

THE JEKYLL ISLAND — CHRONICLES —

BLACKLINE MASTERS SUPPLEMENT – VOL. 3

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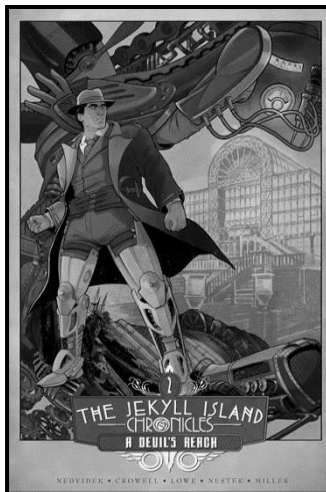
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First Printing: 2022

Glen Downey Publishing
2406 Ennerdale Rd.
Oakville, ON, L6H 6N5
www.comicsineducation.com



The Jekyll Island Chronicles, Volume 1: A Machine Age War, written by Steve Nedvidek, Ed Crowell, and Jack Lowe, Illustrated by J. Moses Nester. ISBN 978-1-60309-388-0. Price: \$19.99.

The Jekyll Island Chronicles, Volume 2: A Devil's Reach, written by Steve Nedvidek, Ed Crowell, and Jack Lowe, Illustrated by J. Moses Nester. ISBN 978-1-60309-426-9. Price: \$19.99.

The Jekyll Island Chronicles, Volume 3: A Last Call, written by Steve Nedvidek, Ed Crowell, and Jack Lowe, Illustrated by Prentis Rollins. ISBN 978-1-60309-493-1. Price: \$19.99.

Published by Top Shelf Productions, an imprint of IDW Publishing. Distributed by Penguin Random House.

Using *The Jekyll Island Chronicles* Blackline Masters



This collection of Blackline Masters is for use with *The Jekyll Island Chronicles #3: A Guide for Teachers and Librarians*. These sheets are designed for the various activities in the book, and teachers and librarians should feel free to reproduce them for use in the classroom.

One of the strengths of studying a visual narrative is that it encourages students to see the power of words and images working in combination. Blackline masters are therefore ideally suited as a teaching tool since they, too, involve students seeing how organizing words and images visually can help to facilitate their learning. Blackline masters also serve as an organized framework for brainstorming, clustering, and sketchnoting, three exceptionally important activities in helping to develop twenty-first century learners.

Teachers are encouraged to tailor these blackline masters to suit their own purposes and even to develop their own based on their students' needs. If in using this supplement you have a suggestion about additional blackline masters you'd like to see in connection with your teaching of *The Jekyll Island Chronicles: A Last Call*, be sure to contact me with your ideas. Ultimately, we want the resources we've developed to be as useful to K-12 educators and their students as possible.

Wishing you many enjoyable hours with this resource,

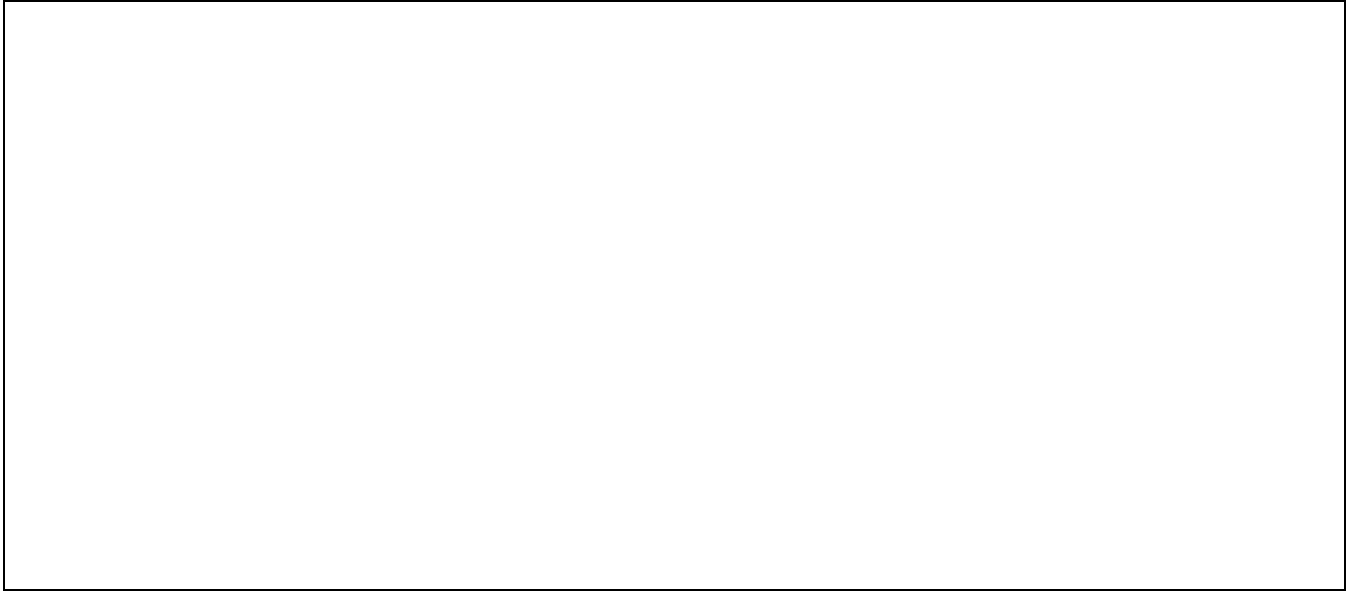
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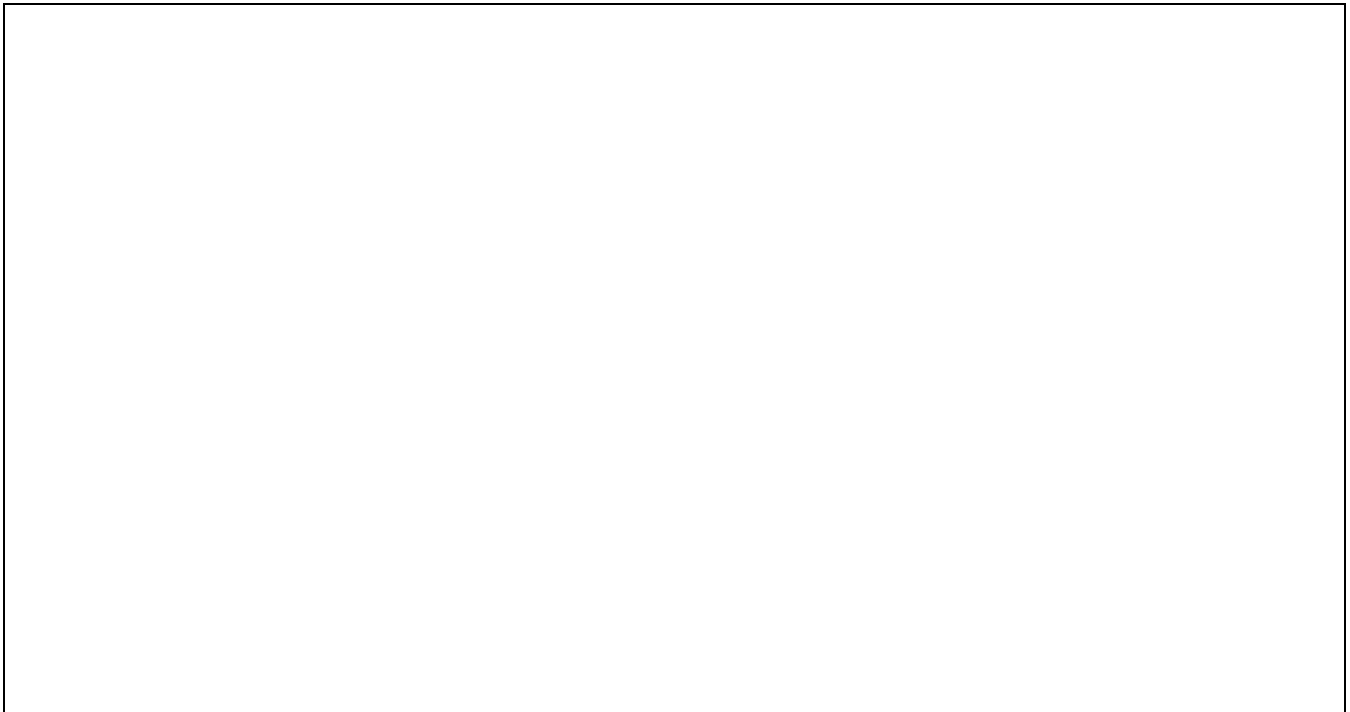
ACTIVITY 1 – WHAT HAPPENED?

Answer the following questions in preparation for the two-page graphic story activity

- Q. What is happening to Gabriella Antolini the last time we see her in Book 2? Where is she headed, and how long might it take her to arrive at that destination?



- Q. How long has it been in terms of the story between her departure on the airship in *A Devil's Reach* and her appearance at Harding's campaign rally in *A Last Call*?



Q. What might explain how she got out of the predicament she was in at the end of Book 2?
Would an historical investigation of the real-life Antolini help in this regard?

Q. What is a good strategy in terms of laying out your graphic story (or "interlude") to engage the reader but also be consistent with what we learn in both Books 2 and 3?

Once you have answered these questions, you can begin constructing your two-page story. You should summarize what will happen in your story in exactly two sentences. Each of these sentences will then form one page of the story you write.

Two-sentence summary

OUTLINING YOUR PANELS

Once you have answered the questions above and constructed your summary, you will then want to outline what happens in your individual panels. Please use the following pages provided to outline your story.

