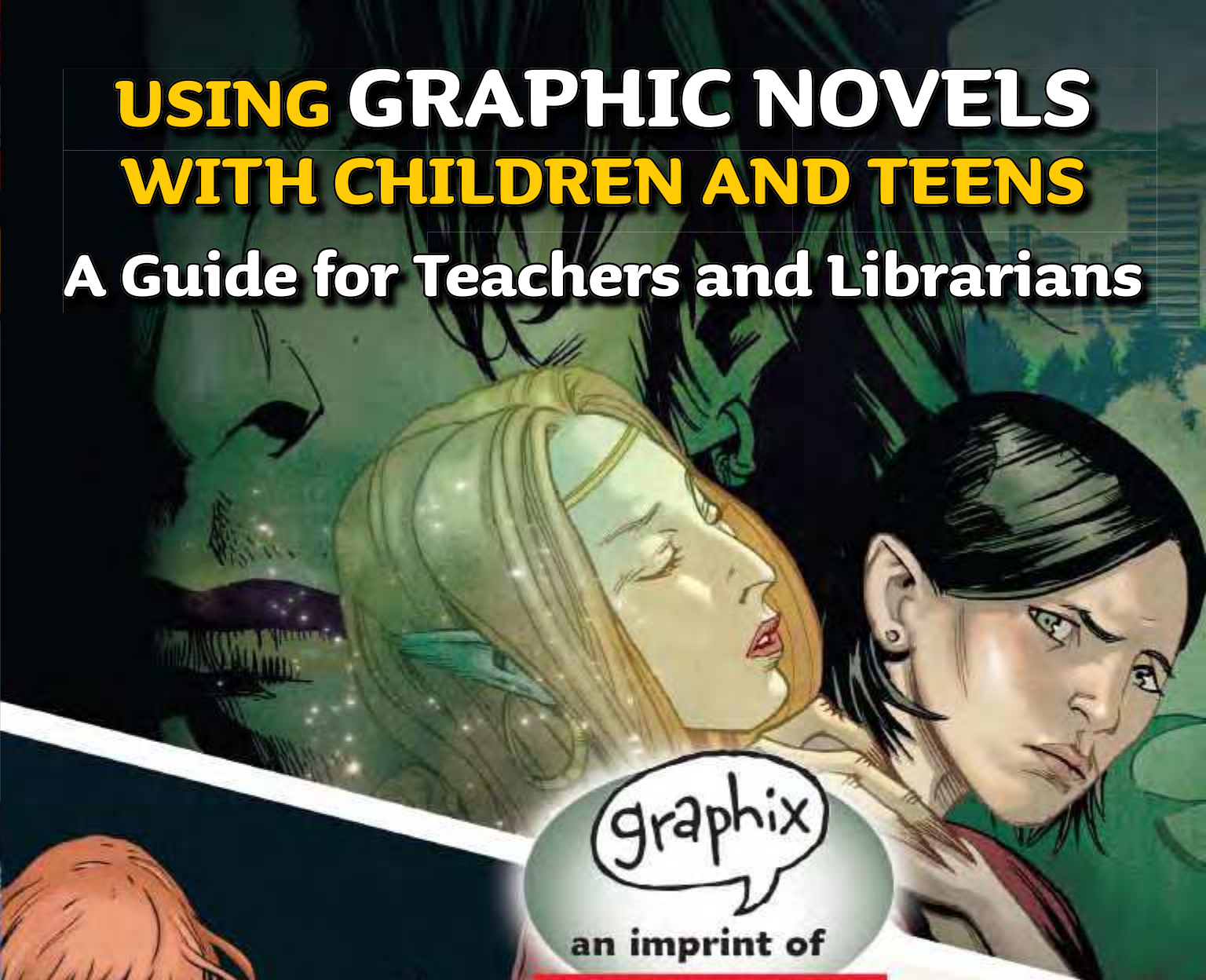


USING GRAPHIC NOVELS WITH CHILDREN AND TEENS

A Guide for Teachers and Librarians



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www.scholastic.com/graphix

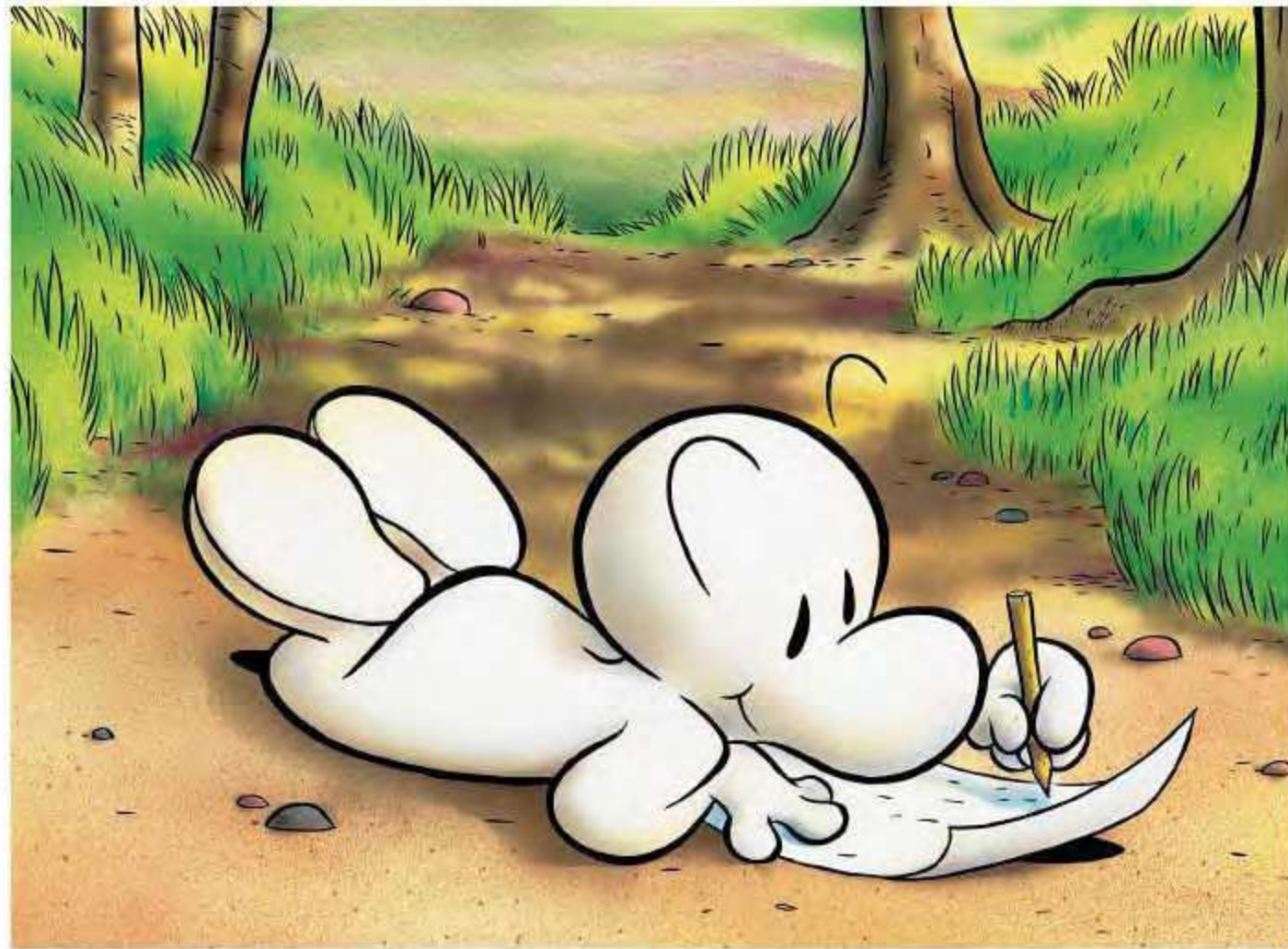
USING GRAPHIC NOVELS WITH CHILDREN AND TEENS A Guide for Teachers and Librarians

GRAPHIC NOVELS ARE HOT!

No longer an underground movement appealing to a small following of enthusiasts, graphic novels have emerged as a growing segment of book publishing, and have become accepted by librarians and educators as mainstream literature for children and young adults—literature that powerfully motivates kids to read.

Are graphic novels for you? Should you be taking a more serious look at this format? How might graphic novels fit into your library collection, your curriculum, and your classroom?

Want to know more? If so, this guide is for you.



Art © 2010 Jeff Smith

What are graphic novels?

In this context, the word “graphic” does not mean “adult” or “explicit.” Graphic novels are books written and illustrated in the style of a comic book. The term graphic novel was first popularized by Will Eisner to distinguish his book *A Contract with God* (1978) from collections of newspaper comic strips. He described graphic novels as consisting of “sequential art”—a series of illustrations which, when viewed in order, tell a story.

Although today’s graphic novels are a recent phenomenon, this basic way of storytelling has been used in various forms for centuries—early cave drawings, hieroglyphics, and medieval tapestries like the famous Bayeux Tapestry can be thought of as stories told in pictures. The term graphic novel is now generally used to describe any book in a comic format that resembles a novel in length and narrative development.

Are graphic novels suitable for the young, and how do I evaluate them?

Some parents, educators, and librarians may associate the term “graphic novel” with content that is not suitable for young readers. They may not yet be familiar with the growing body of graphic novels that are suitable for all ages, including children.

Reviews and round-ups of new graphic novels appear regularly in *School Library Journal*, *Booklist*, *Kirkus Reviews*, *Voice of Youth Advocates*, *Library Media Connection*, *Publishers Weekly*, and other journals. By reading these reviews, seeking the advice of trusted colleagues and vendors, and previewing materials prior to circulation, you can build a collection that is suited to your audience.



