

GRADE 3 LEARNING PACK

The Unfinished Comic

Analyse narrative structure and explain how revision improves coherence.

LEARN • PRACTISE • CREATE • REFLECT

Original BrightPencil Kids resource - adult-led where appropriate

A4 edition • 12 purposeful pages • review copy

Print. Learn. Grow.

Grown-up guide

Learning objective

Analyse narrative structure and explain how revision improves coherence.

Use this pack well

- Model the first example aloud, then let the learner try.
- Ask “How do you know?” more often than “Are you finished?”.
- Use real objects, talk, movement or observation when the activity suggests it.
- Stop or shorten the session if attention or enjoyment drops.
- Open-ended pages can have many successful answers.

Quality note

This resource was written originally for BrightPencil Kids. Curriculum sources informed scope and progression only; no third-party worksheet or story text is reproduced.

Read the story

PART 1

Jonas had drawn five pages of a comic when he realised the main character solved the problem on page two and then wandered through three unrelated scenes.

PART 2

He did not want to remove any drawings because each one had taken time.

PART 3

His friend asked, “Which scene changes the story?” Jonas placed the pages on the floor and moved them around.

PART 4

He kept two scenes, combined two into one and saved his favourite unused drawing in an “ideas for later” folder.

PART 5

The finished comic was shorter but clearer. Jonas learned that revision can protect the purpose of a piece even when it means changing work you like.

Read story section 1: Jonas had drawn five pages of a comic when he realised the main character solved the problem on page two and then wandered through three unrelated scenes.

Read story section 2: He did not want to remove any drawings because each one had taken time.

Read story section 3: His friend asked, “Which scene changes the story?” Jonas placed the pages on the floor and moved them around.

Read story section 4: He kept two scenes, combined two into one and saved his favourite unused drawing in an “ideas for later” folder.

Read story section 5: The finished comic was shorter but clearer. Jonas learned that revision can protect the purpose of a piece even when it means changing work you like.

Try it beyond the page

Real-world / hands-on connection

Retell the text in five key events, then identify one sentence that carries the central idea.

Before you finish

What did you notice?

What evidence, object or example helped you?

What would you change if you tried again?

Create something

Your project

Create a six-frame storyboard or evidence map that shows the turning point and the final learning idea.

Use this space for planning, drawing, mapping, designing or notes.

CHALLENGE

Think deeper

1. Why was the story confusing?

2. What question helped Jonas revise?

3. What did he do with the unused drawing?

Quick review

1. In one sentence, explain the big idea of “The Unfinished Comic”.

2. Draw or write one example that shows you understand.

3. Choose one activity from this pack and explain the strategy you used.

4. Write one question you still have.

Answer & discussion notes

Use these as guidance, not scripts. Open questions can have different successful responses when the reasoning is sensible and evidence-based.

1. Suggested response

Use details directly stated or strongly supported by the story.

2. Suggested response

Equivalent evidence-based wording is acceptable.

3. Suggested response

Open responses should distinguish evidence from unsupported guess.

Review before publication

Check age fit, factual accuracy, clarity, accessibility, rights provenance and whether the activity works in practice. This file remains a review copy until those checks are signed off.

FINISH

My learning reflection

I finished this BrightPencil learning pack.

One thing I understand better now:

A strategy that helped me:

Something I created or noticed:

My next small question or goal:

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