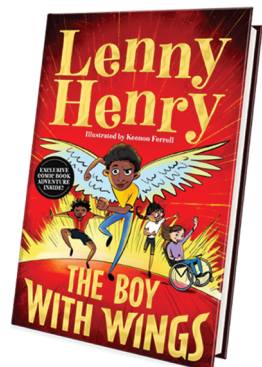
Can you help Tunde and his friends find all the words below?

E W I N G S E E E H U U L B P
E E I N B I S H R T T L N A Y
X O P E E O W R W B O T S P D
T R N F O O T B A L L M U M I
R U E H F E D T D A D O P A N
A Y N L D E I H A C F T E T U
O V N D N R D E A K B I R N I
R E F I E E A F L H T A P W Y
D H R I E O D A R O O F O T O
I A E V S P A C E L B T W I I
N N G M A G P I E E R E E E E
A U N P H Y G L T R H E R O S
R L N E N E B I R D S W S S E
Y O A D V E N T U R E C A N N
A O T O E L E Y R W T U E Y M

- | | | | |
|------------------------------------|--|---------------------------------------|---------------------------------|
| <input type="checkbox"/> football | <input type="checkbox"/> black hole | <input type="checkbox"/> hero | <input type="checkbox"/> birds |
| <input type="checkbox"/> adventure | <input type="checkbox"/> wings | <input type="checkbox"/> superpowers | <input type="checkbox"/> magpie |
| <input type="checkbox"/> space | <input type="checkbox"/> extraordinary | <input type="checkbox"/> The Facility | <input type="checkbox"/> Tunde |



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CREATE YOUR OWN COMIC



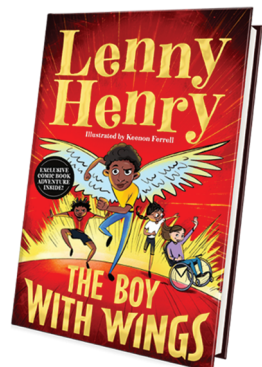
Tunde's friend Jiah LOVES comic books.

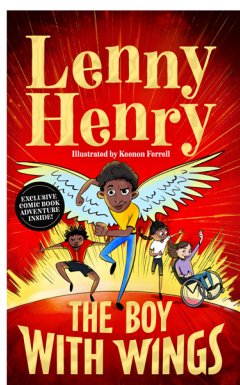
If you were to make a comic book what would it be about? Draw pictures and add text to the template below and start your own comic book!



Lenny Henry THE BOY WITH WINGS

Illustrated by Keenon Ferrell





THE BOY WITH WINGS

By Lenny Henry

Illustrated by Keenon Ferrell

With a comic created by Mark Buckingham



FIVE FABULOUS TIPS FOR CREATING YOUR OWN COMIC BOOK!

By Mark Buckingham,
Marvel and DC Comic artist

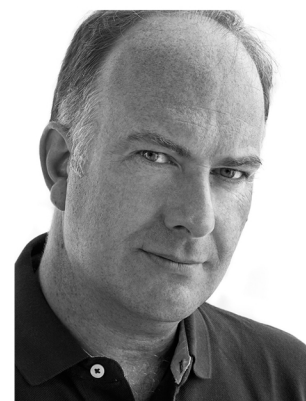


photo credit © Allan Amato

TIP NO.1 – Plan your story and write a script

Before you draw anything, plan your story. Think about where it starts, how it will end, and the flow of the tale in between. It helps if you write a script first.

Start by writing down what the sequence of action will be, what is going to happen, and what your characters are going to say to each other. Once you have that clear in your mind you can then break that action down into individual panels for each key moment in the tale.

TIP NO.2 – Let your imagination fly but stay focused

It is easy to get carried away when creating a story and find yourself in the middle of a big sprawling epic. That's fine, because comics are full of amazing potential. The only limit is your own imagination. If you want to have vast armies fighting planet sized monsters, just grab a pencil and draw them.

That said, sometimes the story gets so big you don't know where to start! If that happens to you, look for a little story within your bigger story - one that feels more manageable - and use that as your starting point, to open a window into your world for the readers.

TIP NO.3 – Draw little roughs of your story pages before you start

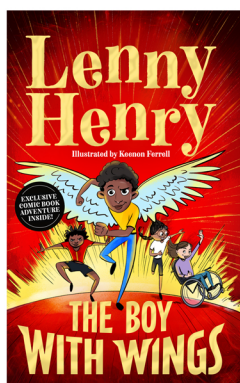
This will help you make sure the story flows well before you start drawing your finished pages. Professional comic book artists often call these 'thumbnails', because they are like miniature versions of the comic, often no bigger than your thumb. This is where you plan out the action on each page, with a box for each panel, stick figure characters, and rough positions for the speech balloons.

Think about the captions and speech balloons first. Try not to fit in too much dialogue, no more than a third of the panel is a good guide, or you will have no room left for the art. You should position the characters in order to match who speaks first and second, so your eye naturally connects the words and characters together. It can get confusing when the speech balloon tails cross!

#theboywithwings

MACMILLAN
Children's Books

Illustrations © Keenon Ferrell 2021



THE BOY WITH WINGS

By Lenny Henry

Illustrated by Keenon Ferrell

With a comic created by Mark Buckingham



TIP NO.4 – Think about flow and pacing

Remember that, unless it is a manga, you are probably going to read it from left to right, top to bottom, both within the panels and on the page. Try to make the story flow to match that.

Certain sizes and shapes of panels can slow action down or speed things up. You may want a big panel for something huge and dramatic or a little panel for a reaction shot or a quiet pause. Keeping all the panels the same size and shape on a page will keep the pace consistent and gives each panel equal importance. Think about keeping page turns exciting, so the reader can't wait to turn over to see what happens next!

TIP NO.5 – Keep things consistent and get to know your characters

Once you have started drawing, remember the importance of keeping the characters in your strip consistent, so anyone reading the story can recognise them from one panel to the next.

It may help you to doodle a few different drawings of your main character in your sketchbook first, so you can think about the things that make them look distinctive and how they might look from different angles. Think about key colours, to convey emotion, or to give your characters, or the scenes they appear in, their own feel or identity. Colours can help you to distinguish between different locations too.

And don't forget about lighting! Lighting can be important too when you are creating a comic; think about where the light is coming from and where the shadows fall. For example, light from below with big dark shadows can make things scary.

We hope these tips will help... but the most important thing to remember is just to have fun!

You can make them as simple as you like! As silly as you like! Full of dialogue or silent! One page or a hundred! It doesn't matter. Just tell the story you want to tell, the way you want to, and enjoy yourself!

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