PANEL 1

Description:

Character:	Dialogue

PANEL 2

Description:

Character:	Dialogue

PANEL 3

Description:

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Character:	Dialogue

PANEL 4

Description:

--

Character:	Dialogue

PANEL 5

Description:

--

Character:	Dialogue

PANEL 6

Description:

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Character:	Dialogue

PANEL 7

Description:

Character:	Dialogue

PANEL 8

Description:

Character:	Dialogue

PANEL 9

Description:

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Character:	Dialogue

PANEL 10

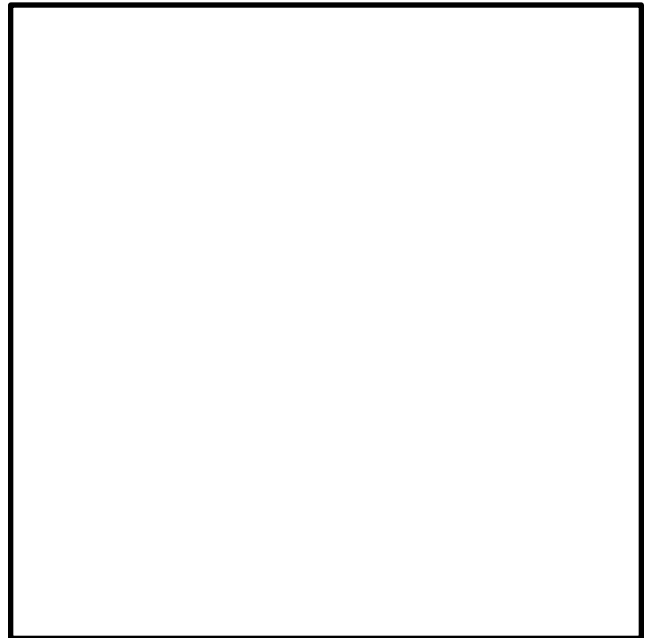
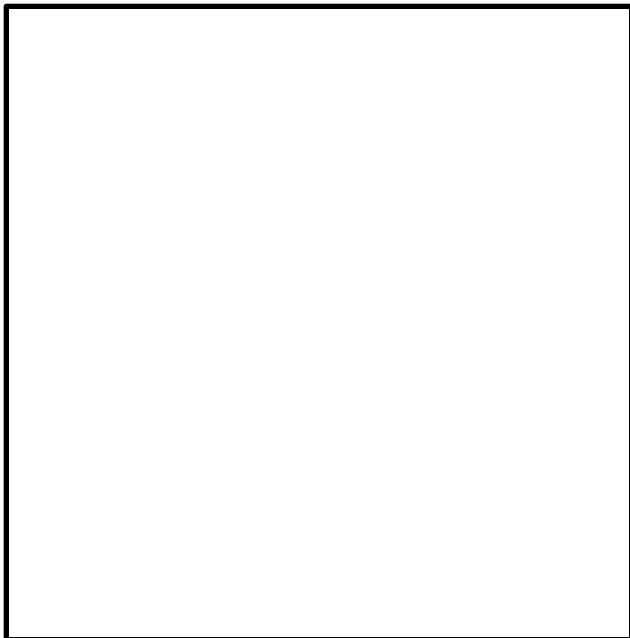
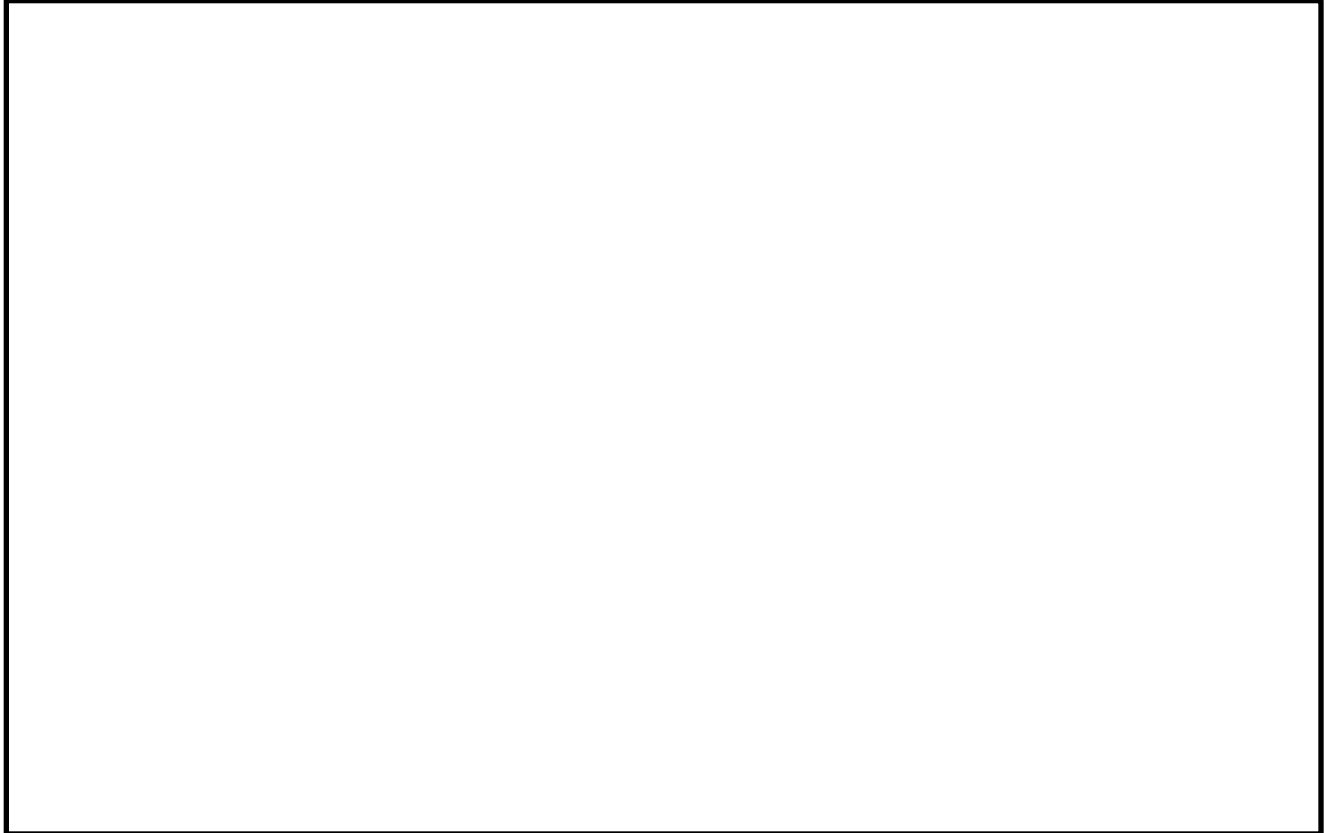
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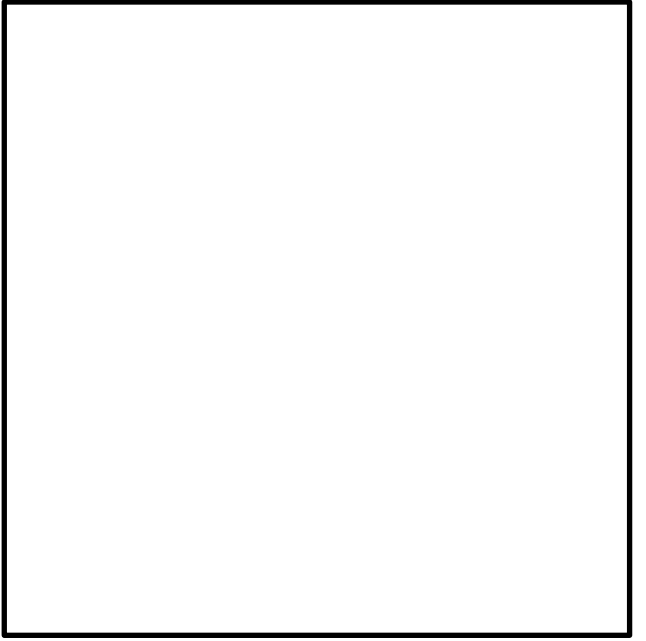
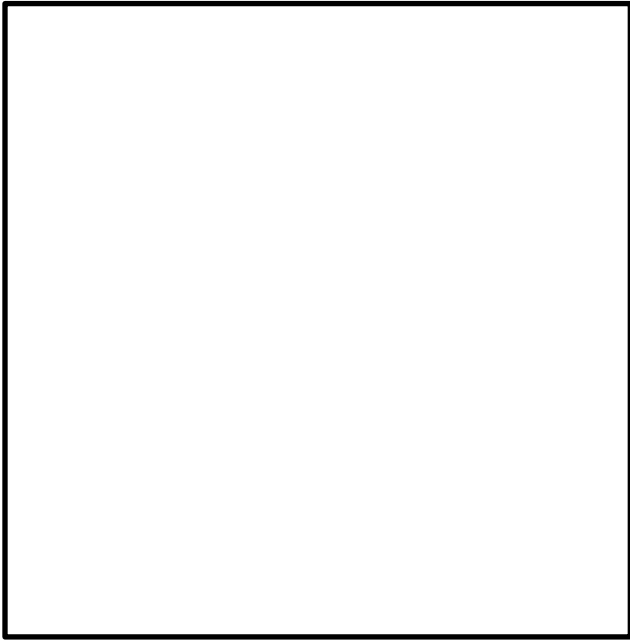
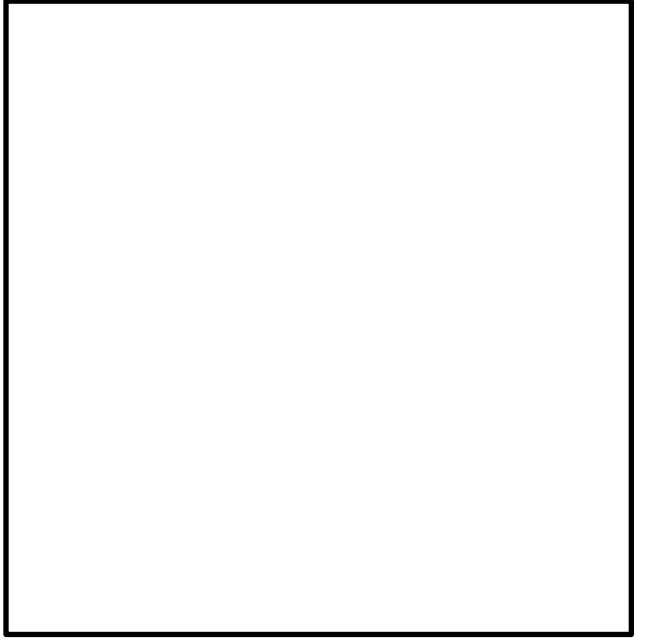
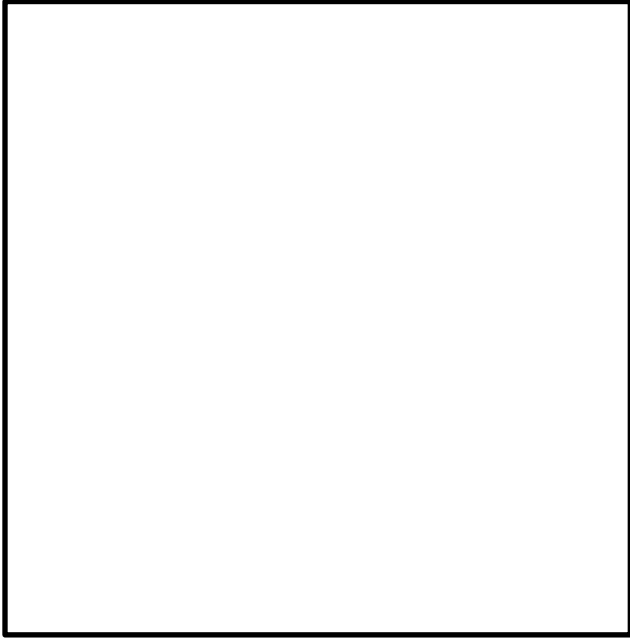
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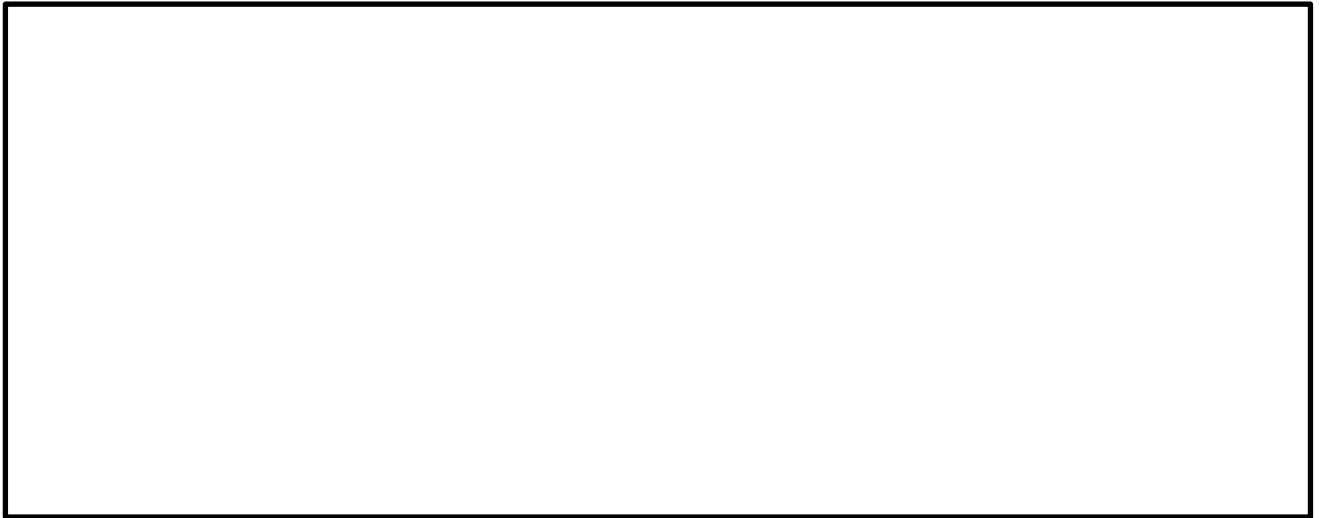
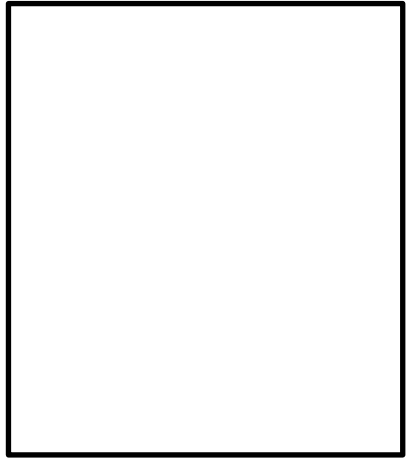
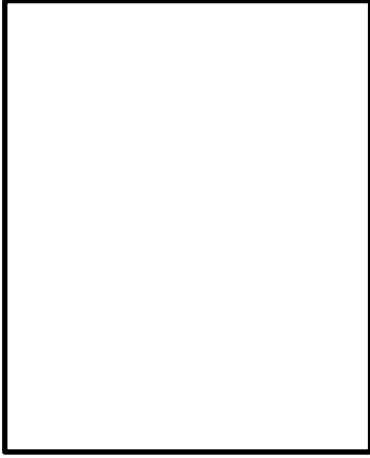
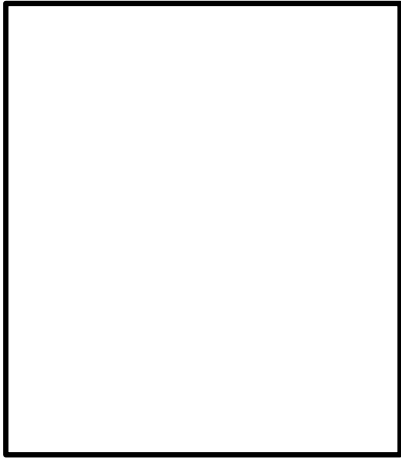
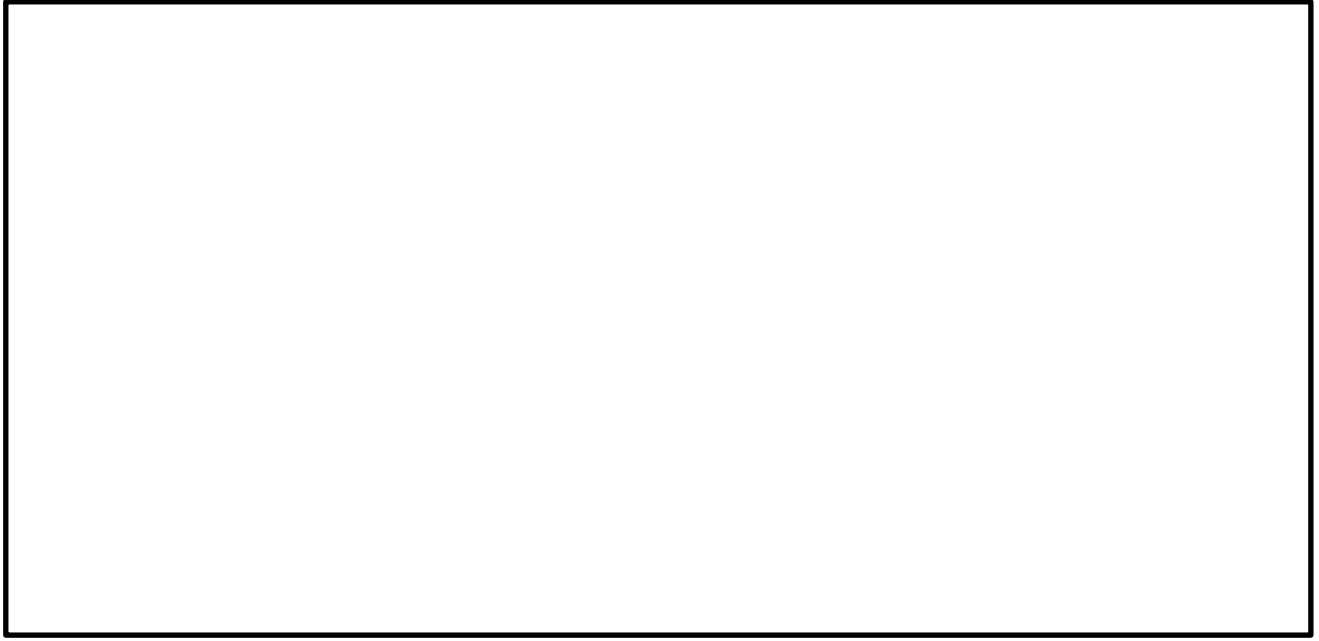
Character:	Dialogue

