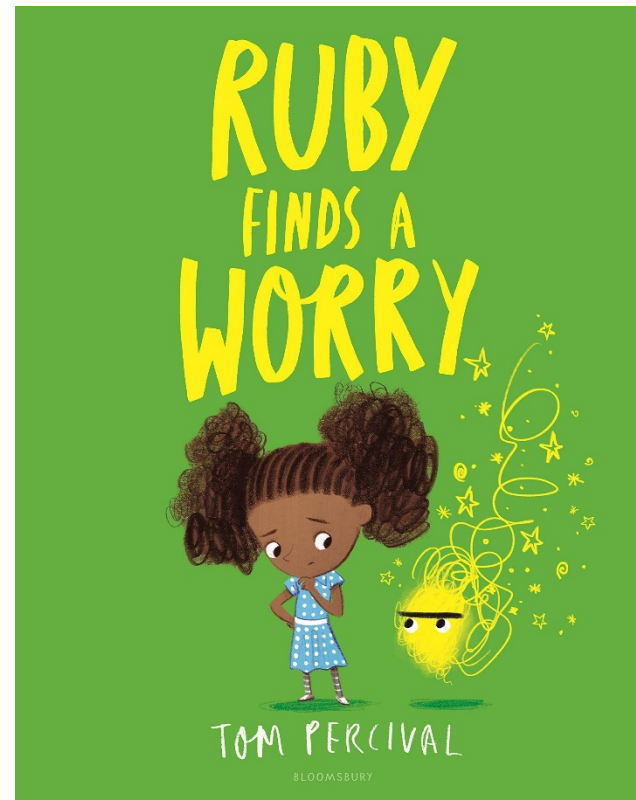
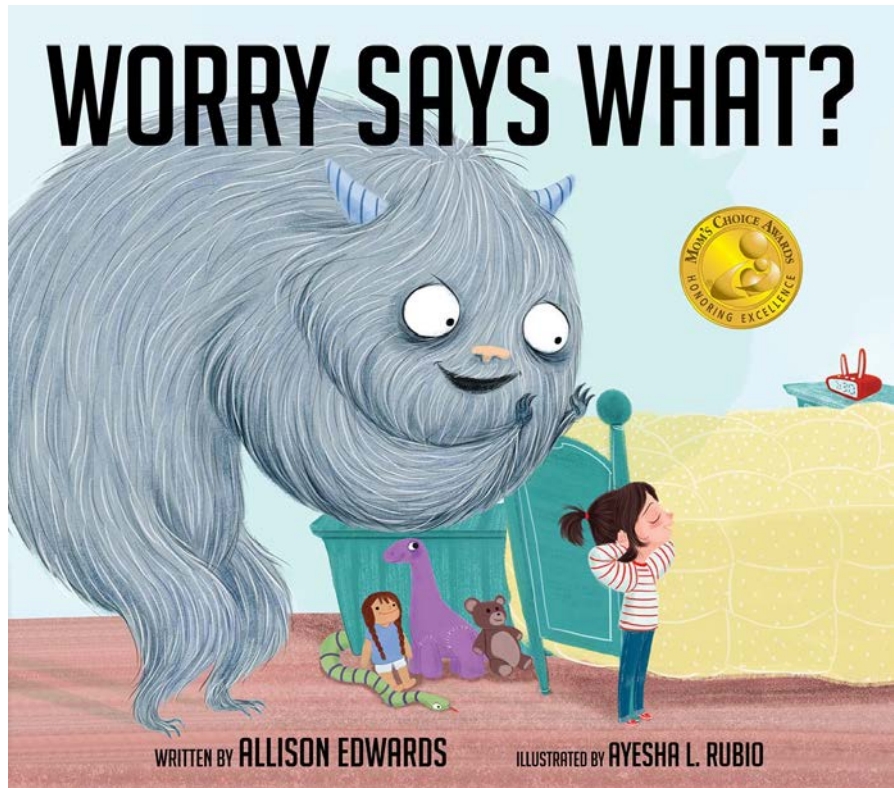


