

Comic Partner Story Game

Name / chosen name: _____

Take turns inventing a panel. Agree on an original character and setting; no copied characters or dialogue. Spoken storytelling or a partner scribe is welcome.

Panel 1: introduce

Panel 2: a problem

Panel 3: an action

Panel 4: a result

1. Our original character

2. How we shared the story decisions

With an adult-approved route, find examples of these ideas in the room or in pictures. Move calmly with a partner, or use a seated picture hunt. Do not leave the activity area. A missing item is a valid finding.

Find or imagine	Draw / describe
Something useful for comic book day	
A way two people could take turns	
A tool for creating	
A quiet activity choice	
A helpful action	
A group idea	

1. One discovery to share
