

All Aboard!

Story by Lizzie Corscaden

Illustrated by RAMZEE

Commissioned by Discover Children's Story Centre



This comic book is an educational resource made as part of the Educating Children and Young People on Gender Equality (Ed.G.E.) project funded by the European Union's Rights, Equality and Citizenship Programme (2014-2020).

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Discover Children's Story Centre.



Funded by the Rights, Equality and Citizenship (REC) Programme of the European Union

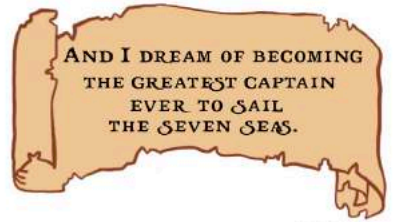
All Aboard!

An adaptation of an original storytelling performance
exploring gender stereotypes and gender equality.

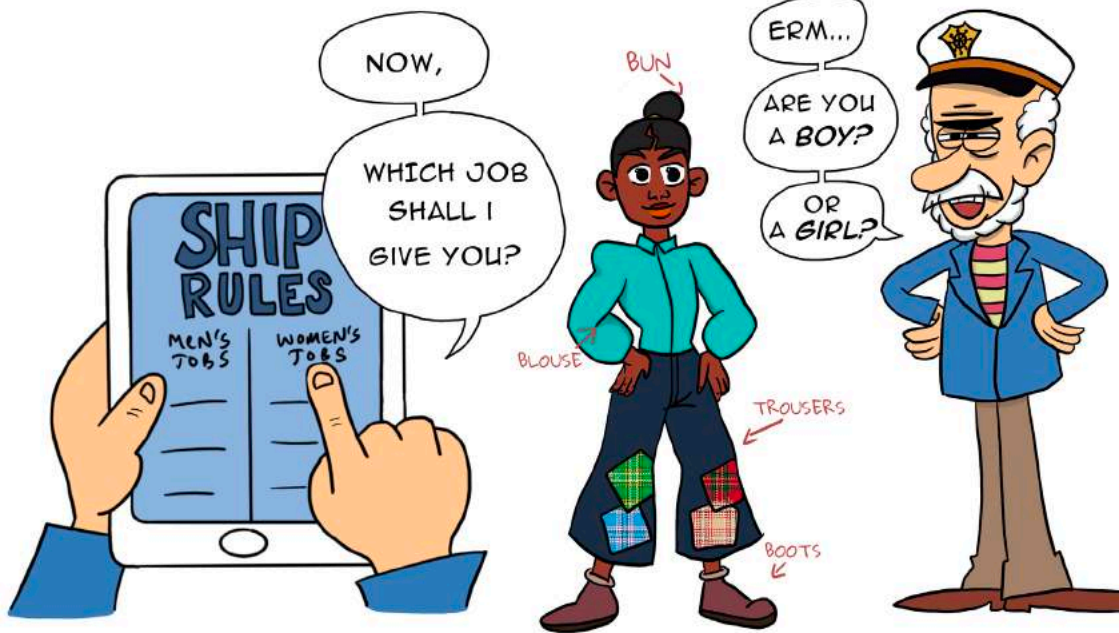
Written by Lizzie Corscaden

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To read the original story, visit
discover.org.uk/all-aboard







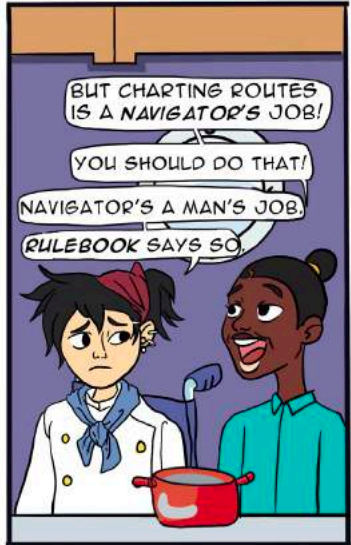


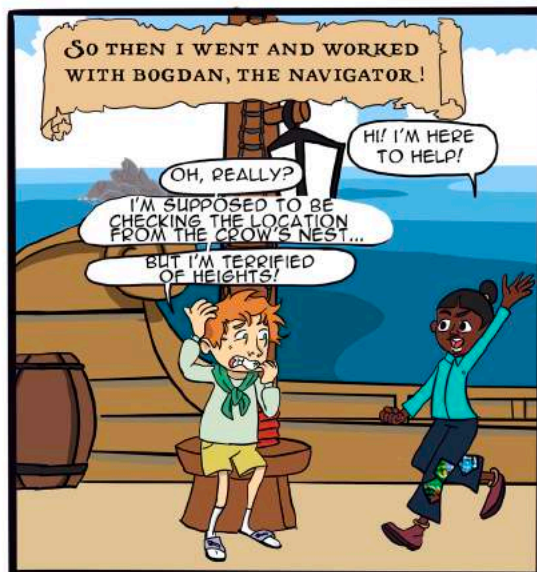
HOW DID YOU BECOME A COOK?