from *Magic Pickle: The Full Color Graphic Novel!* art © 2008 Scott Morse



How do graphic novels promote literacy?

Motivation

Graphic novels powerfully attract and motivate kids to read. Many librarians have built up graphic novel collections and have seen circulation figures soar. School librarians and educators have reported outstanding success getting kids to read with graphic novels, citing particularly their popularity with reluctant readers, especially boys—a group traditionally difficult to reach. At the same time, graphic novels with rich, complex plots and narrative structures can also be satisfying to advanced readers. In fact, graphic novels are flexible enough that often the same titles can be equally appealing to both reluctant and advanced readers. Providing young people of all abilities with diverse reading materials, including graphic novels, can help them become lifelong readers.

Reluctant readers

Graphic novels can be a way in for students who are difficult to reach through traditional text. Even those deemed poor readers willingly and enthusiastically gravitate towards these books.

Benefits to struggling readers, special-needs students, and English-language learners

Graphic novels can dramatically help improve reading development for students struggling with language acquisition, including special-needs students, as the illustrations provide contextual clues to the meaning of the written narrative. They can provide autistic students with clues to emotional context that they might miss when reading traditional text. English-language learners will be more motivated by graphic novels, and will more readily acquire new vocabulary and increase English proficiency.

But are graphic novels “real books”? Are they “literature”? Do they count as “reading”?

Overcoming prejudices

Some parents and educators may feel that graphic novels are not the “type of reading material” that will help young people grow as readers. They may cling to the belief that graphic novels are somehow a bad influence that undermines “real reading”—or they may dismiss graphic novels as inferior literature, or as “not real books.” At best, they may regard them as something to be tolerated as a means of motivating the most reluctant readers, who, they hope, will eventually “move on” to more “quality literature.”

