

USING GRAPHIC NOVELS IN THE CLASSROOM

EASY READING:

Series: Stories from History (great for basic level readers)

Hynson, Colin. *Battle of Gettysburg*. Stories from History. Columbus, Ohio : School Specialty Pub., 2006.

Hynson, Colin. *Building of the Great Pyramid*. Stories from History. Columbus, Ohio : School Specialty Pub., 2006.

Hynson, Colin. *Elizabeth I & the Spanish Armada*. Stories from History. Columbus, Ohio : School Specialty Pub., 2006.

Saunders Nicholas. *Life of Alexander the Great*. Stories from History. Columbus, Ohio : School Specialty Pub., 2006.

Saunders Nicholas. *Life of Julius Caesar*. Stories from History. Columbus, Ohio : School Specialty Pub., 2006.

Activity: Assign each student or group one of these graphic novels as a novel study.

- a) Students can write a short summary of the novel.
- b) Students can use the novel as the basis for further research – notes from 2 or 3 other sources.
- c) Students can do a short presentation for the class.

HISTORY:

Brown, Chester. *Louis Riel*. Montréal: Drawn and Quarterly, 2004.

Delisle, Guy. *Pyongyang: A Journey in North Korea*. Montréal: Drawn and Quarterly, 2005.

Downey, Glen. *Escape from East Berlin*. Markham: Scholastic, 2007.

Jacobson, Sid & Colon Ernie. *The 9/11 Report*. New York: Hill and Wang, 2006.

Kulbert, Joe. *Fax from Sarajevo: a Story of Survival*. Milwaukie, Ore.: Dark Horse Comics, 1998.

Miller, Frank. *300: Story & Art*. Milwaukie, Or. : Dark Horse Comics, 1999.

Sacco, Joe. *Palestine*. Seattle: Fantagraphics Books, 2001.

Sacco, Joe. *Safe Area Gorazde: the war in Eastern Bosnia 1992-95*. Seattle: Fantagraphics Books, 2000.

Sacco, Joe. *War's End: Profiles from Bosnia*. Montreal: Drawn and Quarterly Books, 2005.

Satrapa, Marjane. *Persepolis I : the Story of Childhood*. New York: Pantheon Books, 1993.

Satrapa, Marjane. *Persepolis II: The Story of a Return*. New York: Pantheon Books, 2004.

Spiegelman, Art. *Maus: a Survivor's Tale: My Father Bleeds History*. New York: Pantheon Books, 1986.

Spiegelman, Art. *Maus II: a Survivor's Tale: And Here My Trouble Began*. New York: Pantheon Books, 1991.

Activities:

- 1) Students can create a graphic novel for an individual or event in history.
- 2) Students can write an assessment of the historical accuracy of a chosen graphic novel.

ENGLISH:

Shakespeare, William. *Macbeth*. Adapted by Arthur Byron Cover. New York: Puffin Books, 2005.

Shakespeare, William. *Romeo & Juliet*. Manga Shakespeare. Adapted by Richard Appignanesi. New York, Amulet Books, 2007.

Shakespeare, William. *Othello*. Manga Shakespeare. Adapted by Richard Appignanesi. New York, Amulet Books, 2009.

Shakespeare, William. *As You Like It*. Manga Shakespeare. Adapted by Richard Appignanesi. New York, Amulet Books, 2009.

Shakespeare, William. *Julius Caesar*. Manga Shakespeare. Adapted by Richard Appignanesi. New York, Amulet Books, 2008.

Shakespeare, William. *Hamlet*. Manga Shakespeare. Adapted by Richard Appignanesi. New York, Amulet Books, 2007.

Shakespeare, William. *The Tempest*. Manga Shakespeare. Illustrated by Paul Duffield. New York, Amulet Books, 2008.

Shakespeare, William. *A Midsummer Night's Dream*. Manga Shakespeare. Illustrated by Kate Brown. New York, Amulet Books, 2008.

Shakespeare, William. *Macbeth*. Manga Shakespeare. Adapted by Richard Appignanesi. New York, Amulet Books, 2008.