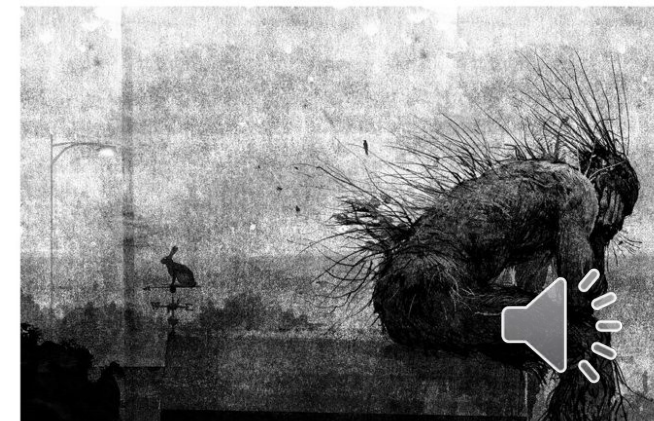
# Children's Book Illustration Project

- Children's books are a really important part of growing up. They help us to learn new words and they can also help us to understand complex subjects. The books underneath are aimed to help children understand **Worries**.



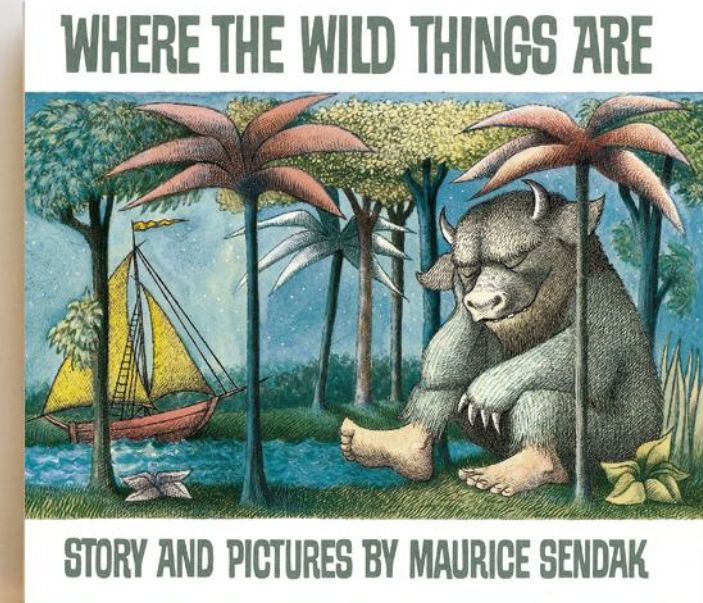
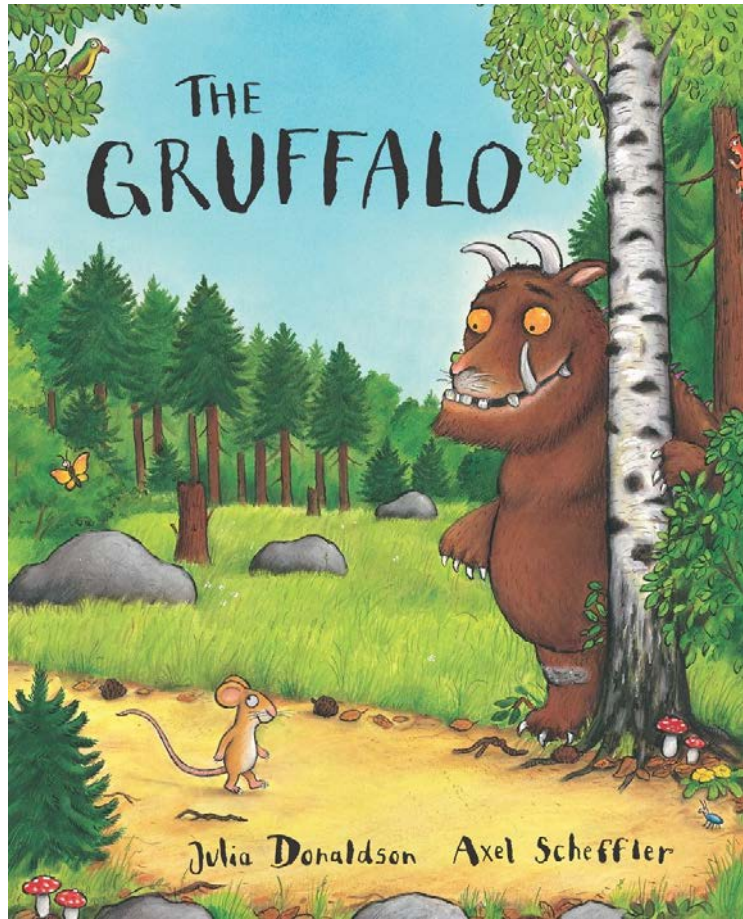
# Children's book Design: Know your audience


- Knowing what age range your book is aimed at is **SO** important when creating a children's book.
- The illustrations underneath from 'A Monster Calls' written by Patrick Ness and illustrated by Jim Kay would be too scary for a younger child. The book is however aimed at an older age range and still uses a monster to represent worry.