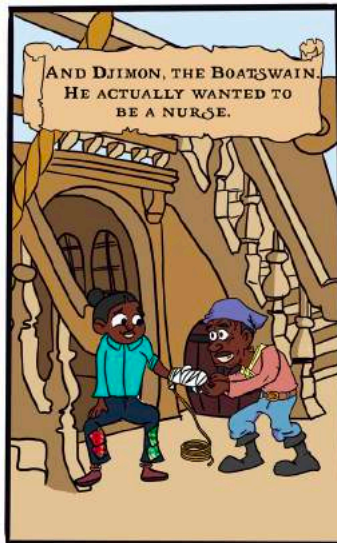
🍴 MENU

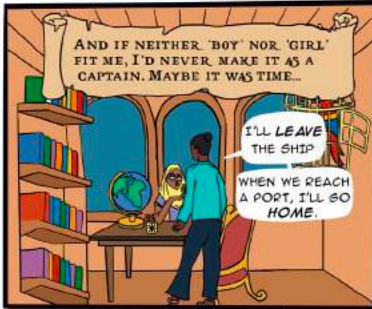
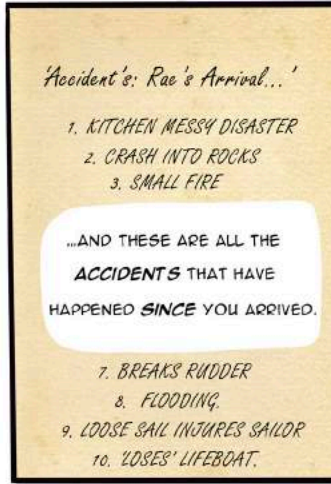
Monday: Pickled muffins.
Tuesday: Broccoli & honey samosas.
Wednesday: Curried bubble tea.
Thursday: Kimchee-stuffed pain-au-chocolat.
Friday: Marmite & Mango kafir pizza.

IT WAS THE ONLY WOMAN'S JOB GOING.













WE'RE GOING TO *CAPSIZE!*

WE'RE NOT GOING TO MAKE IT OUT OF THIS ALIVE!

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OK!

CRACK



WE'RE SAVED!

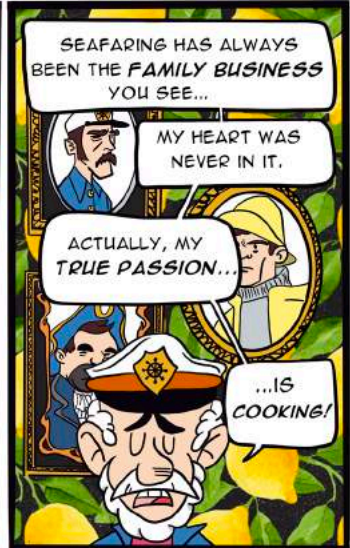
HOORAY FOR RAE!



I KNEW YOU COULD DO IT!

THE SHIP'S YOURS, CAPTAIN RAE!

WHAT?!

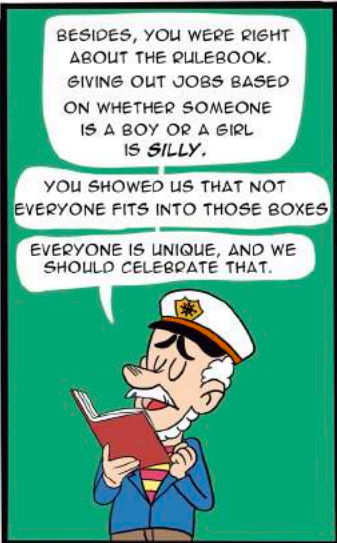


SEAFARING HAS ALWAYS BEEN THE FAMILY BUSINESS YOU SEE...

MY HEART WAS NEVER IN IT.

ACTUALLY, MY TRUE PASSION...

...IS COOKING!



BESIDES, YOU WERE RIGHT ABOUT THE RULEBOOK. GIVING OUT JOBS BASED ON WHETHER SOMEONE IS A BOY OR A GIRL IS SILLY.

YOU SHOWED US THAT NOT EVERYONE FITS INTO THOSE BOXES

EVERYONE IS UNIQUE, AND WE SHOULD CELEBRATE THAT.



SO LET'S THROW THIS OLD BOOK OVERBOARD.

NO! STOP!



NOT ALL THE RULES ARE BAD

SOME OF THEM MAKE SENSE THEY KEEP LIFE ONBOARD THE SHIP RUNNING SMOOTHLY

SO LET'S REWRITE THE RULEBOOK

TOGETHER.



SO, I DID BECOME A CAPTAIN.

BUT WILL I BE THE GREATEST ONE EVER TO SAIL THE SEVEN SEAS? WE'LL HAVE TO WAIT AND SEE...