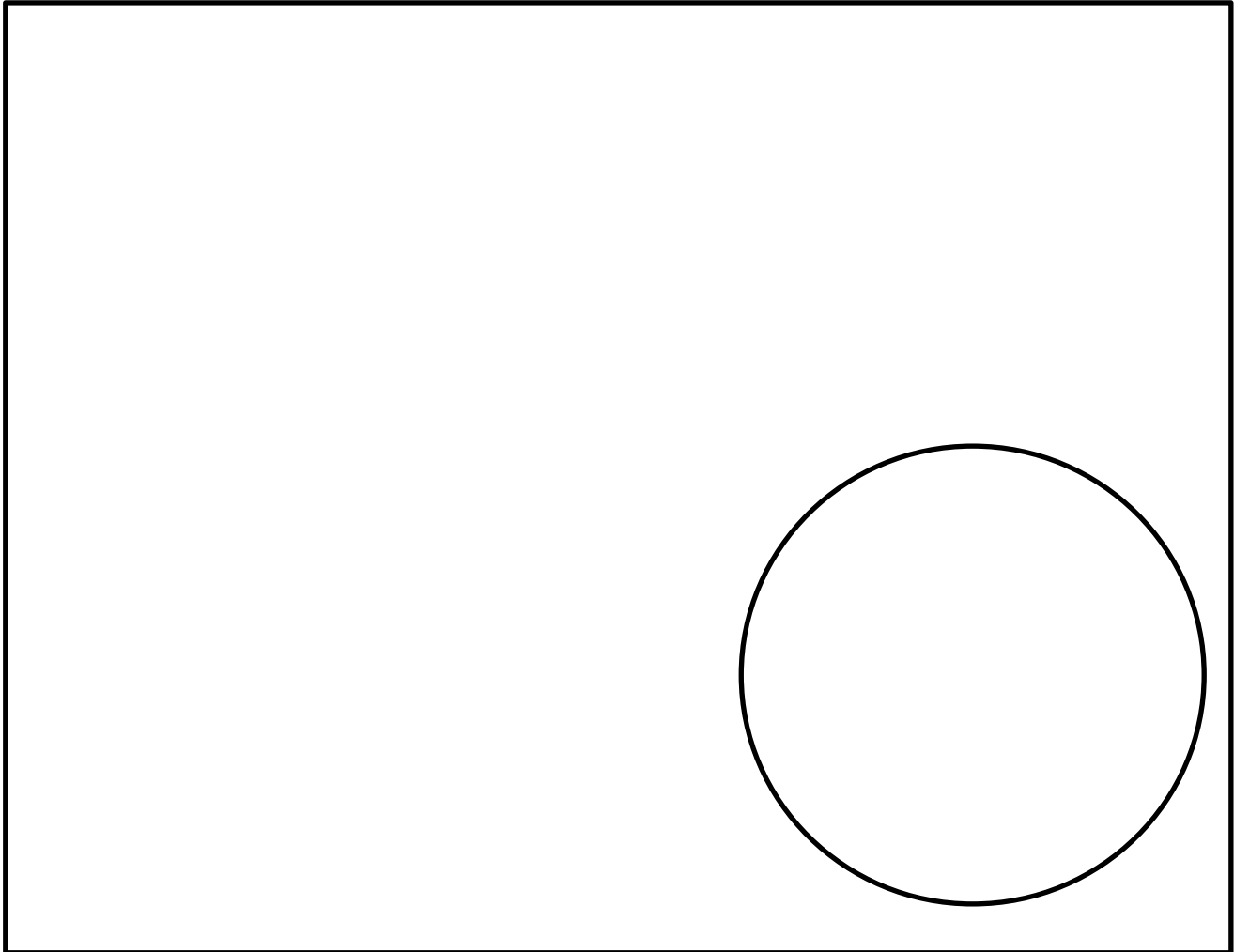
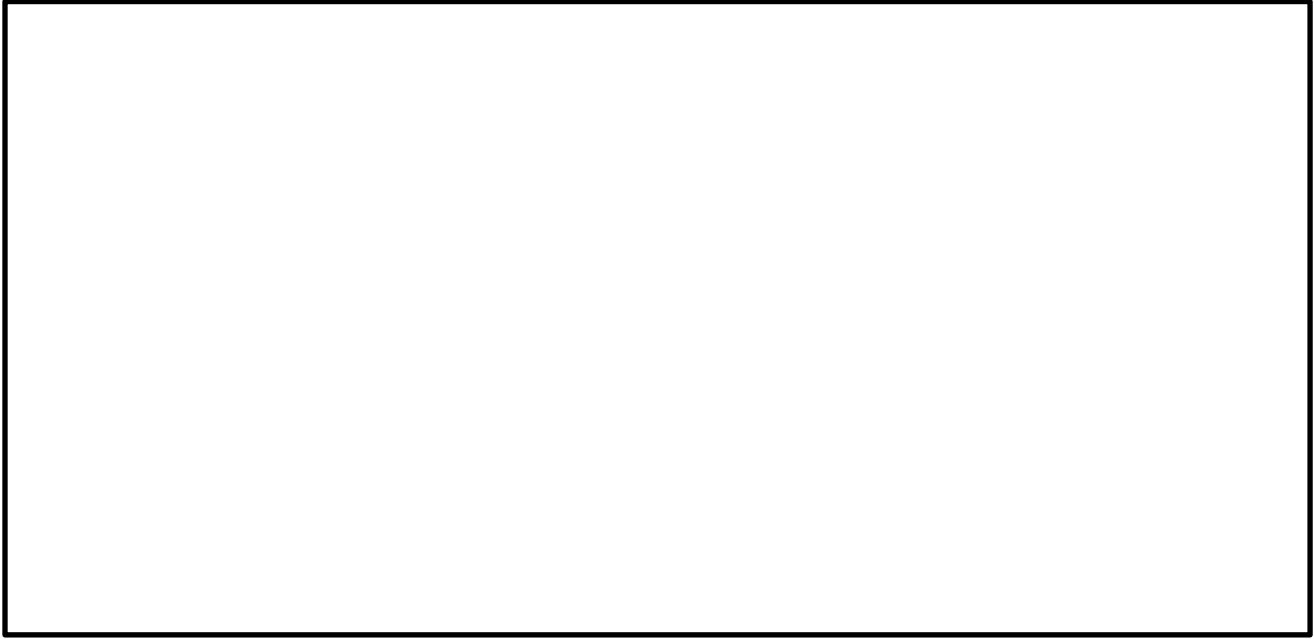
BLACKLINE MASTER COMICS PAGES