Acceptance by librarians and educators

However, the quality graphic novels now being published have increasingly come to be accepted by librarians and educators as a method of storytelling on a par with novels, picture books, movies, or audiobooks. The American Library Association has recognized this in establishing its annual list of Great Graphic Novels for Teens. In 2007, the graphic novel *American Born Chinese* by Gene Luen Yang (Roaring Brook/First Second) won the Michael L. Printz Award for best young adult book of the year. The same year, *To Dance: A Ballerina’s Graphic Novel* by Siena Cherson Siegel and Mark Siegel (Simon & Schuster/Aladdin) was named a Robert F. Sibert Honor Book (for informational book).

Fostering acquisition of critical reading skills

The notion that graphic novels are too simplistic to be regarded as serious reading is outdated. The excellent graphic novels available today are linguistically appropriate reading material demanding many of the same skills that are needed to understand traditional works of prose fiction. Often they actually contain more advanced vocabulary than traditional books at the same age/grade/interest level. They require readers to be actively engaged in the process of decoding and comprehending a range of literary devices, including narrative structures, metaphor and symbolism, point of view, and the use of puns and alliteration, intertextuality, and inference. Reading graphic novels can help students develop the critical skills necessary to read more challenging works, including the classics.

Do graphic novels have a place in the curriculum?

Many educators have reported great success when they have integrated graphic novels into their curriculum, especially in the areas of English, science, social studies, and art. Teachers are discovering that graphic novels—just like traditional forms of literature—can be useful tools for helping students critically examine aspects of history, science, literature, and art.





What are the literary themes in graphic novels?

Graphic novels contain many of the same literary themes used in classic literature. Some, like Jeff Smith's *Bone*, are works of epic adventure with many parallels to mythology, such as the quests in *The Iliad* and *The Odyssey*. Other classic archetypes in *Bone*, with many parallels in other literature, include the reluctant hero, the unknown destiny, and the mentor wizard figure.

Amulet by Kazu Kibuishi, *The Good Neighbors* by Holly Black, *Malice* by Chris Wooding, and *Ghostopolis* by Doug TenNapel all deal, in different ways, with characters who have traveled into a different, alternative world.

Magic Pickle by Scott Morse and *Missile Mouse* by Jake Parker both feature, in a humorous way, heroes that are small in size (a pickle, a mouse) who courageously tackle larger enemies.

Smile by Raina Telgemeier and *Queen Bee* by Chynna Clugston are both classic stories of struggling to fit in, while *The Arrival* by Shaun Tan is about the universal search for belonging.

Using graphic novels in this way, as “something different” to compare with traditional works of literature, can motivate students who may have had little interest in studying literature.

What are the benefits of studying graphic novels as a format?

Students can learn much by studying how graphic novels work, and comparing them to other forms of storytelling.

A unique art form—the combination of elements in graphic novels

Novels speak to us usually in a linear written narrative; **picture books** tell a story with text accompanied by illustrations; **film** does so with moving images and dialogue; and **poetry** can communicate on levels that no other storytelling can.

Graphic novels combine all these elements in their own unique way. They are like prose in that they are a written printed format, but they are also like film in that they tell a story through dialogue, and through visual images that give the impression of movement.

Learning from the unique format of graphic novels

Students can compare the different experiences of receiving information through written narrative, versus receiving it visually without words. They can analyze how information about character is derived from facial and bodily expressions, and about meaning and foreshadowing from the pictures' composition and viewpoint. You can invite students to find examples of where the viewpoint of the picture is critical to the reader's experience of the story.

Students can also discuss how in graphic novels, as in movies, readers can often deduce what happened—but was not explicitly stated—in the interval between one image and the next.

Students hopefully know what it's like to be so engrossed in a riveting novel that they feel as if they're watching a movie of the story in their imagination. Graphic novels are literature that is actually in a cinematic format. You can discuss with students the similarities and differences between these experiences.

Poetry

Some graphic novels can be compared to works of poetry in the way they convey intangible feelings through allusion rather than direct description.

Creative writing

Graphic novels can be a springboard to many creative writing projects. Students can write their own alternative endings, or accounts of what happened before or after the story. They can fill in an interval in the story that is not depicted, or only depicted visually. Another great exercise is to take a prose passage from a traditional novel and rewrite it as dialogue in a graphic novel, then create the pictures to go with it. Of course students can also create their own original graphic novels, and even have them published on the “Comic Book Project” (see under Web sites).



FOR YOUNGER READERS

Magic Pickle by SCOTT MORSE

A dilly of a superhero to the rescue! Meet the Magic Pickle, a flying kosher dill secret weapon, created in a secret government lab under the floor of Jo Jo Wigman's bedroom. He's here to save the world from The Brotherhood of Evil Produce who are threatening to take over the world—or at least kill us with fruit and vegetable puns!

Scott Morse is the award-winning creator of more than ten graphic novels for children and adults. He also works in animation at Pixar Studios.

- ★ **"Sly wit and fun, energetic art."** —*School Library Journal*, starred review
- ★ **"A charming, slam-bang story."** —*Booklist*, starred review
- "Readers will be smirkin' at the exploits of this gherkin."** —*Kirkus Reviews*

Each: 128 pages • Ages 7–10 • Color

Magic Pickle: The Full Color Graphic Novel!

This is the original graphic novel that started it all!
Paperback: 6" x 9"
978-0-439-87995-8 • \$9.99

Magic Pickle Vs. the Egg Poacher

Paperback: 5 1/4" x 7 5/8"
978-0-439-87997-2 • \$5.99

Magic Pickle and the Planet of the Grapes

Paperback: 5 1/4" x 7 5/8"
978-0-439-87996-5 • \$5.99

Magic Pickle and the Garden of Evil

Paperback: 5 1/4" x 7 5/8"
978-0-545-13580-1 • \$5.99

Magic Pickle and the Creature from the Black Legume

Paperback: 5 1/4" x 7 5/8"
978-0-545-13886-4 • \$5.99



Art © 2008 Scott Morse

Pilot and Huxley by Dan McGuiness

Best friends Pilot and Huxley get zapped to another dimension by aliens who want to enslave Planet Earth. A perfect blend of silly characters and gross humor!

