

Science Education

INTEGRATING EDUCATIONAL COMICS IN HIGH SCHOOL SCIENCE

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Using Educational Comics

Early education uses pictures with little text to teach reading. As grade-level increases, often this is replaced by textbooks with few pictures. Today's students consume content viewing short videos with no reading required. While this method of delivery may be more engaging, it poses a risk to a literate society. Comics blend visual images with text which may promote comprehension while keeping students engaged.

Comics for Education



1949 – Comics developed by the University of Pittsburgh and New York University vere introduced into hundreds of American classrooms to evaluate their effectiveness.



Electric actually produced educational comics to inform the public about new



Figure 1 – Examples of Comics from 1949 to 2009

1950s and 1960s – Companies like General echnologies soon to be available.

2009 – Japanese textbook writers created a physics textbook using comics to primarily teach physics concepts through comic panels and higher level text.

Comics vs. Other Modalities

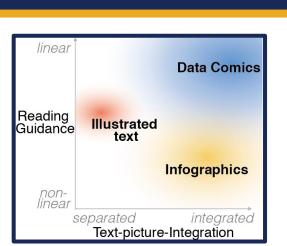


Figure 2 – Comparing Comics to Other Modalities

Comics offers both highest linear reader guidance and text-picture ntegration over both infographics and illustrated texts.

Comics offers the greatest retention over both infographics and illustrated texts.

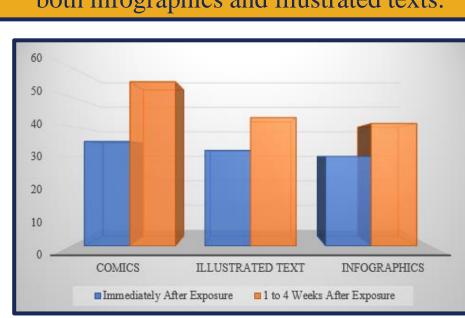
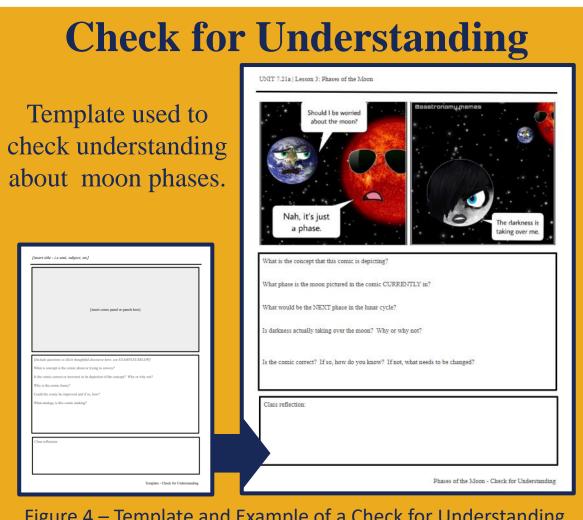


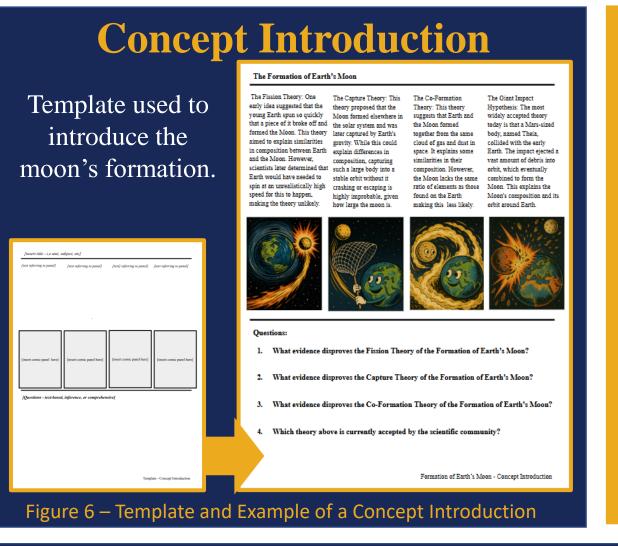
Figure 3 – Retention Percentages Between Modalities

Integrating Comics into Lessons

Comic panels can be integrated within aspects of existing 5E lessons. Using templates, comics can easily be inserted once images and text are sourced to identify misconceptions, introduce concepts, as checks for understanding, formative assessments, and for concept reviews.