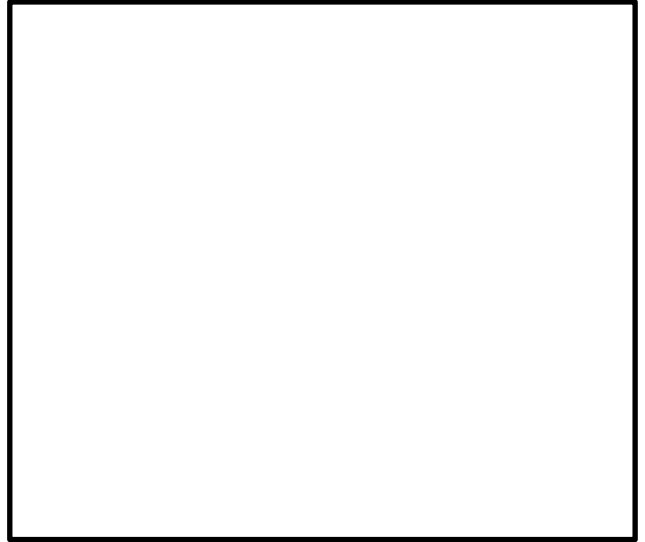
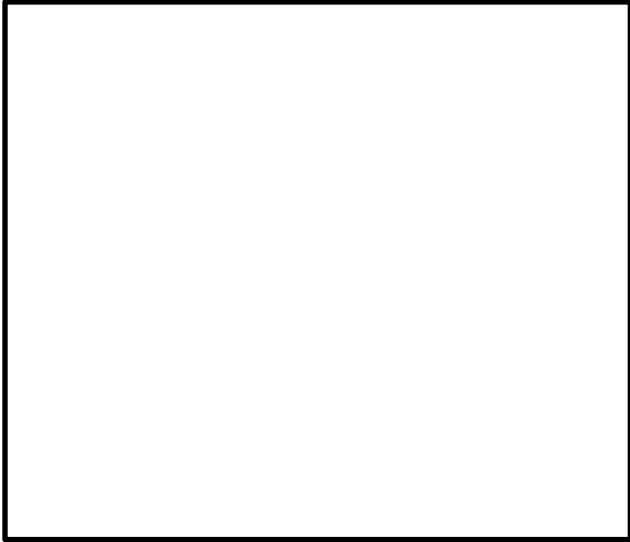
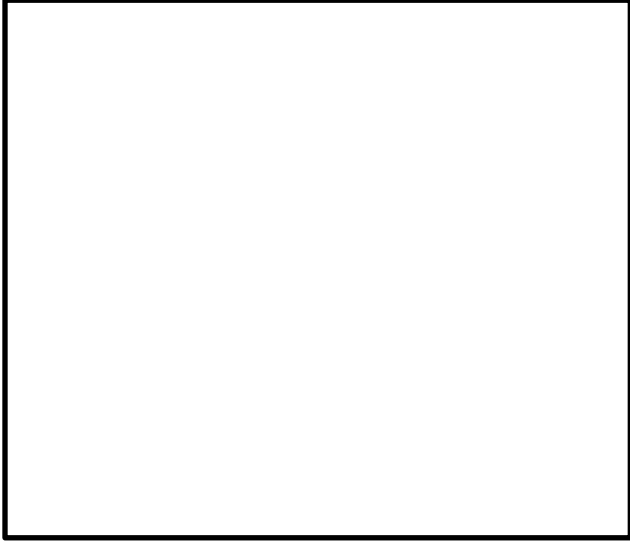
Here are some preset pages that you might want to use for your activity.

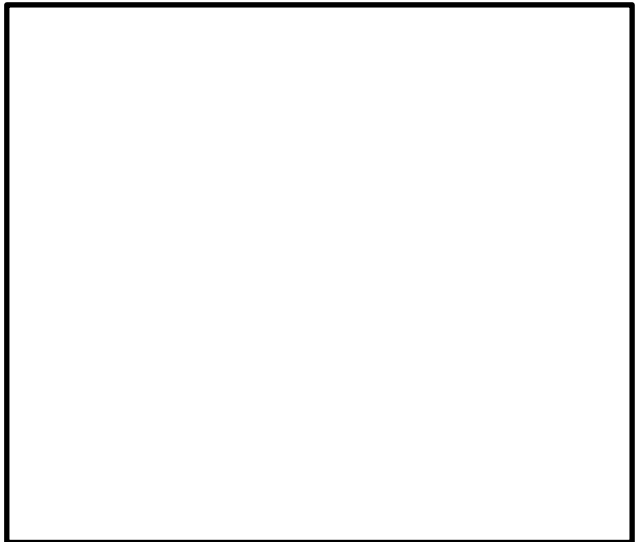
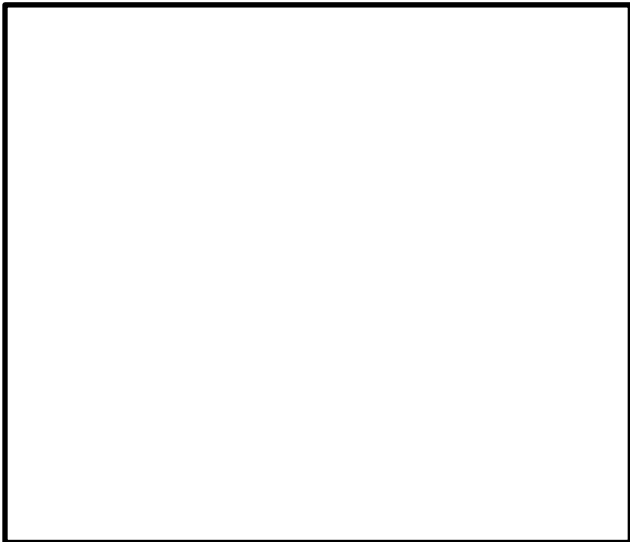
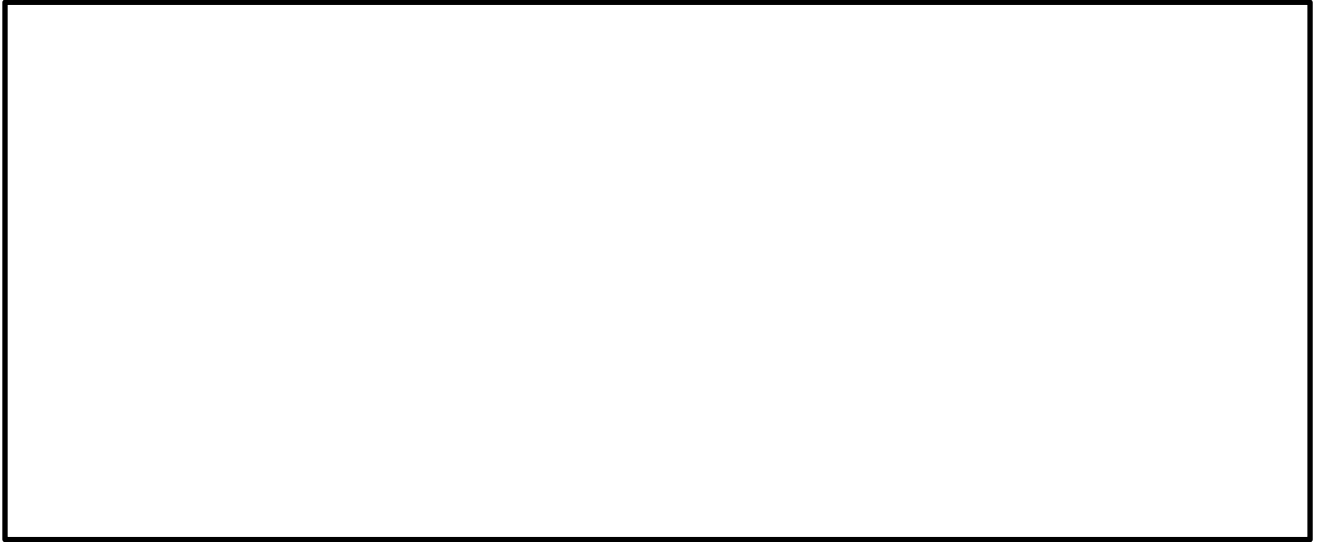
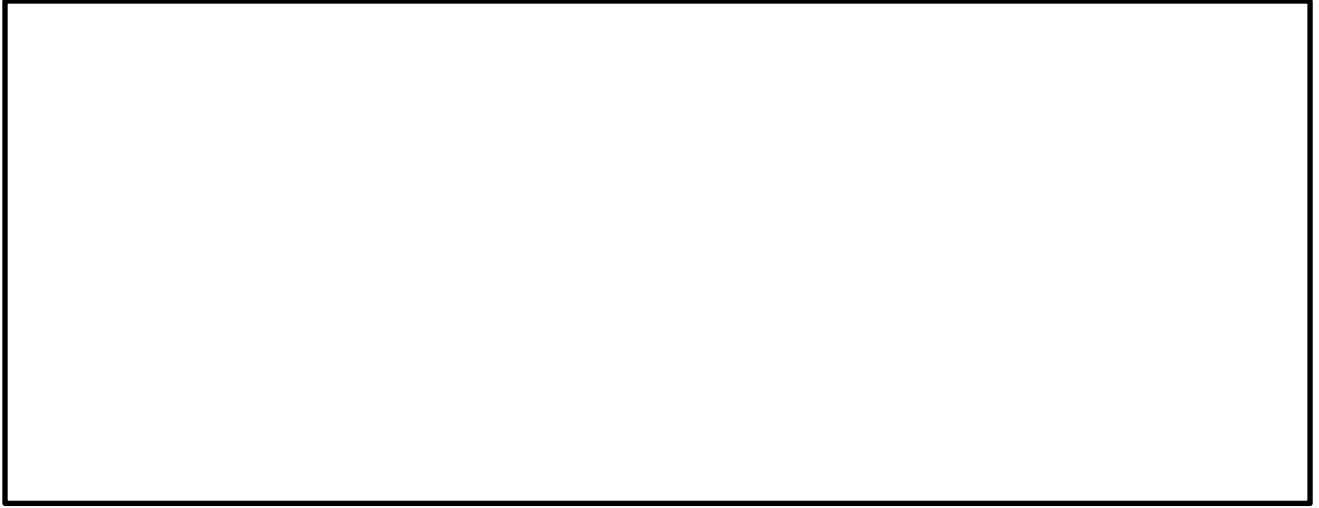