Dan McGuiness lives in North Adelaide, Australia.

Pilot and Huxley #1

(January 2011)
64 pages • 6" x 9" • Ages 7–9 • Color
Paperback: 978-0-545-26504-1 • \$7.99



Art © 2010 Dan McGuiness

FOR MIDDLE GRADE READERS

KNIGHTS OF THE LUNCH TABLE by FRANK CAMMUSO

Artie King just wants to ease into life at Camelot Middle School. He's got new lunch buddies, Percy and Wayne, and his science teacher, Mr. Merlyn, is pretty cool. But things don't always go quite as Artie planned...the bullies who rule the school make sure of that!

Frank Cammuso is the Eisner-nominated creator of the Max Hamm, Fairy Tale detective novels. His work has appeared in the *New York Times*, the *Washington Post*, *USA Today*, and *Newsweek*.

- ★ **"Arthurian legend gets an update for young readers in this outstanding graphic novel.... The appealing illustrations are full of color, action, and life."** —*School Library Journal*, starred review

"Cammuso's text is witty and his cartoons energetic; his pictures speak as clearly as his words." —*Booklist*

"Big, bright, funny, page-turning." —*Kirkus Reviews*

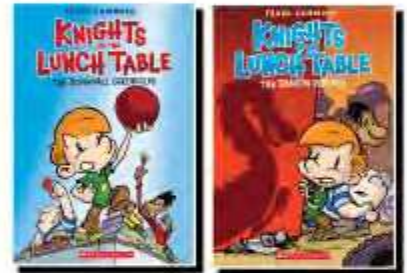
Each: 128–144 pages • 6" x 9" • Ages 9–12 • Color



Art © 2009 Frank Cammuso

Knights of the Lunch Table #1: The Dodgeball Chronicles
Paperback: 978-0-439-90322-6 • \$9.99

Knights of the Lunch Table #2: The Dragon Players
Paperback: 978-0-439-90323-3 • \$9.99



MISSILE MOUSE by JAKE PARKER

Missile Mouse, secret agent for the Galactic Security Agency, battles giant space slugs, corrupt agents, killer bugs, and a pair of shark-headed thugs in his quest to free a kidnapped scientist before the Rogue Imperium of Planets (RIP) can learn about the Star Crusher, a doomsday machine capable of destroying the universe.

Jake Parker's comic work has appeared in the *Flight* and *Out of Picture* anthologies. He's also an animator at Blue Sky Studios and worked on films such as Dr. Seuss's *Horton Hears a Who!*

- ★ **"A gem in story and art."** —*Kirkus Reviews*, starred review

"A winning hero...a solid space caper." —*Booklist*

Each: 176 pages • 6" x 9" • Ages 8–12 • Color

Missile Mouse #1: The Star Crusher

Hardcover: 978-0-545-11714-2 • \$21.99
Paperback: 978-0-545-11715-9 • \$10.99

Missile Mouse #2 (Spring 2011)

Hardcover: 978-0-545-11716-6 • \$21.99
Paperback: 978-0-545-11717-3 • \$10.99



Art © 2010 Jake Parker



Goosebumps

by R.L. STINE

Creepy creatures are howling, growling, and stalking through these cool new anthologies, each containing three Goosebumps stories individually adapted into comic format by different artists.

“The change of format brings something new and fresh to the familiar tales. Horror fans and comic readers alike will find something to enjoy here.”—*School Library Journal*

Each: 144 pages • 6" x 9" • Ages 8–12 • Black-and-white

Goosebumps Graphix #1: Creepy Creatures
Adapted and illustrated by Gabriel Hernandez, Greg Ruth, and Scott Morse

Hardcover: 978-0-439-84124-5 • \$16.99
Paperback: 978-0-439-84125-2 • \$9.99

Goosebumps Graphix #2: Terror Trips
Adapted and illustrated by Amy Kim Ganter, Jill Thompson, and Jamie Tolagson

Hardcover: 978-0-439-85777-2 • \$16.99
Paperback: 978-0-439-85780-2 • \$9.99

Goosebumps Graphix #3: Scary Summer
Adapted and illustrated by Ted Naifeh, Dean Haspeil, and Kyle Baker

Paperback: 978-0-439-85782-6 • \$9.99



Art © 2007 Amy Kim Ganter, Jill Thompson, and Jamie Tolagson

Smile

by Raina Telgemeier

Raina just wants to be a normal sixth grader. But one night she trips and falls, severely injuring her two front teeth. What follows is a long and frustrating journey with on-again, off-again braces, surgery, headgear, and even a retainer with fake teeth attached. And on top of that, there's more: a major earthquake, boy confusion, and not-so-friendly friends. This coming-of-age story, based on the author's own childhood, is sure to resonate with anyone who has ever been in middle school.

Raina Telgemeier's comics have been nominated for Ignatz and Eisner Awards, and her illustrations have been featured in magazines, books, and newspapers.

“Will cheer and inspire any middle-schooler dealing with orthodontia.” —*Booklist*

“Utterly charming...irresistible, funny and touching.” —*Kirkus Reviews*

“I've been writing about teen girls for 25 years and have never come close to what Raina has so magically captured in her funny, sad, inspiring, and touching story.” —Greg Evans, creator of *Luann*

224 pages • 5 1/2" x 8" • Ages 9–13 • Color • Hardcover: 978-0-545-13205-3 • \$21.99 • Paperback: 978-0-545-13206-0 • \$10.99



Art © 2010 Raina Telgemeier



The BABY-SITTERS CLUB

by Ann M. Martin

adapted and illustrated by Raina Telgemeier

Raina Telgemeier captures all the drama of the original Baby-sitters Club books in warm, spunky, and hilarious graphic novels. Brought to life in this vivid new format, the four baby-sitting friends will captivate a whole new generation of readers.

