



Wordless Picture/Photo Book



Ready to have some fun with TGR Foundation's Design Challenges?! In this week's challenge families will use a simple design process to create a wordless picture or photo book. This family-friendly activity will unlock your creativity to imagine, plan, create and share. Look around your house or even outside for inspiration that can be used to design your book.

Imagine

Have you seen a wordless picture or photo book? These are books where a story is told through images, likes illustrations and photos. Examples include:

Roundtrip by Ann Jonas, Tuesday by David Wiesner, Pancakes for Breakfast by Tommie DePaolo, The Snowman by Raymond Brigg.

Look at a picture book and do not read the words. See if you can come up with a story based on what you see in the pictures. Think about your own experiences and what images come to mind. Make a list of ideas you have for a wordless picture or photo book.

Things to Consider:

- Do you want a thematic book such as an alphabet or counting book or do you want a book that tells a story?
- Do you want a book that reflects an experience you have had?
- Where will your story take place?
- Who are your characters?

Reflection Questions:

In the picture book(s) that you read, how was the story you came up with different than the actual story?

Why do you think an author would create a book without words?

Pla

Time to plan out your story. Begin by selecting a theme.

When planning out the story, make sure you:

- Write ideas for a storyline. What is the sequence of events?
- Write ideas for images that represent the different events.

Things to Consider:

- How does your book begin?
- What happens in the middle?
- Is there a problem that will be faced? What is it?
- How does your story end? How was the problem solved?

Reflection Questions:

Explain the process you took in planning your book.

Did your story change from your original idea? If so, in what ways did it change?

Create

Now it's time to create your pictures. Based on the storyline that you planned, draw or photograph images that represent your story's theme or sequence of events.

Things to Consider:

- Do you want to draw your pictures or use a device to take pictures?
- Will you draw/photograph your images in order of sequence of events or will you go out of order?
- If you drew your pictures, what type of art supplies will you use: pencil, crayons, colored pencils, paint?

Reflection Questions:

Is creating a pictures-only book harder than writing a book? Why or why not?"

What did you learn about the process of developing images for your story?

DAY 4

Put it all Together

It is time to combine the pictures into a wordless picture or photo book.

You can use an app, computer-based platform or paper to create your masterpiece.

Things to Consider:

- Based on your choice of drawing or photographing images, what platform will be easiest to use?
- If you took photographs, what app or software tool will you use: Little Story Creator, Story Creator, StoryJumper, PowerPoint or Google Slides?

*StoryJumper is a website that can be used to both draw and/or upload photographs to create a story

Reflection Questions:

Did you change the sequence of any of your pictures? If so why?

What are your thoughts on creating a story based on pictures only?

Share

Now it is time for you to share your story with family members. Have different members of your family "read" your story to you.

DAY 5

Things to Consider:

- Spend some time with each family member separately to have them "read" the story to
- Will you give any background information to your family members before they "read" your book?
- Will it be harder or easier for your family to "read" your wordless picture/photo book than other books with words?

Reflection Questions:

Did everyone who read your book have the same story? Why or why not?

What was similar in all of the stories you heard? What was different?

Overall Design Reflection Questions:

- What were some interesting discoveries you made while working on the Design Challenge?
 - About the problems? About yourself?
- What were some of the difficulties of the Design Challenge?
 - What made them difficult?
- What were some learning moments?
 - What made them so?
- How can you use what you have learned in the future?

Quote:

Explain the quote listed in your own words, and then describe how it applies to the design challenge.

"One picture is worth ten thousand words."

- Chinese Proverb