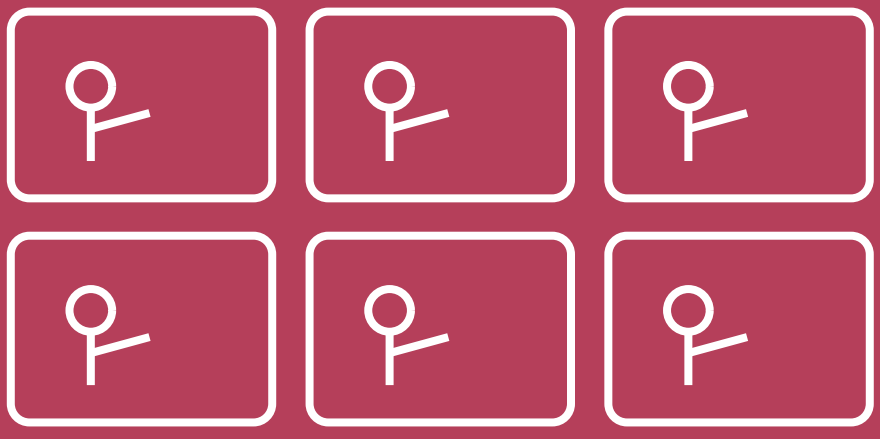
BOOKCHOWK / PRACTICAL MINI BOOKS

The Six-Panel Comic Workshop

Plan, draw and revise a tiny visual story with simple shapes



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10 focused pages + editable companion | 5 November 2026

One useful result

Plan, draw and revise a tiny visual story with simple shapes. Work through one lesson at a time, then use the three printable worksheets on a real, low-stakes situation.

Your route through this mini book

1. Choose one visible problem

2. Give each panel one job

3. Let pictures carry some information

4. Test the story without explaining it

Read the lesson, compare the worked example and complete the action. Pages 7-9 are writing sheets; page 10 helps you review the result. The editable Markdown companion contains the same prompts for reuse in a notes app.

For personal learning and practice. Examples are fictional; adapt the worksheets to your situation.

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Choose one visible problem

A six-panel comic needs a small problem the reader can recognise quickly. Choose a character, a goal and an obstacle that can be shown through action. A missing umbrella or a stubborn kite is easier to draw than a long history of rivalry. Simple stick figures are enough if their actions are clear. Write the ending before filling all six boxes so the story has somewhere to go.

Worked example

A child wants to keep a picnic dry, but the umbrella will not open. The ending is a shared shelter made with a friend’s large hat. The problem and solution can both be seen.

Try it now

Write a character, a visible goal, an obstacle and an ending in four short phrases. Keep the action in one place.

NOTICE → CHOOSE → TRY → REVIEW