***Maus* – Final Assessment**

***TASK:*** You will develop a graphic novel. Utilizing key concepts from the unit to demonstrate that they understand what a graphic novel is and the importance of transition and inference.

**G:** The goal is to show an understanding of how Personal and Cultural Expression enhances understanding of Structure and Genre using Time, Place and Space.

**R**: You are an up and coming graphic novel writer/artist.

**A:** Your target audience is young adults.

**S:** The publishing Company that you have been trying to work with is accepting submissions for Graphic Novels.

**P:** Your performance will need to include a completed graphic novel (15-20 finished, edited panels) a cover letter, a self-addressed envelope, a synopsis, character descriptions and a list of possible titles.

***DIRECTIONS:*** You must have met the following criteria

1. 6 of the 7 types of comic panels, labeled.
2. 5 of the 6 types of transitions.
3. 2 examples of inference
4. 1 Bleed

As a group or individually, you must meet the following standards:

1. The topic of the story is at your discretion. If working in a group, the group must decide on one specific topic.
2. All submissions **MUST** include a cover letter that clearly explains your project. Do you envision a series or a single graphic novel? Black and white or color? We need to know what you want to do, and what you want us to do. If we just get some pages or self-published work without an explanation, it will go unread.
3. Be sure to include ALL of the following:
   1. A Self-Addressed Envelope
   2. A Cover letter
   3. A synopsis (no more than one double-spaced page) outlining your story/series, INCLUDING how it ends.
   4. Character Descriptions
   5. At least 15-20 finished, edited panels
   6. A list of possible titles.