ACTIVITY 2 – WEIRD SCIENCE

There is lots of weird science going on in *A Last Call*. The following pages will help you prepare for your presentation activity.

Q. What are three scenes in the graphic novel that feature science in a way that you might be interested in exploring?

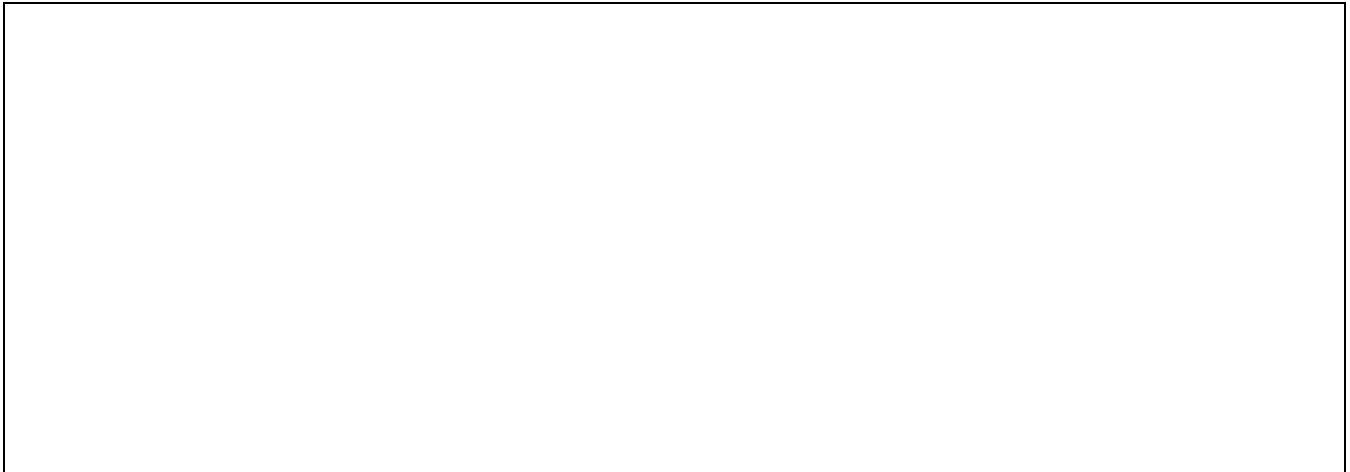
Page Number of Scene	Brief Description of the Science

Q. If you had to choose one of these scenes and focus on the science of it in a presentation, which scene would you choose and why?

PRESENTATION OUTLINE

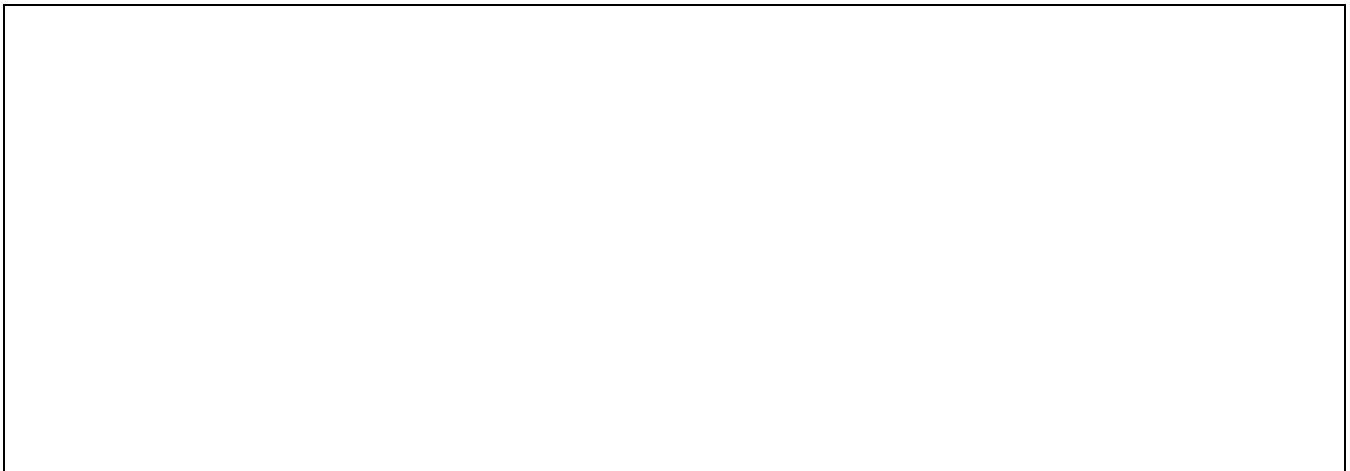
Use the following to “sketch out” your presentation. Sometimes, doing a quick sketch of your ideas for a presentation can make the process of creating it a lot easier. Think about what you might want to say on each slide and how you might want to organize the visual components. Good luck!