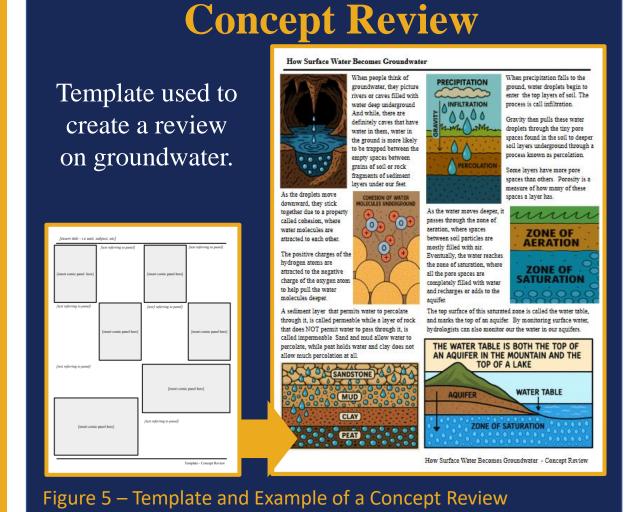


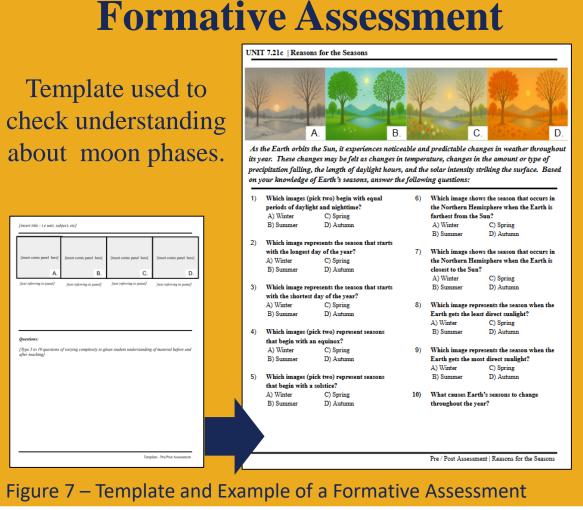
Template used to

identify

misconceptions

about uplift.





Identifying Misconceptions A comic-based reading can be created to explain he concept and help to correct any misconceptions students may have. Students then can form a class consensus on the phenomenon.

Comics Used As Assessments

Students can be given a rubric and create a comic on their assigned topic using a template of their choice.

CONCEPT WALL FLYER			of 15 points possible		
Name:		3	2	1	0
TITLE	Easily readable	Meets all criteria listed	Does not meet 1 of the criteria listed	Missing or does not meet 2 of the criteria	Missing or does not meet 2 of the criteria
	Correct Spelling				
	Larger font size				
TOPIC HEADERS	Easily readable	Meets all criteria listed	Does not meet 1 of the criteria listed	Missing or does not meet 2 of the criteria	Missing or does not meet 2 of the criteria
	Correct Spelling				
	Medium Font size				
BORDER	Border present and neatly constructed	Meets all criteria listed	Does not meet 1 of the criteria listed	Missing or does not meet 2 of the criteria	Missing or does not meet 2 of the criteria
	All sides colored				
		6	4	2	0
NARRATIVE (one per topic)	Correct spelling	Meets all criteria listed	Does not meet 1 of the criteria listed	Does not meet 2 of the criteria listed	Missing all criteria
	Correct description				
	Text is readable				
PICTURES	One pic per topic	Meets all criteria listed	Does not meet 1 of the criteria listed	Does not meet 2 of the criteria listed	Missing all criteria
	All pictures colored				
	Captions present				

Figure 10 – Example of a Concept Wall Rubric

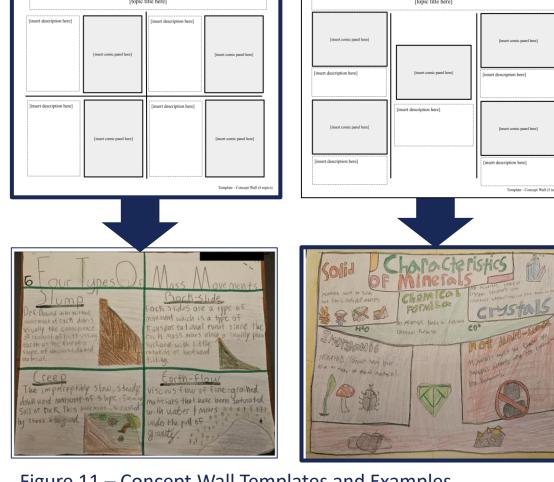
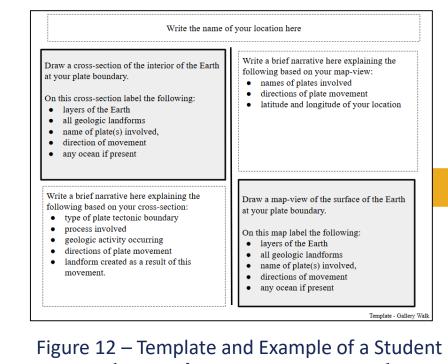


Figure 11 – Concept Wall Templates and Examples







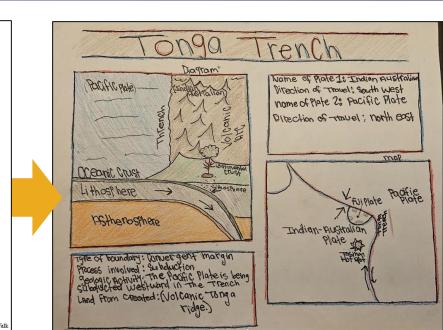


Figure 12 – Template and Example of a Student Comic Created for a Gallery Walk Students can be given a template asked to create a comic based on the plate tectonics of their assigned location.

Tools for Creating Comics

TEXT SOURCES

- Articles or textbooks
- Informational websites
- ChatGPT providing that the teacher can verify its accuracy.

It is important that the text within the comic be of the appropriate Lexile level to support and improve student literacy and comprehension.

IMAGE SOURCES

- Existing cartoons
- Hand-drawn diagrams
- AI websites: ChatGPT, Tooncrafter, CanvaAI, ComicGen, Leonardo AI, and StoryboardHero.ai.

