Name:	Class Period

Beowulf Comic Book Project 2015

For this project, you and a partner from your class period will be creating a comic book that relates a new adventure of Beowulf. You devise an adventure for our Anglo-Saxon super hero, but you must keep him in the Anglo-Saxon time period, and your story must reflect the values and ideals of that period. Your story will fall somewhere between the battle with Grendel's mother and Beowulf's final battle 50 years later.

Your comic book must have the following

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1. A cover with a title and an eye-catching picture	5 points
2. An inside cover with credits (names of people who worked on the comic book and the jobs they did).	5 points
3. Minimum of 6 pages of story blocks (cells) with narration, dialogue, and pictures; minimum of 4 blocks per page; minimum of 24 blocks in the comic book; each block must contain dialogue/narration and a picture. Each block must advance the story (avoid story jumps). Use correct sentence structure, grammar, spelling, and punctuation. Spell out all words (&, w/o, btw, etc). Please, do NOT use notebook paper. Bind the book in some way that all pages are legible. Avoid using pencil; it rubs off. Warning! Do NOT copy any known illustrations!!	50 points
4. The comic book must be in color!	10 points
5. The comic book must contain a logical plot which has the following Anglo-Saxon elements. Each must be WRITTEN and LABELED on this rubric. Traits may NOT overlap.	
a. At least 5 kennings (Anglo-Saxon style nicknames), 3 will use alliteration	5 points
b. At least 3 references to Wyrd (fate)	5 points
c. An epic boast or brag	5 points
d. A catalogue of treasure	5 points
e. At least 1 reference to a desire for fame or glory	5 points
f. A catalogue of prior battles and victories	5 points
g. Divine intervention/magical powers (this is not the same as wyrd)	5 points
h. Embodies the Anglo-Saxon culture (avoid references that are outside the Anglo-Saxon time period; including slang and jargon)	5 points
i. five traits of an epic hero in Beowulf	5 points

You share each of your plot lines and determine which parts of which ones you would like to use in your comic book (You can choose one idea or blend them). After you figure out the details of what the story will be about, you can draw pictures, and then you add narration and dialogue.

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You may illustrate your comic by hand or use an online comic strip generator www.toondoo.com, www.makebeliefscomix.com, but be sure that you are creating an original product. Google online comic strip generator for more options. Comic strips must be printed and submitted for a grade by the due date.