SLIDE 1



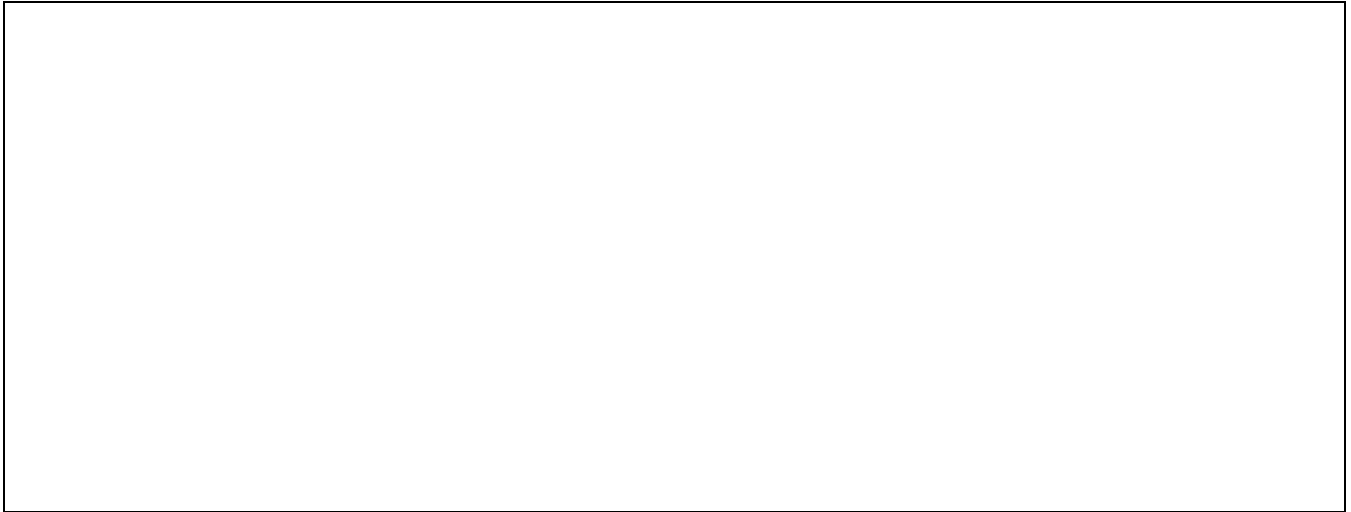
DESCRIPTION

SLIDE 2



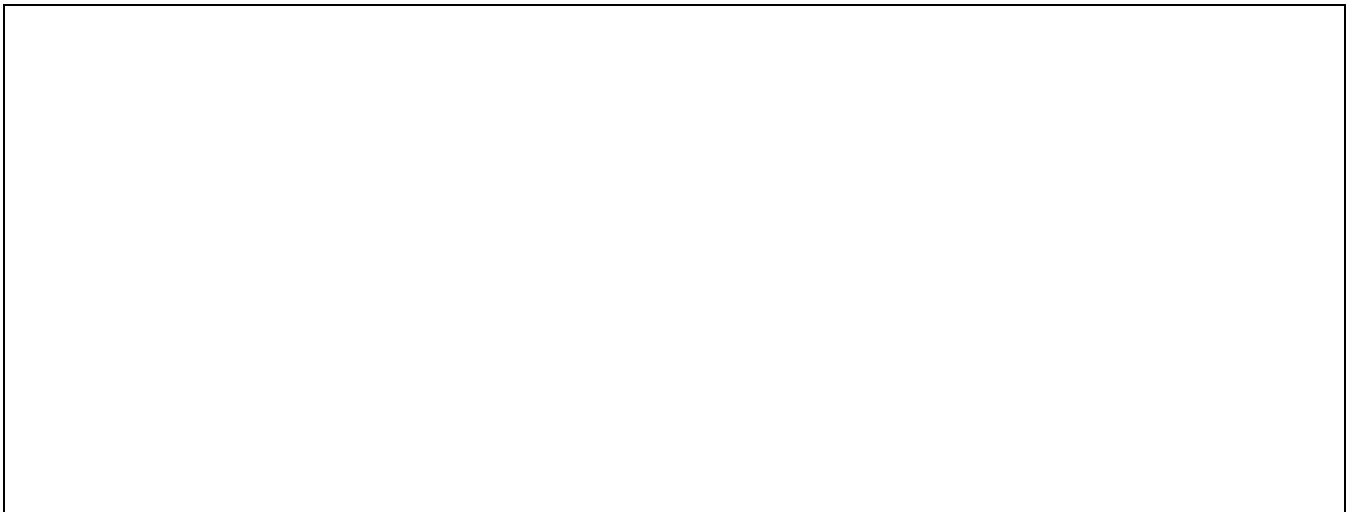
DESCRIPTION

SLIDE 3



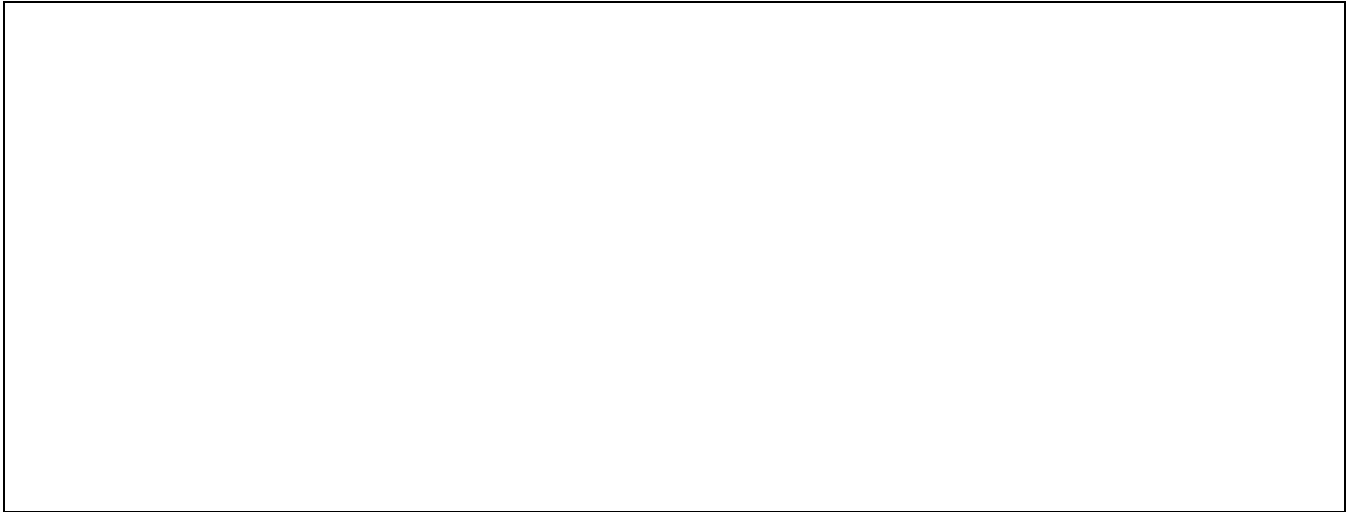
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SLIDE 4



