



Co-funded by
the European Union

SPEECH BUBBLES OF EUROPE

PARTNER: ENCRE

COUNTRY: Belgium



Table of contents

<i>1. Introduction</i>	2
<i>2. Activity Implementation</i>	3
2.1 Activity Objectives	3
2.2 Activity Description and Methodology	3
2.3 Tools and Resources	3
2.4 Suggested integration	4
<i>3. Debriefing and Feedback</i>	4

1. Introduction

This informal training activity promotes creative thinking, peer dialogue, and intercultural exchange using the medium of comics. It directly addresses the core values of the European Union—such as **human dignity, equality, and democracy**—as enshrined in the EU Charter of Fundamental Rights.

The method is simple and inclusive: every participant both draws and writes, engaging in **a cycle of co-creation** that ensures equal contribution regardless of drawing ability. It is particularly well-suited to mixed-age or intercultural groups, and encourages **visual storytelling, symbolic thinking, and reflection**.

Target group: Adult learners of any background. No previous experience in drawing or comics required.

Inclusion dimension: The activity is designed to be non-verbal at first (through drawing), thus reducing linguistic barriers. The group setting and anonymity in final voting foster equal participation.

Estimated duration: approx. 1 hour (variable depending on group size and drawing pace)

2. Activity Implementation

2.1 Activity Objectives

- 🎨 Encourage creative interpretation of EU values through images and dialogue.
- 🎨 Promote mutual understanding and active listening in a peer-learning setting.
- 🎨 Reinforce group cohesion through collaborative storytelling.

2.2 Activity Description and Methodology

Participants sit in a circle, each with a sheet of paper and drawing materials (markers, pens, pencils).

Each participant:

1. Receives a value selected from the **EU Charter of Fundamental Rights** (e.g. solidarity, freedom, rule of law).
2. Draws a **single-frame comic vignette** (a character, a setting, a situation) that visually expresses the value—but **leaves the speech bubble empty**.
3. Passes the drawing to the participant on their right, and receives another one from their left.
4. Reads the received drawing and writes in the speech bubble a **short sentence or dialogue** that interprets the situation, matching the intended value.
5. This cycle is repeated **three times**, each with a new randomly assigned EU value.

At the end, each participant has contributed to **three unique comics**: one they drew, one they scripted, and one they observed as complete.

All comics are collected, mixed, and exhibited anonymously. Participants then **vote by secret ballot** for the most impactful or meaningful comic.

2.3 Tools and Resources

- 🎨 A printed list or card set of selected **EU values** (choose 3)
- 🎨 A4 sheets or comic templates with pre-drawn frames and empty bubbles (optional)
- 🎨 Pens, pencils, markers
- 🎨 A ballot box or simple voting slips
- 🎨 Optional: wall space or digital camera to document the comics

2.4 Suggested integrations

This activity can be integrated with:

- Any storytelling module in the Toolkit
- A visit to an exhibition about European history or democracy
- Workshops on communication, intercultural understanding, or satire in media

3. Debriefing and Feedback

Suggested questions:

- How did it feel to express an idea first visually, then in writing?
- Did the value come across differently in the drawing and in the speech?
- Did anything surprise you about how others interpreted your drawing?
- What value was easiest to express? Which was the most difficult?
- Do you feel you learned something new about EU values through this exercise?

Feedback collection:

- Use a simple written form or oral round (depending on group size)
- Optional emoji-scale feedback sheet (for accessibility)
- Ask participants to name the comic they voted for and why (anonymously)

DISCLAIMER

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.

Authors

© 2025 - ENCRE - European Network of Comics Representatives and Entrepreneurs (BE), Skill Up Srl (IT), Cap Ulysse (FR), Museumsverein Klosters (AT), Complexul Muzeal National Moldova Iasi (RO), Quiosq (NE).

This publication was carried out with the financial support of the European Commission under Erasmus + Project “ONE Culture - Overcoming Nationalism and Euroscepticism through Culture”, N. 2024-1-BE01-KA220-ADU-000243645.



Attribution, share in the same condition

(CC BY-SA) : You are free to Share- copy and redistribute the material in any medium or format and Adapt – remix, transform, and build upon the material for any purpose, even commercially. The licensor cannot revoke these freedoms as long as you follow the license terms under the following terms: **Attribution** – you must give appropriate credit, provide a link to the license, and indicate if changes were made. You may do so in any reasonable manner, but not in any way that suggest the licensor endorses you or your use **ShareAlike**- If you remix, transform or build upon the material, you must distribute your contribution under the same license as the original.

No additional restrictions – you may not apply legal terms.



Co-funded by
the European Union



Overcoming Nationalism and Euroscepticism Through Culture