# Inspirational children's books



Detailed creatures and environments help bring a story to life. 



# ALICE IN WONDERLAND

Alice's Adventures in Wonderland is an 1865 novel written by English author Lewis Carroll. The detailed illustrations to the right were created by Sir John Tenniel.





# How to create a children's book.

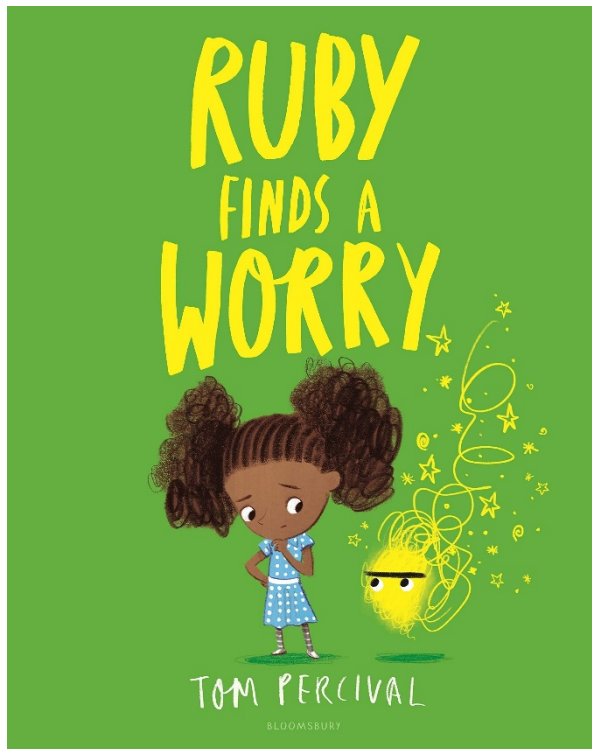
1. Choose your age range. This should have an impact on the style of illustration and also the style of the writing. EG 4 to 5 years old / 7-10/ 10- 13
2. Think about the message you want to communicate and teach using your story.
3. Create a mind map of different characters that could be in your story.
4. Make a bullet point list of everything that could happen in your story.
5. Design some of the locations. Think about some of the locations and environments your character will exist in.
6. Create a set of Storyboards showing the key events (refer to activity 4)



# Age Range

- Choose your age range. This should have an impact on the style of illustration and also the style of the writing.

EG 4 to 5 years old → 7-10 Years old → 10- 13 Years old





# What is the Message?

- Think about the message you want to communicate and teach using your story.
- Friendship
- Sharing & kindness
- Diversity and discrimination
- Community
- Dealing with worries & stress
- Moving house
- Making new friends
- Dealing with a bully



# Character Design

Create a mind map of different characters that could be in your story.

Use different shapes (circles, squares and triangles to get different face and body shapes).





# Story Arc

Make a bullet point list of everything that could happen in your story.

Here is an example story arc:

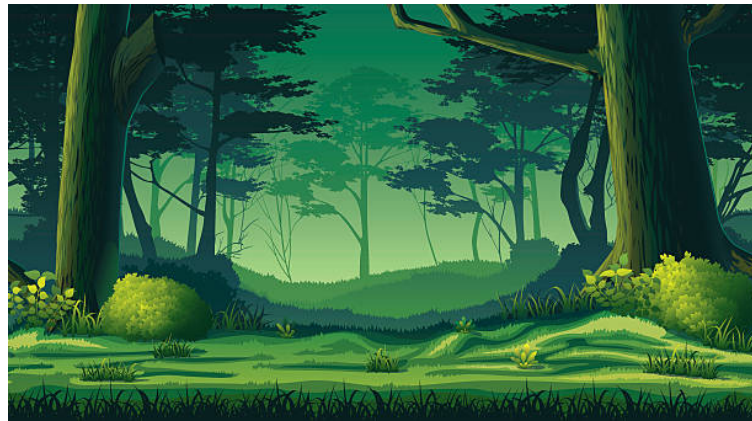
- **SET UP:** Child is moving house to a new country
- They are worried about the new school (imagining it's a scary haunted castle with new scary teachers)
- Child makes a drawing of one of the monsters
- Child arrives at new school
- Meets nice supportive teachers and makes new friends
- **RESOLUTION:** Finishes the story by showing the monster drawing to the teacher





# Environments/ Background research

- Think about some of the locations and environments your character will exist in.
- You could find some reference images online of environments to help you with your drawings in step 6.