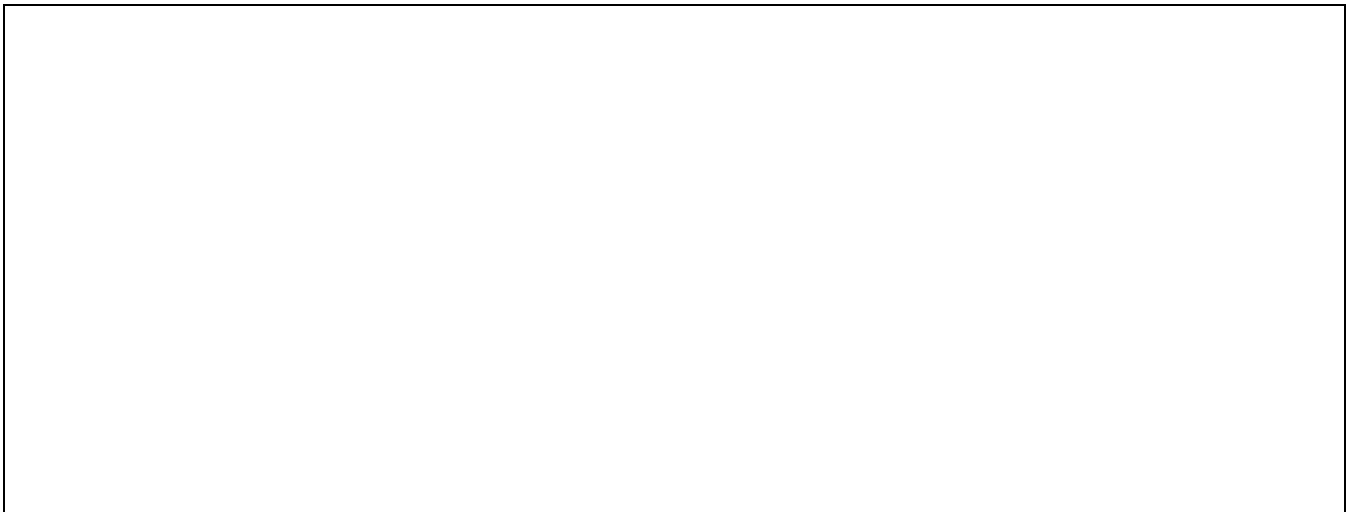
DESCRIPTION

SLIDE 5



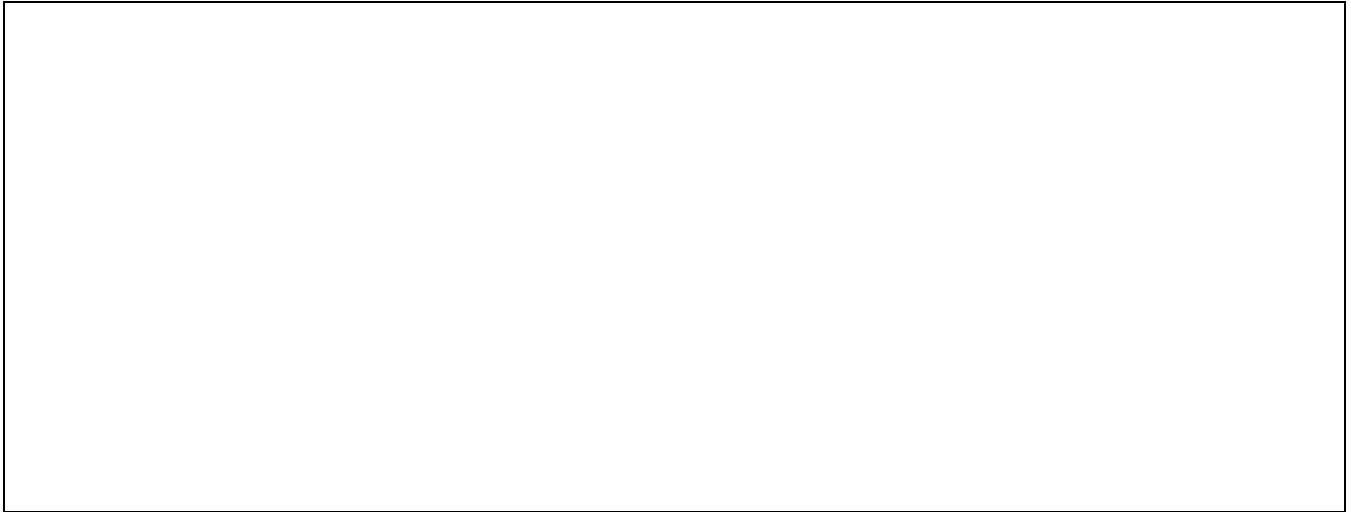
DESCRIPTION

SLIDE 6



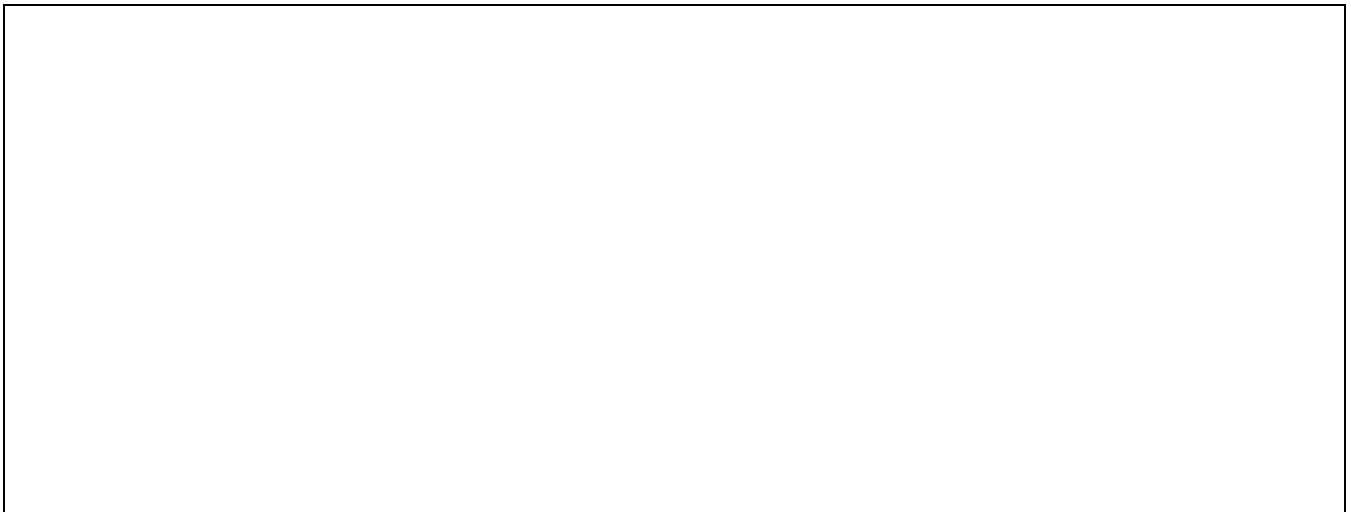
DESCRIPTION

SLIDE 7



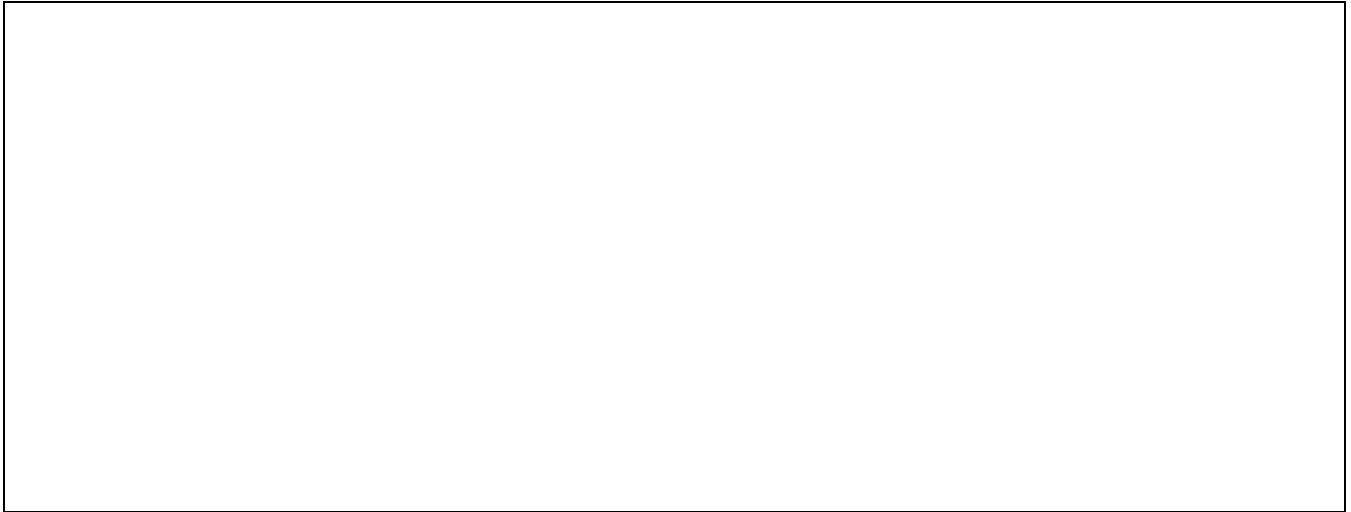
DESCRIPTION

SLIDE 8



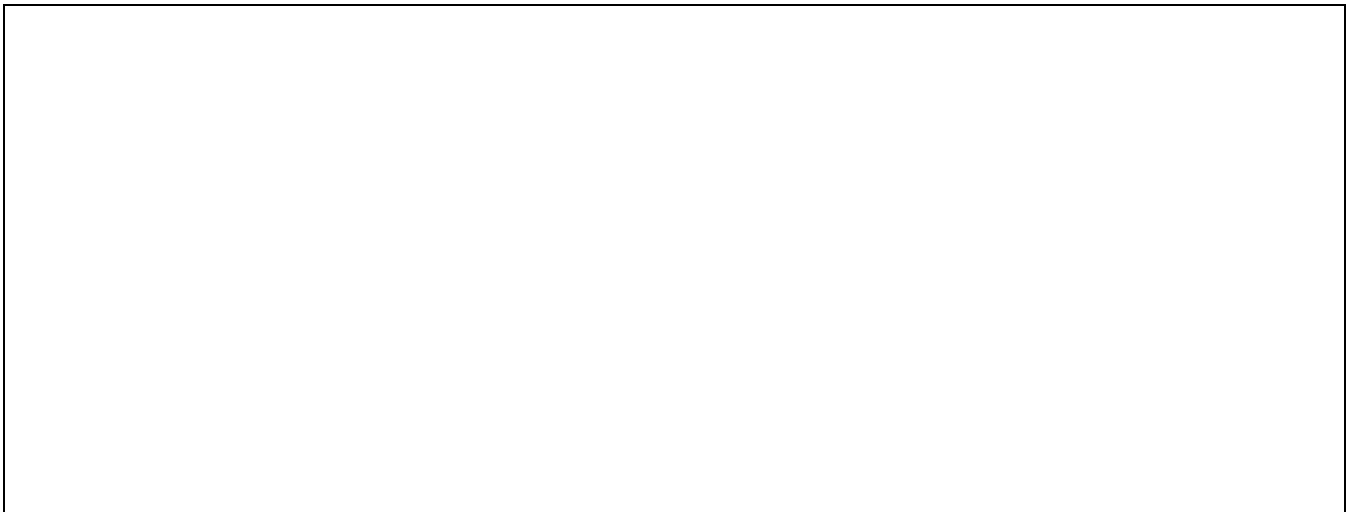
DESCRIPTION

SLIDE 9



DESCRIPTION

SLIDE 10



DESCRIPTION

ACTIVITY 3 – COLLECTOR CARDS

As you know, collectible cards are very popular and have been so for decades. The following pages will help you prepare to create a card of your own!



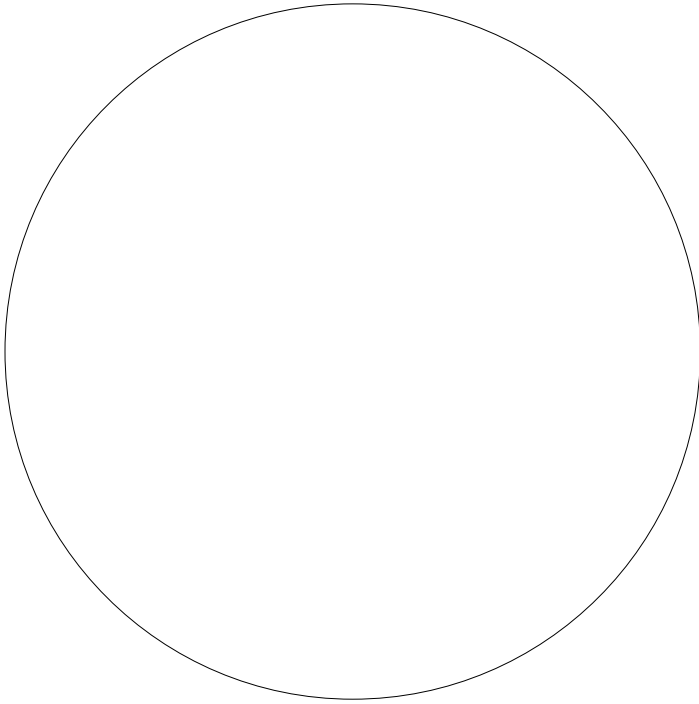
Here are some questions to ask yourself before you create your card.

Q. What character are you most interested in creating a card for?

Q. Why are you interested in this character?

Q. What information do you think someone needs to get from this card? Why?

JEKYLL ISLAND COLLECTOR CARD



NAME:
NATIONALITY:
HEIGHT:
WEIGHT:

PHYSICAL DESCRIPTION	
SPECIAL ABILITIES	
IMPORTANCE IN THE STORY	
MOST MEMORABLE QUOTE	

THREE MOST IMPORTANT FACTS ABOUT THE CHARACTER
→
→
→

WANT TO DESIGN YOUR OWN CARD INSTEAD?

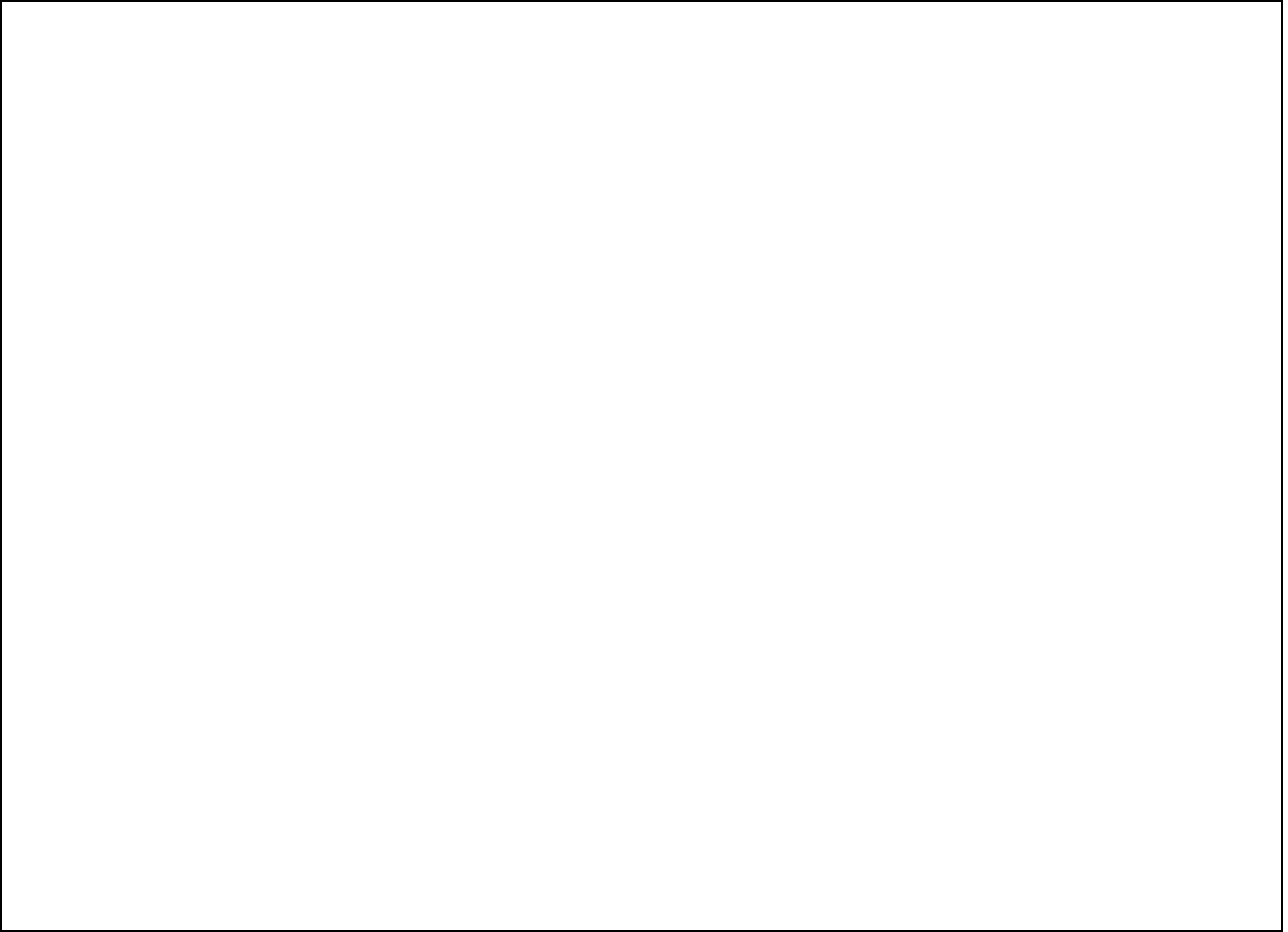
Think about how you might want your own collector card to look. Then, create a quick sketch of it in the box below. Finally provide some additional details in the lined notes section that explains the final look of your actual card.



NOTES:

REFLECTION

Q. If you could make your collector card part of a set of cards that would form a game, what kind of card game would you make from them? Use the box below to write, draw, scribble down or sketch out some of your ideas. Then, use the lines at the bottom of the page to talk about some of these ideas you've come up with.



ACTIVITY 4 – JEKYLL ISLAND CARTOGRAPHY

In this activity, you will create a sketchnote of Jekyll Island, using words, symbols, and illustrations to showcase your knowledge of the primary setting of *A Last Call*.

