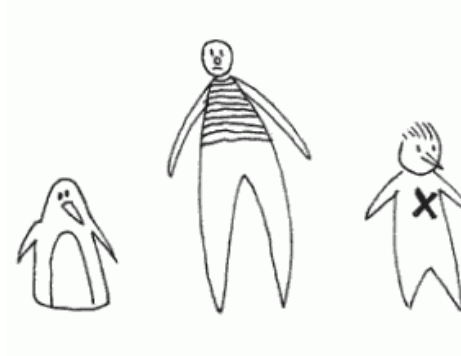


Activity	<b>Comic Book Dice</b>
Aim/ Key learnings	<i>Participants will create collaborative three-dimensional comics</i>
Method	<ul style="list-style-type: none"> <li>• A group activity for children or adults</li> <li>• A professional development activity to encourage innovative thinking</li> </ul>
Preparation and Materials Required	<ul style="list-style-type: none"> <li>• One cardboard cube per participant</li> <li>• Pens or drawing materials suitable for the cube</li> </ul>
Duration	<i>As required</i>

## Outline

This is an adaptation of Jessica Abel and Matt Madden’s comic-making activity [Panel Lottery](#). For more on this project, [visit the creator Matt Finch’s website](#). You’ll need cardboard cubes, drawing materials, and a picture featuring three character models. Abel and Madden use these figures:



Players draw a different scenario featuring one, two, or all three of these characters on each face of their cube. (It’s effectively a single frame from a comic book). The characters can be anywhere, doing anything. Players can use speech balloons or thought bubbles.

Once the dice have been made, players get into teams of five and roll their cubes. The panels which land face-up have to be arranged to tell a story. The team then presents their story to the whole group.

Teams can then be challenged to re-roll some or all of their dice; to swap dice with other teams; or even to write up the randomly generated sequence as a conventional comic strip.

The cubes also add the possibility of three-dimensional presentations. Players can present their cubes in different ways, such as stacking them into walls, columns, and pyramids. The game is simple and focuses on the sequential nature of comics. It’s collaborative, with an opportunity for students to develop negotiation skills. Teams could even present alternate stories from the same dice roll.

This game is adapted from [Matt Finch’s Comic Book Dice game](#) and used with permission.

## Need further information?

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