“The graphic adaptation of the hugely popular series has as much heart as the original.” —*School Library Journal*

“Plenty of content, comedy, action, and emotion.” —*Booklist*

“A spirited graphic novel adaptation.” —*Publishers Weekly*

Each: 144–192 pages • 6" x 9" • Ages 8–12 • Black-and-white

The Baby-sitters Club #1: Kristy's Great Idea

An ALA Great Graphic Novel for Teens
Hardcover: 978-0-439-80241-3 • \$16.99
Paperback: 978-0-439-73933-7 • \$8.99

The Baby-sitters Club #3: Mary Anne Saves the Day

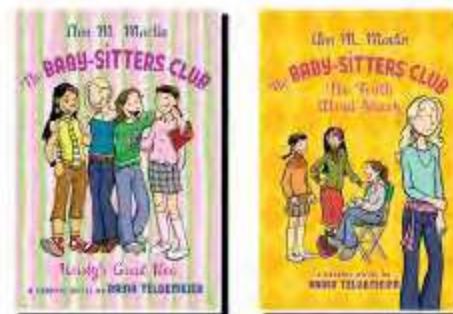
Paperback: 978-0-439-88516-4 • \$8.99

The Baby-sitters Club #2: The Truth About Stacey

Hardcover: 978-0-439-86724-5 • \$16.99
Paperback: 978-0-439-73936-8 • \$8.99

The Baby-sitters Club #4: Claudia and Mean Janine

Paperback: 978-0-439-88517-1 • \$8.99



Art © 2008 Raina Telgemeier

BONE BY JEFF SMITH

Named one of the top ten graphic novels of all time by *Time Magazine*

The incredible comic book saga of an unlikely hero who must save an idyllic valley from the forces of evil—now in full color! An instant classic when it first appeared as an underground comic book in 1991, Bone has since garnered 38 international awards and sold millions of copies in 15 languages. Scholastic Graphix is proud to publish new, full-color graphic novel editions of Bone.

Born and raised in the American Midwest, **Jeff Smith** launched the Bone comic series in 1991. He is the winner of multiple awards, including the Eisner Award and Harvey Award—two of the most respected awards in the comics industry.

★ **“Hilarious and action-packed...featuring some of the wittiest writing of any children’s literature in recent memory.... This is first-class kid-lit: exciting, funny, scary, and resonant enough that it will stick with readers for a long time.”** —*Publishers Weekly*, starred review

★ **“Bone moves from brash humor to gripping adventure in a single panel.”** —*Booklist*, starred review

“Not only is this a terrific graphic novel series, but it’s a superb example of storytelling. Exciting and fun, the full-color art moves the story along at a rapid pace.”—*School Library Journal*

“Both cute and scary.... While children will read Bone for its breathless adventure...older kids and adults will appreciate the themes of blind fanaticism and corrupting power.” —*Time Magazine*

“An instantly likeable and intermittently hilarious adventure for children with a subtler, grimmer story about power and corruption at its core.”—*The Washington Post*

“A remastered package that’s truly hard to beat.” —*Booklist*



from *Crown of Horns* art © 2009 Jeff Smith



Each: 128–224 pages • 6" x 9" • All ages • Color

Bone #1: Out from Boneville
Hardcover: 978-0-439-70623-0 • \$21.99
Paperback: 978-0-439-70640-7 • \$10.99

Bone #2: The Great Cow Race
Hardcover: 978-0-439-70624-7 • \$21.99
Paperback: 978-0-439-70639-1 • \$10.99

Bone #3: Eyes of the Storm
Hardcover: 978-0-439-70625-4 • \$21.99
Paperback: 978-0-439-70638-4 • \$10.99

Bone #4: The Dragonslayer
Hardcover: 978-0-439-70626-1 • \$21.99
Paperback: 978-0-439-70637-7 • \$10.99

Bone #5: Rock Jaw: Master of the Eastern Border
Hardcover: 978-0-439-70627-8 • \$21.99
Paperback: 978-0-439-70636-0 • \$10.99

Bone #6: Old Man’s Cave
Hardcover: 978-0-439-70628-5 • \$21.99
Paperback: 978-0-439-70635-3 • \$10.99

Bone #7: Ghost Circles
Hardcover: 978-0-439-70629-2 • \$21.99
Paperback: 978-0-439-70634-6 • \$10.99

Bone #8: Treasure Hunters
Hardcover: 978-0-439-70630-8 • \$21.99
Paperback: 978-0-439-70633-9 • \$10.99

Bone #9: Crown of Horns
Hardcover: 978-0-439-70631-5 • \$21.99
Paperback: 978-0-439-70632-2 • \$10.99

Bone Prequel: Rose
Illustrated by Charles Vess
Charles Vess has illustrated numerous comic books published by Marvel, DC, and Cartoon Books, and he won an Eisner Award for his paintings in *Rose*. Other works include *Seven Wild Sisters*, written by Charles de Lint, and *The Green Man: Tales from the Mythic Forest*, both of which were ALA Best Books.
Hardcover: 978-0-545-13542-9 • \$21.99
Paperback: 978-0-545-13543-6 • \$10.99



Bone Handbook

This treasure trove for Bone fans includes character profiles, timelines, interviews with creator Jeff Smith and colorist Steve Hamaker, cover art from the original editions, a behind-the-scenes look at how the Scholastic editions were colorized, and other fun stuff!

