**Creating Your Own Biography or Memoir Assignment**

*The purpose of this assignment is to create your own biography in graphic novel form, telling the story of at least one life-changing experience from your life.*

To do this successfully, you will need to:

1. **Your biographies or memoir – state 3-5 important events about you.** These can include:
   1. Facts about you (eg. birth story, family or friends life, school, place your were born and brought up, etc.)
   2. Experiences from your life (eg. significant events, major achievements, important people who have influenced you)
   3. Life or perspective changing events (eg. trips, accidents, near death experiences, etc.)
2. Choose one experience or event from your biography above, and give **details of the story**.

|  |
| --- |
|  |

1. **Illustrate your biography or memoir** using any medium you feel comfortable with, your biography should have a minimum of 10 panels, and include at least 3 basic facts and 1 detailed story of an important event or experience from your life.

**Some mediums you can use are:**

* drawing by hand,
* Comic Life (available on Macs),
* Storybird.ca,
* Bitstrips4schools.ca,
* Goanimate4schools,
* or anything else you choose, please let Sheridan or Farah know BEFORE you start. Thanks.

Remember to use the graphic novel storytelling elements we have explored so far in illustrating your biography or memoir. Storytelling elements include:

* Moment to Moment • Action to Action
* Scene to Scene • Aspect to Aspect
* Subject to Subject • Non-Sequitur

1. Self-reflection – Explain why the event you chose was significant or important in changing your life. Your reflection should be minimum ½ page.

|  |  |
| --- | --- |
| Assessment Rubric – Creating your own Biography Assignment /40 | |
| Communication /10 | - uses graphic novel medium for biography (any of the mediums listed) |
| Knowledge /10 | - demonstrates understanding of biographies or memoirs (includes basic facts, life changing experiences, important events) |
| Thinking /10 | - self-reflection (explains why the event chosen impacted or influenced their life) |
| Application /10 | - uses graphic novel elements and storytelling techniques |

Learning Goals:

Success Criteria:

Success Criteria: