

Food Webs Graphic Novel

Name:

Your task is to create a graphic novel that teaches your reader all you know about the following science information:

- A. How do plants produce their own food through the process of photosynthesis? (5-LS3-1)**
- B. Why is it that the energy in an animal's food was once energy from the sun? (5-PS3-1)**
- C. How are plants, animals, decomposers, soil and air all connected in a cycle, and what actually cycles through, in addition to energy? (5-LS2-1)**

In addition, your graphic novel should answer one of the following questions:

- 1. How do our actions negatively impact food webs?**
- 2. Why should we care about preserving the natural cycle found in food webs?**

Graphic novels have all the same story elements as any narrative, including setting, characters, and plot. They follow a traditional story arc, with beginning, middle, and end. To really bring your story alive, you know that precise language and sensory words will allow your reader to picture exactly what's happening. This is true even with graphic novels. With supporting illustrations and specific language, the more your reader will be able to jump into your story. In addition to the science standards, your graphic novel should demonstrate your understanding of the following writing skills:

- Write a beginning that introduces the characters or narrator, and shows what was happening and where. (CCSS.ELA-LITERACY.W.5.3.A)
- Tell the story in a variety of ways, including description, dialogue, and internal thinking. (CCSS.ELA-LITERACY.W.5.3.B)
- Use specific words and and sensory details to help the reader imagine what's happening. (CCSS.ELA-LITERACY.W.5.3.D)
- Write an ending that connects to the rest of the story and gives the reader a sense of closure. (CCSS.ELA-LITERACY.W.5.3.E)

Project Requirements:

- 1. The project demonstrates your understanding of the science content in A, B, and C.
- 2. The project answers questions 1 **or** 2.
- 3. The project is creative, well thought out, and appropriate.
- 4. The project is mostly free of spelling and grammatical errors.

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Part 1 - Planning the Story

*Steps you must take before creating your graphic novel:

1. Go to A-Z Animals Encyclopedia (A-Z-animals.com)
2. Choose **an aquatic animal** (fresh or salt water) that you would like as the main character in your graphic novel: _____
3. Read through the article about your animal, including the sidebar.
4. Determine the appropriate ecosystem for the setting of your graphic novel (which body of water could be a true habitat?): _____
5. Use the information on the website to find the other animals and plants that are a part of your main character's food chain. These animals and plants will play the other characters in your graphic novel. This should include one producer, two or three consumers, and one decomposer. Fill in your food chain/characters in the table, putting a star next to your main character:

	<i>Example</i>	Your Graphic Novel
Decomposer	<i>Bacteria</i>	
Mid level consumer	<i>*Atlantic Bluefin Tuna</i>	
Mid level consumer	<i>Herring</i>	
Primary consumer	<i>Copepods</i>	
Producer	<i>Phytoplankton</i>	

6. Choose which point of view your graphic novel will be told from (if it's third person, make sure to choose *which* 3rd person POV):

7. Think about the story that your graphic novel will tell, making sure to review the science information that must be included. Once you have come up with your story, describe the plot here:

8. Now that you know your plot, plot out the main events on the story arc:

