

Text Elements ready for Review MFL School Game Project – Print & Web Comic Intro before 2 Playshop Days. Feb 6th 2025 – André Boeing (ktopia/fsysgame.org)

Intro Comic – Text Style Guide (8+)

1. Audience first

- Written for **children aged 8+**
- Should be readable **without adult help**
- Works for **read-aloud** in class

2. Language

- **Short sentences**
- **Common, everyday words**
- One idea per sentence
- Avoid jargon, technical terms, and abstractions (save those for lessons, not the comic)

3. Tone

- **Hopeful, calm, and confident**
- Honest about problems, without blame or fear
- Future-positive, not preachy or moralizing
- Curious and empowering, not instructional

4. Voice

- **“We” voice** (collective, inclusive)
- Active and practical: *we grow, we protect, we try*
- Focus on **doing**, not explaining
- Children are **agents**, not spectators

5. Structure

- Short lines that fit **one panel or speech bubble**
- Clear rhythm and repetition where helpful
- Cause → action → result is always visible

- No long paragraphs

6. Concepts

- Complex ideas are shown through **actions and experiences**
- No numbers, labels, or principle names in the comic
- Concepts are **felt first**, named later in lessons

7. Emotional range

- Positive by default
- Problems are described simply, without alarm
- Setbacks are temporary and solvable
- Failure is part of learning (“we try again”)

8. Time & story logic

- Clear time jumps (past / present / future)
- Simple cause-effect storytelling
- Playful sci-fi elements stay understandable

9. Formatting

- Line breaks over commas
- Minimal punctuation
- Friendly use of emojis where it helps tone
- Consistent capitalization

10. Core test

A sentence belongs in the comic if:

- a 9-year-old can read it out loud easily
- it can be shown in a picture
- it makes the reader feel **capable**

Text Elements (without 13AE part) for final review and iteration.

2050

Our school is famous for
growing great food, seeds, trees
and knowledge.

We are part of a bigger group.
We work together and build
happy, healthy communities.

We learn together with farmers
and scientists. We protect
our soil, our health, and the planet.

We cook super delicious school meals.

But it wasn't always like this...

Twenty-five years ago

Things began to change.

Slowly at first.

Then faster and faster.

More and more of the food we ate
came from far away.

More food was processed and packaged.

Fresh food was still there,
but it became harder to find.

Some fresh food also began to change.

It was grown with strong chemicals
and only a few types of seeds.

The food had less taste
and made some people sick.

The soil in gardens and fields
became weak and tired.

In many places,
plants struggled to grow well.

Seeds were shared less and less.

Some seeds were controlled
and hard to get.

Farmers worked very hard.
But markets changed.
Selling local food became difficult.

More good food was wasted.
More trash appeared
in streets, rivers, and fields.

We had to learn many things
with our **Head, Heart, and Hands** superpowers
to bring the change we needed:

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(followed by 13 AE inspired sentences to illustrate the principles we have learned and now live in 2050)
Currently working on this with required care as we “final review” the “easier” parts in this document.--)

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Life is Good in 2050!

We are thankful, happy, and healthy!

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Then, something scary happened

An unknown force tried to change the timeline — our history.

Suddenly, in the year **2026**,
people stopped what we had learned to do!
And things got worse again!

We founded the fsys Agency.

We tried to send Change Agents
back in time to fix the past.
It did not work

But we found a way
to send **Action Game Cards**
back in time!
That worked! :)

People in 2026
started to play our
fsys Action Cards
and shared what they
had learned.

And slowly...
one action at a time,
our timeline became
beautiful again!

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You have joined
the **fsys Agency**
as a **Card Maker Agent**
– a Specialist from the Future!

Your mission?
To send people
in 2026 on helpful
food action missions
around the world!

So that our future
becomes healthy, beautiful,
and bountiful again!

With this briefing,
you have received your
Agency Starter Kit:

- **Starter Kit Cards,**
ready to play out
 - **Blank Cards**
to plan and draw
your Action Cards
 - **The ACJ Pages**
your **Action Character Journal**
where you track progress
and write Agent Field Notes
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With your Agency Starter Kit

you have everything to prepare
for the upcoming

Card Design Playshop
in **your school**

Have fun!