Paperback: 128 pages
978-0-545-21142-0
\$9.99 • Color

Bone: Tall Tales
(August 2010)
with Tom Sniegoski,
illustrated by Jeff Smith

This prequel to Bone was previously published in black-and-white as *Stupid, Stupid Rat-tails*. This brand-new edition features new stories and full-color art throughout.

Tom Sniegoski is the author of *The Fallen*, a teen fantasy quartet that was adapted into an ABC Family Channel miniseries, and the Billy Hooten: Owlboy books. With Christopher Golden, he coauthored the *OutCast* series.

Hardcover: 978-0-545-14095-9 • \$21.99
Paperback: 978-0-545-14096-6 • \$10.99

Bone: The Quest for the Spark #1
(February 2011)
by Tom Sniegoski,
illustrated by Jeff Smith

This color illustrated novel features Tom Elm, a twelve-year-old turnip farmer who discovers everyone in his village is plagued by nightmares. Tom must fight to preserve the Spark—a light born at the core of a vast, dark nothingness called the Nacht. The Nacht is trying to permeate the Waking World and it’s Tom’s mission to protect it.

Hardcover: 978-0-545-14101-7 • \$21.99
Paperback: 978-0-545-14102-4 • \$10.99



Amulet

by KAZU KIBUISHI

After a family tragedy, Emily, Navin, and their mother move to an old ancestral home to start a new life. On the family's very first night in the mysterious house, Em and Navin's mom is kidnapped by a humongous, tentacled creature and dragged down behind the basement door. The kids give chase—and find themselves in a magical but dangerous world of man-eating demons, a mechanical rabbit, a giant robot, and shadowy enemies.

Kazu Kibuishi is the editor of the popular *Flight* comic anthologies. His first graphic novel, *Daisy Cutter: The Last Train*, was an ALA Best Book for Young Adults. He lives and works in Alhambra, California, with his wife and fellow comic artist, Amy Kim Kibuishi.

“Five—no, three pages into Amulet and you'll be hooked.”

—Jeff Smith, creator of *Bone*

“Gorgeous illustrations.... Filled with excitement, monsters, robots, and mysteries, this fantasy adventure will appeal to many readers.”

—*School Library Journal*

“Action-packed adventure sequences move at an exciting clip.... Part fantasy...and part manga, this volume has much to appeal to readers.” —*Booklist*

“Stellar artwork, imaginative character design, moody color and consistent pacing.”

—*Publishers Weekly Comics Week*

Each: 192–224 pages • 6" x 9" • Ages 9–12 • Color

**Amulet Book 1:
The Stonekeeper**

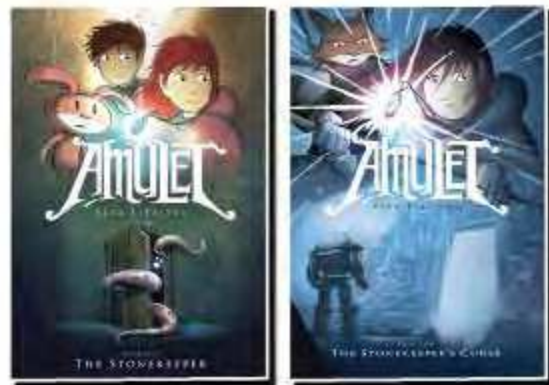
Hardcover: 978-0-439-84680-6 • \$21.99
Paperback: 978-0-439-84681-3 • \$10.99

**Amulet Book 2:
The Stonekeeper's Curse**

A *New York Times* Graphic Novels Bestseller
Hardcover: 978-0-439-84682-0 • \$21.99
Paperback: 978-0-439-84683-7 • \$10.99

**Amulet Book 3:
The Cloud Searchers**

(September 2010)
Hardcover: 978-0-545-20884-0 • \$21.99
Paperback: 978-0-545-20885-7 • \$10.99



Art © 2009 Kazu Kibuishi

copper

by KAZU KIBUISHI

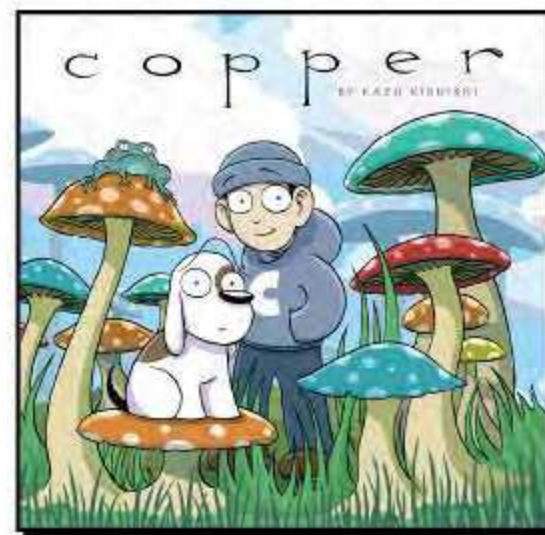
Copper is curious, Fred is fearful. And together boy and dog are off on a series of adventures, soaring through marvelous worlds, powered by Copper's limitless enthusiasm and imagination. This definitive collection of the popular web comic includes all-new comics and stories, and a special section on the making of *Copper*.

“Fantastic, imaginative adventures, where the quietly ordinary becomes extraordinary.” —*Kirkus Reviews*

“A winner.” —*Voice of Youth Advocates*

96 pages • 9" x 9" • All ages • Color

Hardcover:
978-0-545-09892-2 • \$21.99
Paperback:
978-0-545-09893-9 • \$12.99



Art © 2010 Kazu Kibuishi



Art © 2010 Doug TenNapel

GHOSTOPOLIS by DOUG TENNAPEL

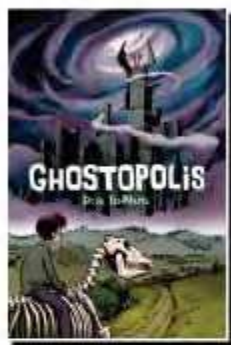
(July 2010)

Imagine Garth Hale's surprise when he's accidentally zapped to the spirit world of Ghostopolis by Frank Gallows, a washed-out ghost wrangler. When he meets Cecil, his grandfather's ghost, the pair search for a way to escape the evil ruler of Ghostopolis and get Garth back home.