Here are the steps I want you to take:

1. Go carefully through Book 3 and find the scenes that take place on Jekyll Island. Develop a sense not only of the locations themselves but what happens at them. Are there any scenes or locations that you are uncertain about? If so, make a note of them here:

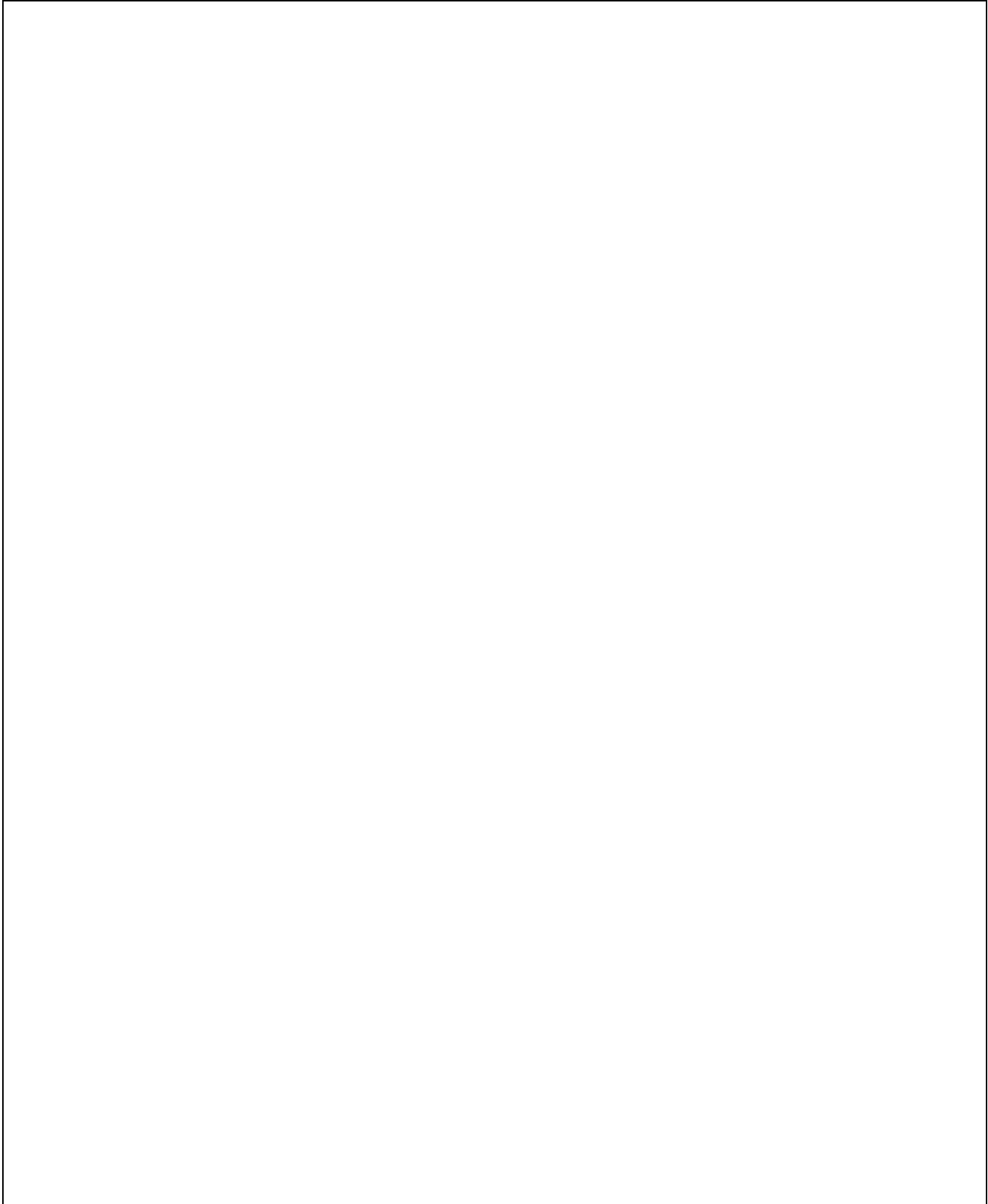
2. Go online to find any maps that exist of the island, including those from the time period in which the book is set. On what website or websites do you find good information that helps you understand what Jekyll Island looks like in the novel?

3. Decide on the scope and scale of the map. Will you attempt to show the entire island or only what you consider to be its most important locations?

4. Consider what you'd like your sketchnote map to look like. Do you want it to be a very close approximation to a traditional map with just additional notes connecting the places on the map to the events of the story? Are you hoping it will be altogether different?

5. Choose an approach to the map in terms of the relative distribution of words and images. Are you planning something that is very image-heavy or text-heavy or a combination of both?

SKETCHNOTE



ACTIVITY 5 – CONCEPTUALIZING JEKYLL ISLAND 4

Here's your chance to imagine what might happen in a fourth book! You can consider such things as how much time might pass between books 3 and 4, what new evil will arise, and what Peter, Helen, and Solomon might do in order to combat it.

Q. Which of characters, both good and evil, are alive at the end of the story?

Q. Where are each of these characters headed?

Q. Which ones are most likely to come back if there is a fight? Why?



Q. What is your idea for Book 4? If you had to summarize what happens in your story in three sentences, what would you say?

Q. For each of your sentences above, come up with three details or plot points to flesh it out.

SENTENCE 1

PLOT POINT 1

PLOT POINT 2

PLOT POINT 3

SENTENCE 2

PLOT POINT 1

PLOT POINT 2

PLOT POINT 3

SENTENCE 2

PLOT POINT 1

PLOT POINT 2

PLOT POINT 3

Q. If you had to come up with a title for your fourth book in the series, what are some examples of titles that might work? Brainstorm a list of five possible titles...

1

2

3

4

5



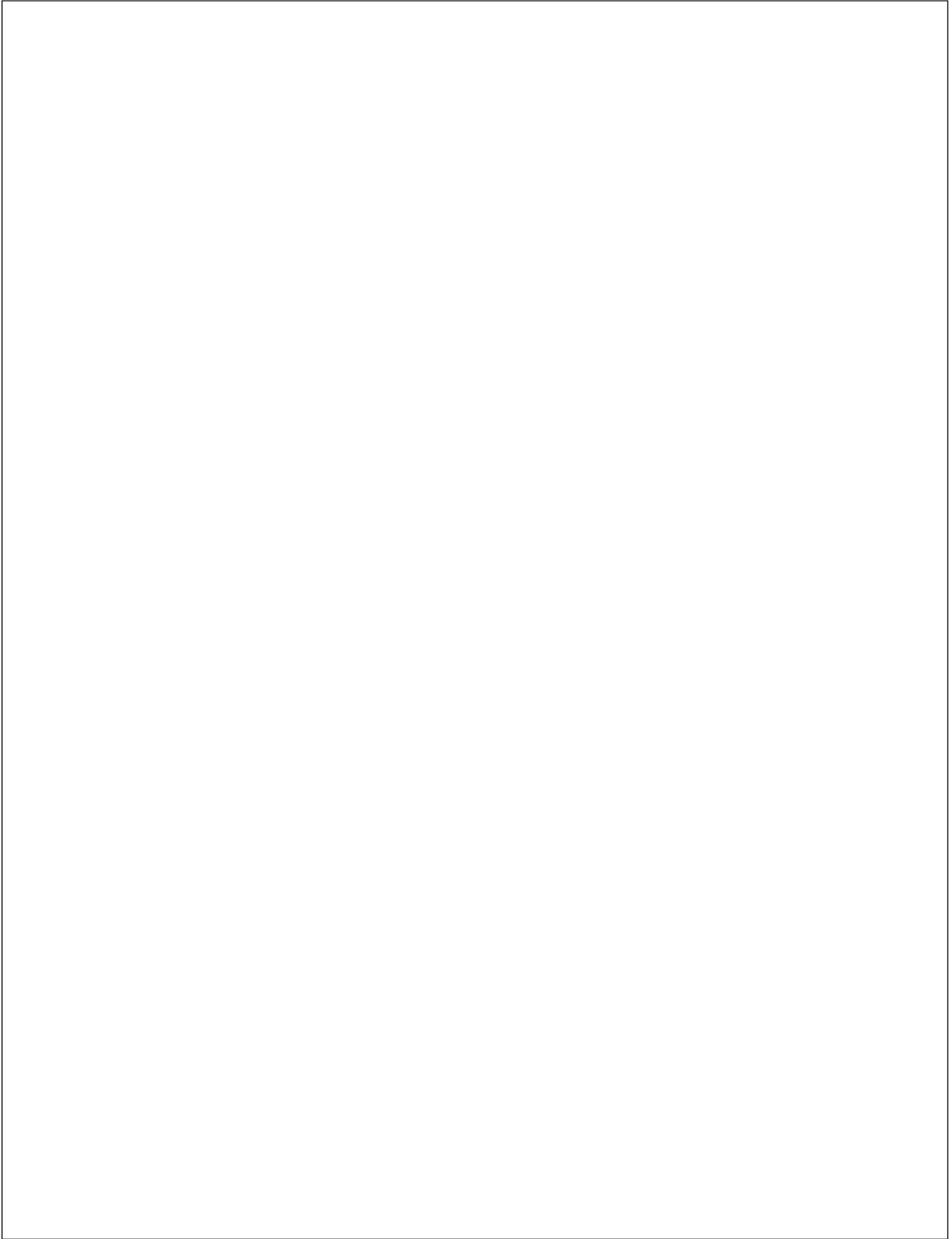
Q. Which of the titles you've come up with is your favorite? Choose the one you think is the best and explain why.

DESIGN DRAFT

Use the space provided to create a sketch of your design. The central space is for the cover design itself and the margins are for your notes, which can be words, images, or symbols. Use the space at the bottom to summarize your thoughts and ideas about your cover design.

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COMIC BOOK COVER – FINAL DRAFT



PREPARATIONS FOR LETTER WRITING

Use the following to help you prepare to write a letter to one or more of the authors of the series in sharing with them the idea for a fourth book.

What are three reasons that you have for creating a fourth book in the series?

REASON 1	
REASON 2	
REASON 3	

Explain your idea for the basic plot of the fourth book in a couple of compelling sentences.

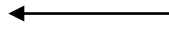
SENTENCE 1	
SENTENCE 2	

Use the space below to express an insight you have into the series that shows the authors why the *The Jekyll Island Chronicles* should be continued beyond the third book.

INSIGHT	
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LETTER TEMPLATE

Use the following template to help you construct the first draft of your letter.



RETURN ADDRESS



DATE



AUTHOR'S ADDRESS



OPENING SALUATION

INTRO

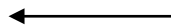
BODY

BODY (CONTINUED)

CONCLUSION



CLOSING SALUTATION



SIGNATIURE



NAME