D8 HW: Option B: Political Cartoon on the War with Mexico

(50 pts, Due D11)

One powerful way to express feelings, emotions, and good way to get a snapshot of society is through **Political Cartoons**. For this assignment, as you reflect on **the issue of the Mexican American War (1846-48)**, I'd like you to **create your own political cartoon** reflecting how you feel about it! As you consider the issue of War with Mexico (either just as it has started, during, or at the end, it's your choice), think about the following:

Do you agree with the ideas of Manifest Destiny? Is the war necessary / moral? Why do you think so? What issues might be solved, or what issues might arise as a result?

DUE: D11

Here are some ideas as you get ready to create your very own **Political Cartoon:**

- Make clear what **issue** are you are addressing, and your **opinion** on that subject (i.e., the message you are sending your audience regarding the issue)
- How might people **suffer** / **benefit** as a result of this issue? **Address that!**
- Make sure to use the **persuasive techniques** discussed (see back side for more info)
- Review my **Cartoon Analysis Video (https://goo.gl/Pslk9n)** for help, or email me with any questions you may have!

For Additional Information, review the Articles of Confederation vs. the Constitution Handout

Cartoon Rubric:

Criteria	Beginning 0-5%	Developing 6-10%	Satisfactory 11-15%	Accomplished 16-20%	Score
Facts / Info	No facts are included in the cartoon	Fewer than 3 facts in the cartoon	There are 4 facts in the cartoon	There are 5 or more facts in the cartoon	
Accuracy & Conventions	The cartoon has multiple errors regarding its facts. There are numerous conventional errors (spelling, etc.)	Facts are mostly accurate, with some errors. Some conventional errors (spelling, etc.) are present	Facts are accurate, with perhaps a minor error or two. Conventional errors (spelling, etc.) are minimal	All the facts used are accurate; no conventional errors (spelling, etc.)	
Organization	Information is poorly organized and difficult to read / understand	Information is starting to make sense, but still a bit difficult to follow, and a bit messy	Information is easy to follow with perhaps some minor flaws	All information is well-organized, neat and easy to follow	
Message Strength	The message is unclear or weak, and the viewer struggles to understand the point. Doesn't utilize any persuasive techniques well	The message is somewhat clear, but not very powerful or strong. Uses at least one symbol moderately well	The message is clear. Uses several different persuasive techniques (including symbols) to good effect	The message to the viewers is clear, strong, & persuasive; viewer easily understands the message. Utilizes several symbols and other persuasive techniques very well	
Creativity	Illustrations are poor, rehashed / copied ideas from other sources; don't really support the message	Illustrations are adequate, but lack originality, and weakly support the message	Illustrations are adequate, and reinforce the message	The illustrations are well done, creative and original, powerfully reinforcing the message	

Comments:

Total Score:

Cartoon Creation Guide

Use this guide to create a powerful and persuasive political / editorial cartoon.

As you are working on creating your own political cartoon, consider the following questions:

- What issue is your political cartoon about? Will this be readily understood by a reader?
- What is your opinion on this issue? How can you powerfully portray that opinion?
- What other opinion(s) can you imagine another person having on this issue? Are you going to address them? If so, how?
- Is your cartoon persuasive? Why or why not?
- What other techniques might you use to make this cartoon more persuasive?

Additionally, don't forget to consider the following persuasive techniques[i] that most good cartoonists utilize to make powerful and persuasive cartoons:

Cartoonists' Persuasive Techniques

Symbolism	Cartoonists use simple objects, or **symbols**, to stand for larger concepts or ideas. As you consider your topic, what are some easily recognizable symbols you might utilize to represent some of the topics you want to address?
Exaggeration	Sometimes cartoonists overdo, or **exaggerate,** the physical characteristics of people or things in order to make a point. For instance, facial characteristics and clothing are some of the most commonly exaggerated characteristics. What might you exaggerate, and why? Is the point obviously understood? If not, how could you make it more easily identifiable?
Labeling	Cartoonists often **label** objects or people to make it clear exactly what they stand for, as opposed to symbols for instance, which can sometimes be a bit more cryptic. Sometimes you may have to decide between using a **symbol** or a **label**. If so, you must consider several questions: Which will get the point across better? Sometimes a symbol may be more clever, as well as persuasive, so it isn't always a cut-and-dry decision regarding which to use. Does the label make the object more easily understood? Does it simplify understanding of the topic?
Analogy	An **analogy** is a comparison between two unlike things. By comparing a complex issue or situation with a more familiar one, cartoonists can help their readers see it in a different light. This is a frequently used technique, and can be very helpful in simplifying more complex issues. What two things are you comparing? (your topic vs. a more common familiar topic). Is it easily identified? Does the analogy explain the issue and your opinion in a clearer light?
Irony	**Irony** is the difference between the ways things are and the way things should be, or the way things are expected to be. Cartoonists often use **irony** to express their opinion on an issue. What might be ironic about your topic? Once you've figured that out, exploit it, and use it to persuade your audience that your opinion on the issue is the right one. Use it to emphasize your opinion. If it isn't making your opinion and the issue more clear, then it isn't right.

---

[i] *In many ways, this is like the Cartoon Analysis Guide, which you may be familiar with, but in reverse.*