Eisner Award-winning author **Doug TenNapel's** most recent graphic novels, *Iron West* and *Monster Zoo*, were ALA Great Graphic Novels for Teens.

288 pages • 6" x 9" • Ages 10–13 • Color

Hardcover: 978-0-545-21027-0 • \$24.99
Paperback: 978-0-545-21028-7 • \$12.99



Art © 2005 Chynna Clugston

QUEEN BEE by CHYNNA CLUGSTON

In the social hive of middle-school girls, only one “queen bee” can rule! Haley and Alexa are rivals—both have secret powers—but they're also sisters! This graphic novel takes the typical American middle-school scene and mixes it up with fresh, manga-style illustrations and superhero antics.

Chynna Clugston, an Eisner Award nominee, is the creator of the popular *Blue Monday* and *Scouter Girl* comic series. She has also worked on *Buffy the Vampire Slayer* comics and *Marvel Comics* collections.

“Bubbly, fun, and smart.... Everything works in this funny, charming, and true story.”—*Publishers Weekly*

“Highly recommended.”—*Kliatt*

112 pages • 6" x 9" • Ages 9–12 • Black-and-white

Hardcover: 978-0-439-71572-0 • \$16.99
Paperback: 978-0-439-70987-3 • \$8.99



The Good Neighbors by HOLLY BLACK & TED NAIFEH

Masterful storytelling creates a mysterious, darkly beautiful world in this astonishing graphic novel series about the adventures of Rue, whose mother is a faerie who has vanished into the faerie world. Rue must fight sinister forces to get her mother back, while learning about her own identity and where she fits in.

Holly Black is the bestselling author of the *Spiderwick Chronicles* (with Tony DiTerlizzi) and the novels *Tithe*, *Valiant*, and *Ironside*. **Ted Naifeh's** graphic novels include *Polly and the Pirates*, *Courtney Crumrin*, and *Death, Jr.*

“Black does a wonderful job of weaving an alien faerie world through Rue's urban landscape, and Naifeh's art, rich with shadows...pulls the reader into the story.”
—*Booklist*

“Searing and exceptionally well written.”—*The Bulletin of the Center for Children's Books*

Each: 128–144 pages • 6" x 9" • Ages 12 and up • Black-and-white

The Good Neighbors, Book One: Kin
Hardcover: 978-0-439-85562-4 • \$16.99
Paperback: 978-0-439-85565-5 • \$9.99

The Good Neighbors, Book Two: Kith
Hardcover: 978-0-439-85563-1 • \$16.99
Paperback (October 2010): 978-0-439-85566-2 • \$10.99



Art © 2010 Ted Naifeh

FOR YOUNG ADULT READERS

Breaking Up

A Fashion High GRAPHIC NOVEL

by AIMEE FRIEDMAN

Illustrated by CHRISTINE NORRIE

Sexy, stylish chick lit—in a graphic novel! High schooler Chloe finds her close friendship with her three best friends imperiled when she falls for a guy who's definitely not part of the in-crowd.

Aimee Friedman is the author of *The Year My Sister Got Lucky* and *Sea Change*. Christine Norrie is the author of *Cheat* and has illustrated many graphic novels.

“Expect heavy circulation.”—Booklist

“I recommend this graphic novel highly.”—Kliatt

192 pages • 6" x 9" • Ages 12 and up • Black-and-white

Paperback: 978-0-439-74867-4 • \$8.99



Art © 2006 Christine Norrie

PUBLISHED BY SCHOLASTIC PRESS

MALICE by CHRIS WOODING

Luke, Seth, and Kady fall into the world of a sinister comic book. Can they make it out alive?

Chris Wooding is the author of *The Haunting of Alaizabel Cray*, *Poison*, *Storm Thief*, *Kerosene*, and *Crashing*.

★ “This nail-biter will keep readers glued to the story...Seth and Kady are strong and exciting characters.”

—School Library Journal, starred review

“This hybrid-format horror/fantasy...offers plenty of brisk action.”—Kirkus Reviews

Each: 384 pages • 5 1/2" x 8 1/4" • Ages 12 and up • Black-and-white

Malice

Hardcover: 978-0-545-16043-8 • \$14.99

Paperback: 978-0-545-16044-5 • \$8.99

Malice #2: Havoc

(October 2010)

Hardcover: 978-0-545-16045-2 • \$14.99



Art © 2009 Chris Wooding

ALSO BY CHRIS WOODING: **Pandemonium** (February 2011)

160 pages • 6" x 9" • Ages 9–18 • Color • Paperback: 978-0-439-87759-6 • \$11.99

PUBLISHED BY ARTHUR A. LEVINE BOOKS

The ARRIVAL by SHAUN TAN

A New York Times Best Illustrated Book of 2007

A man gives his wife and daughter a last kiss and boards a steamship to build a better future for his family. Arriving in a strange, foreign land, he struggles to understand the language and customs, and learns the stories of other immigrants. In this extraordinary wordless graphic novel, Shaun Tan captures the experience of the outsider learning to belong, through clear, mesmerizing images.

Shaun Tan grew up in the suburbs of Perth, Australia. He has received numerous awards for his picture books.