# Storyboard Plans

Create a set of Storyboards showing the key events (refer to activity 4).

Storyboards can be drawn at any size, but usually they are drawn fairly small (8cm wide, 5 cm high). This way you can fit a number of storyboards on each page.

**Slide 12 contains a printable template, or you could draw your own using a ruler and pencil.**

Storyboards help us plan our story sequence.

These are often quick drawings done in pencil or ink.

They don't need to be perfect as they are a guide for the final illustrations





**Scene:**

**Scene:**

**Scene:**

**Scene:**

**Scene:**

**Scene:**





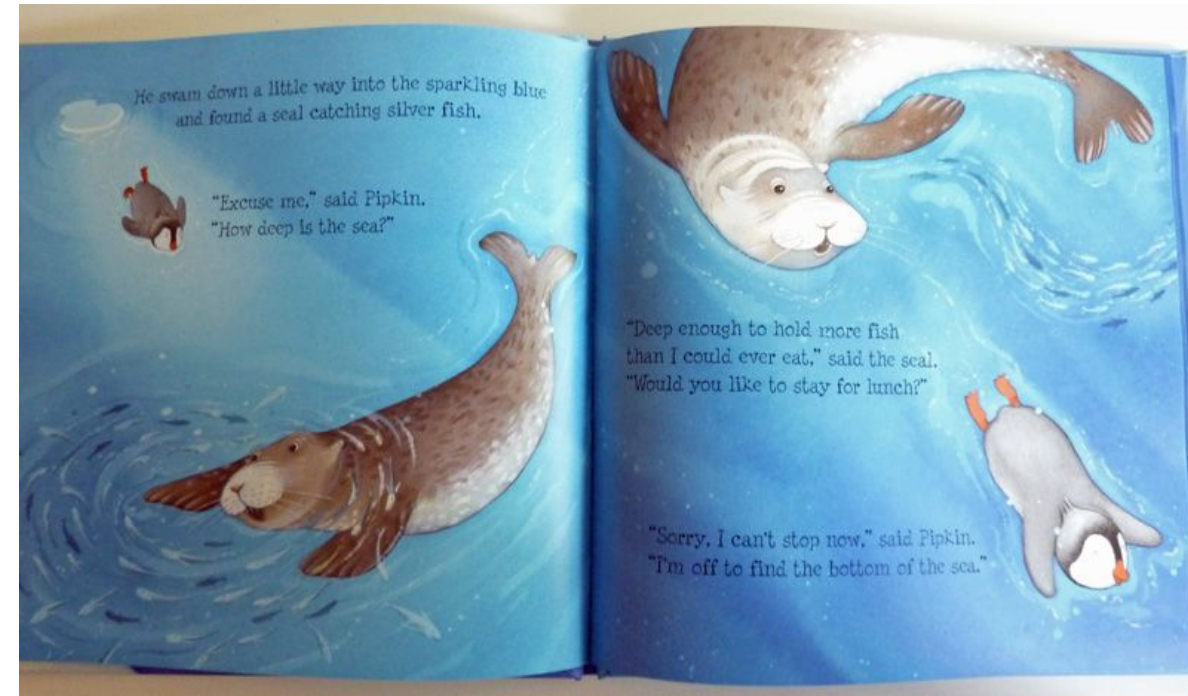
# Extension Activity: Final Illustration/ Front Cover

Once you have your storyboard you could develop illustrations for some of your favourite scenes or a front cover to your book.

Remember that the illustrations should leave some space that the text could be added over the top (See the double page spread to the right)

## Drawing Advice:

1. Start with a pencil outline on an **A4 piece of paper**.
2. When you are happy with the placement of your characters start to work in with details
3. Finally add colour!





# Well done!

- You now have all the skills necessary to design any number of children's books!
- If you are really happy with your illustrations you could scan or photograph them and add some text to your pages in Microsoft PowerPoint to see how they might look as a finished book.