RSHAAL
THE LOCKKEEPER

BOGDAN
THE PAINTER

ALEJANDRA
THE NAVIGATOR

CAPTAIN
RAE

CHARUNEE
THE BOATSWAIN

CHETANA
THE CARPENTER

STICKLE
THE COOK

DJIMON
THE NURSE



Lizzie Corscaden - Writer

Lizzie Corscaden is a writer of stories, plays and short films for all ages, and has created work for the Edinburgh Festival Fringe Society, Didcot Writers and The Playhouse Film Company. This year, she has written and created 21 brand new puppet shows for ages 1 to 3, and had her screenplay, 'This Version of You', nominated for Best Drama at both London Shorts and the Prague International Indie Film Festival. Lizzie also writes a weekly blog on early years parenting for MEplace, and forms one half of Heartless Lens, a cosplay music video channel.

RAMZEE - Comic Artist

RAMZEE is a British Comic Award nominated artist who came to the UK at 5 years old as an asylum seeker and grew up on a diet of 90s comics and 2000s Toonami and, obvz, became a cartoonist. He has worked with the BBC, 2000ad, MerkyBooks, StoryWorlds and published his first graphic novel, 'LDN', this year with Good Comics.



Discover Children's Story Centre

Discover is the UK's first Story Centre for children aged 0-11 and their families. As a not for profit organisation, our aim is to support a love of language, literature and stories.

At the heart of the centre, our purpose-built Story World and Story Garden are creative play spaces designed to inspire children's curiosity and imagination. Changing annually, our interactive exhibitions immerse families in the worlds of their favourite authors and illustrators.



Discover also works closely with schools across East London on a range of education projects focused on inspiring a love of literacy and learning through stories. You can find out more about our work in schools at discover.org.uk/schools

What inspired the **All Aboard!** comic?

The creative team behind this project wanted to explore the impact of gender stereotypes in an original way that would engage young readers. The story and accompanying workshop were devised to promote gender equality, nurture respect for others, and encourage children to challenge negative gender stereotypes.

Women and girls continue to be disproportionately impacted by gender inequality and gender-based violence, and men and boys face negative stereotypes and barriers to participation based on social assumptions around masculinity. We also wanted this story to highlight the experiences of under-represented people in discussions around gender equality. Children and young people who identify as nonbinary, trans, or intersex are acutely vulnerable to exclusion and gender-based violence due to intersecting discrimination on the basis of their sex assigned at birth and their expressed gender identity. Gender equality is a complex issue that overlaps with many others, including race, poverty, identity, and educational and/or economic opportunity.

We know stories are powerful resources that can inspire empathy and understanding. Representations of characters real or imagined can raise awareness of complex issues and create a bridge for children to explore these ideas and their own thoughts. By sharing Rae's story and their adventure on Captain Stickle's ship in this vibrant comic book form, we hope young readers can see themselves in the story in some way and that they are encouraged to reflect on the negative impact of gender stereotypes.

For more information visit discover.org.uk/all-aboard for downloadable learning resources and a link to a video recording of the original storytelling performance of All Aboard! performed by Discover Story Builders Arkem Mark Walton and Laura Sampson.

What is Ed.G.E.?

Discover's All Aboard! story, accompanying workshop, and related learning resources, were all created as part of the wider Educating Children and Young People on Gender Equality (Ed.G.E.) project. Six partner organisations across five European countries designed a shared educational methodology based on arts and culture techniques, which underpins the creative materials devised for this project. One partner has created an interactive app for children exploring this theme through a digital art gallery, another partner has created an toolkit of resources exploring the theme through object-based learning techniques. All in all, we've tried to approach this complex and important theme from a range of creative angles.

Early desk and field research conducted for the project indicated that museums and culture venues can play a part in raising children and young people's awareness and knowledge of gender stereotypes, gender inequality, and gender-based violence. While there are multiple established non-profit organisations devoted to promoting gender equality, there is an opportunity for more museums, visitor attractions, and other cultural venues to programme activities exploring these themes in thought-provoking and creative ways. We hope that our contribution inspires others to do the same.

For a full list of resources and activities for this project, visit genderequality-edge.eu

Acknowledgements

This resource would not be possible without the support and contributions from:

Discover Story Builders Arkem Mark Walton and Laura Sampson, Manju Patel-Nair of ChangeMakers UnLtd, Rebecca Goldsmith, Discover's Children's Forum, Discover's Teachers' Forum, and the families and teachers who responded to surveys and focus groups delivered as part of the Ed.G.E. project.

We'd also like to thank the contributions of the consortium partners involved in the Ed.G.E. project:

Alchemilla Sociale Cooperativo, CARDET, Hands On! International Association of Children in Museums, Hellenic Children's Museum, and KMOP.

Finally, we are grateful to the European Union for funding received as part of the Rights, Equality and Citizenship Programme (2014-2020).

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