Activities:

- 1) Students can write a comparison between the actual play, the graphic novel and a movie version.
- 2) Students can create a chapter for a graphic novel of another Shakespeare play or create an alternative scene for the play they are reading.
- 3) English students can pair with Art students to create an original graphic novel.

ART:

Any graphic novel can be examined for the art forms.

Activities:

- 1) Students can compare the style , use and effectiveness of graphics in different novels.
- 2) Students can create/draw themselves as a graphic novel character.
- 3) Art students can pair with History or English students to create an original graphic novel.

ESL:

Graphic novels are great for ESL students because they help develop language skills.

The combination of text and illustrations (visual clues) help students to comprehend meaning.

Graphic novels (especially Manga) are a familiar form for many ESL students.

Graphic novels on the History list are great because they are international in content.

Activities:

- 1) Activities such as the one under Easy Reading work well for ESL students
- 2) Pair-share activity: two students read the same graphic novel and share their thoughts on each chapter by talking to each other or they might read two different novels and explain the book to their partner.
- 3) Students can be given a graphic organizer to record major characters and events in each chapter.

RECREATIONAL READING:

Having graphic novels in classrooms and the library encourages recreational reading and helps improve student literacy. Try collecting graphic novels at a variety of reading levels and on a wide variety of topics.

Series & Other Suggestions:

- Bone: Scholastic
- Biography series, Mystery series, Myth series, Natural Disasters: Rosen Publishing
- Emily the Strange: Chronicle & Dark Horse Publishing
- Manga series: TokyoPop, Dark Horse Manga, Aurora Publishing (Josei, Shojo and Yaoi Manga), Delray Manga, etc.
- Stories from History: Scholastic Publishing
- Superheros: Marvel, DC Comics & Dark Horse Publishing

TEACHER RESOURCES

BOOKS:

Crawford, Philip Charles. *Graphic novels 101: selecting and using graphic novels to promote literacy for children and young adults : a resource guide for school librarians and educators*. Salt Lake City, UT : Hi Willow Research & Publishing, 2003.

Gorman, Michele. *Getting Graphic*. Worthington: Linworth Publishing, 2003.

Lyga, Allyson. A. W. and Lyga, Barry. *Graphic Novels in Your Media Center: A Definitive Guide*. Westport: Libraries Unlimited, 2004.

McCloud, Scott. *Understanding Comics: The Invisible Art*. New York: Harper-Collins, 1993.

Miller, Steve. *Developing and promoting graphic novel collections*. New York: Neal-Schuman Publishers, 2005.

Sullivan, Edward T. *Reaching Reluctant Young Adult Readers: a Handbook for Librarians and Teachers*. Lanham, Md. : Scarecrow Press, 2002.

ARTICLES:

Adams, Jeff. "Of Mice and Manga: Comics and Graphic Novels in Art Education". NSEAD, (1999).

Bucher, Katherine T. and Manning, M. Lee. "Bringing Graphic Novels into a School's Curriculum". *The Clearing House*, November/December (2004).

Foster, Katy. "Graphic Novels in Libraries: An Expert's Opinion". *Library Media Connection*. February (2004).

Gorman, Michele. "Graphic Novels and the Curriculum Connection". *Library Media Connection*, November/December (2003).

McTaggart, Jacquie. "Using Comics and Graphic Novels to Encourage Reluctant Readers". *Reading Today*, October/November (2005).

Raiteri, Steve. "Graphic Novels". *Library Journal*, September 15, (2005).

Rosenberg, Ilene. "Picture This: Using Graphics for Electronic Media Development". *EMedia Professional*, Vol.10, Issue 6 (1997).

Schwartz, Gretchen E. "Expanding Literacies through Graphic Novels". *English Journal*, Vol.95, No.6 July (2006)

Schwartz, Gretchen E. "Graphic Novels for Multiple Literacies." *Reading Online*, Nov. (2002) Retrieved from http://www.readingonline.org/newliteracies/jaal/11-02_column/