★ “Astonishing...an unashamed paean to the immigrant’s spirit.”—Kirkus Reviews, starred review

★ “Beautiful, compelling...filled with both subtlety and grandeur.”—Booklist, starred review

★ “Few will remain unaffected by this timeless stunner.”—Publishers Weekly, starred review

128 pages • 8 3/4" x 11 3/4" • Ages 12–18 • Color

Hardcover: 978-0-439-89529-3 • \$19.99

ALSO AVAILABLE FROM SHAUN TAN: **Lost and Found: Three by Shaun Tan** (January 2011)

This stunning collection includes *The Red Tree*, *The Lost Thing*, and *The Rabbits*, with additional art and new notes.

128 pages • 8 1/2" x 11 1/4" • Ages 12–18 • Color

Hardcover: 0-978-0-545-22924-1 • \$21.99



PUBLISHED BY BLUE SKY PRESS

INTO THE VOLCANO by Don Wood

In this page-turning full-color comic picture book, two brothers, Sumo and Duffy, overcome seemingly insurmountable odds as they journey to the center of a volcanic island and discover long-lost family secrets.

Don Wood is the Caldecott Honor-winning artist of such classic picture books as *The Napping House* and *King Bidgood’s in the Bathtub*.

★ “Exciting and unusual...a rare example of a graphic novel for young people that is neither manga nor mainstream.”

—School Library Journal, starred review

★ “Thrilling...the action moves along at breakneck speed...the art is beautifully rendered.”

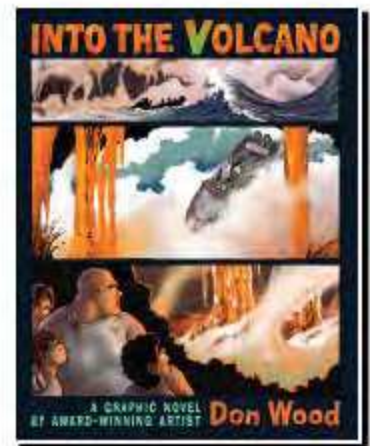
—Booklist, starred review

176 pages • 8 1/2" x 11" • All ages • Color

Hardcover: 978-0-439-72671-9 • \$18.99



Art © 2008 Don Wood



GRAPHIC NOVEL RESOURCES

Web sites

Here are some excellent Web sites with more information about using graphic novels in the library and classroom.

No Flying, No Tights: A Website Reviewing Graphic Novels for Teens, by Robin Brenner
www.noflyingnotights.com

Sidekicks—Robin Brenner’s Web site reviewing graphic novels for younger readers
www.noflyingnotights.com/sidekicks

SUNY Buffalo Graphic Novel Resources for Teachers and Librarians
library.buffalo.edu/libraries/asl/guides/graphicnovels/

Classical Comics—this site has many useful links
www.classicalcomics.com/links.html

Education World—article titled “Eek! Comics in the Classroom!”
www.education-world.com/a_curr/profdev/profdev105.shtml

Parents’ Choice—article on how comics make kids smarter
www.parents-choice.org/article.cfm?art_id=140&the_page=reading_list

Discussions of articles about comics in the classroom and in libraries
www.icv2.com/articles/news/12491.html
www.icv2.com/articles/news/17069.html

The Secret Origin of Good Readers, by Robyn A. Hill—a terrific collection of articles, links, teaching tips, and lesson plans can be downloaded free from
www.night-flight.com/secretorigin/

The Comic Book Project—helps children forge an alternative pathway to literacy by writing, designing, and publishing original comic books.
www.comicbookproject.org

Blogs

Good Comics for Kids—hosted by *School Library Journal*—click on “blogs” at
www.schoollibraryjournal.com

E-Newsletter

PW Comics Week—subscribe at
www.publishersweekly.com

Sites for fans of comics and graphic novels

GraphicNovelReporter.com
ComicsBeat.com
Newsarama.com
ComicBookResources.com
Comixology.com
ComicsReporter.com
TheDailyCrossHatch.com
ComicMix.com
The Comics Journal (www.tcj.com)
ComicsWorthReading.com
www.ICV2.com



from *Magic Pickle: The Full Color Graphic Novel!* art © 2008 Scott Morse

GRAPHIC NOVEL RESOURCES

Books

Here are some excellent books about graphic novels for youth librarians and teachers.

Getting Graphic! Using Graphic Novels to Promote Literacy with Preteens and Teens, by Michele Gorman
Published by Linworth Publishing.

The Public Librarian’s Guide to Graphic Novels
Published by Book Wholesalers, Inc.

The 101 Best Graphic Novels, by Stephen Weiner
Published by NBM.

Graphic Novels 101: Selecting and Using Graphic Novels to Promote Literacy for Children and Young Adults – A Resource Guide for School Librarians and Educators, by Philip Crawford
Published by Hi Willow Publishing.

Graphic Novels in Your Media Center: A Definitive Guide, by Allyson A.W. Lyga and Barry Lyga
Published by Libraries Unlimited.

Understanding Comics, by Scott McCloud
The essential guide for anyone who wants to understand the structure of comics.
Published by Harper Paperbacks.

Graphic Novels Beyond the Basics: Insights and Issues for Libraries, Ed. Martha Cornog and Timothy Perper
A collection of essays with practical advice on building a graphic novels collection.
Published by Libraries Unlimited.

Articles

“Best Practice” article about Comics and Graphic Novels
Instructor Magazine, May/June 2008

“It’s Elementary! Graphic Novels for the K–6 Classroom”
Book Links, May 2008



from *Knights of the Lunch Table: The Dodgeball Chronicles* art © 2008 Frank Cammuso

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This guide is adapted from a previous Scholastic guide written by two highly regarded experts in the field of graphic novels for youth librarians and teachers: **Philip Crawford**, Library Director of Essex High School in Vermont, author of *Graphic Novels 101: Selecting and Using Graphic Novels to Promote Literacy for Children and Young Adults*; and **Stephen Weiner**, Director of the Maynard Public Library in Maynard, Massachusetts, author of many books and articles on graphic novels.