

Graphic Novels

At the Fayetteville Free Library

Discover graphic novels at the FFL

Graphic novels are the new trend at libraries across the world. The diverse subject matter and amazing visuals appeal to even the most reluctant reader. Come explore the growing teen graphic novel collection at the FFL!

Increasing numbers of publishers are moving towards more kid and teen friendly themes. Topics for graphic novels can range from adventure, humor, horror, fantasy, superheroes, social issues, or even graphic adaptations of classic fiction like O'Henry. You may also have heard teens talking about manga, Japanese comic books. These serial publications have distinctive artistic features and are read from back to front.

Graphic novels and manga appeal to all levels of readers. Teens relate to the fast-paced visual stories and the more creative students may be motivated to learn to draw their own comics or manga. If you have visual learners, reluctant readers, or teens struggling with reading may be a perfect way to engage them, promote voluntary reading, and increase their vocabularies!

Reading graphic novels may help to:

1. Develop an increased interest in reading.
2. Increase literacy
3. Develop language skills and a rich and varied vocabulary.
4. Foster interest in a variety of literary genres.
5. Foster interest in a broad range of topics.
6. Stimulate a creative imagination.
7. Develop an appreciation of art.
8. Develop the ability to discuss and critique art and writing.
9. Increase understanding of how meaning is found in visual phenomena.
10. Enhance understanding of pop culture and other media.

Hill, R (d). (2004). The Secret Origin of Good Readers: A Resource Book. San Diego: Comic Con International, p. 6.

Selected Booklist

Bone: Out from Boneville, Jeff Smith

TEEN FIC COMICS/SMITH

Fone, Phoney, and Smiley Bone get separated in the desert after being run out of Boneville. The cousins meet dragons, are chased by rat creatures, and begin an exciting adventure. First of nine.

Maus, Art Spiegelman

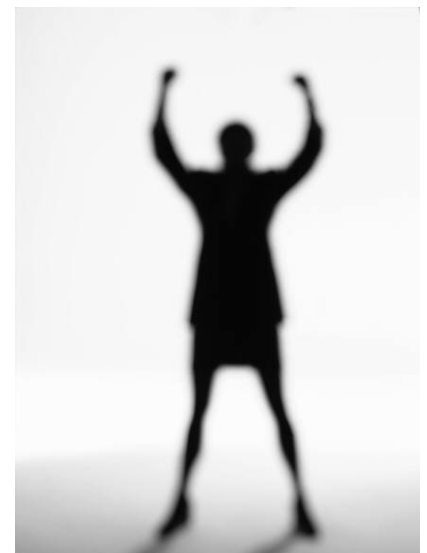
On Order, 12 copies Available in OCPL system

A story of Hitler's Europe as told by the son of a Jewish survivor. Spiegelman uses animals in place of humans to tell this very personal story of his father, himself, the Holocaust, and the effects on his life and family. First of two volumes.

Ranma ½, Rumiko Takahashi

TEEN GRAPHIC NOVELS

After falling into a cursed pool, Ranma finds he is able to transform into a girl and his father a giant panda! Adventures ensue at a martial arts school where they live. This is one of the most popular manga titles and the first of many volumes. for anyone who enjoys superhero comics.



Selected Booklist (cont.)

Spirited Away, Hayao Miyazaki

TEEN COMICS MIYAZAKI

On the way to a new home, a young girl and her parents enter a magical world. After her parents are transformed into pigs, Chihiro must rescue them and return to the real world. This is the first of five volumes and is portrayed in an Oscar-winning animated film of the same name.

Ultimate Spider Man, Brian Michael Bendis

TEEN COMICS SPIDER-MAN

The web-crawler is revamped for the 21st century in this 2002 update of Stan Lee's famous character! This first volume of the series deals with Spider Man's origins and history.

Watchmen, Alan Moore

TEEN COMICS MOORE

One of the most highly acclaimed comics/graphic novels of all time. Someone is slowly getting rid of former Crimebusters, a disbanded group of superheroes. The remaining members band together to find the source, with various subplots involving Dr. Manhattan and NiteOwl. This is a must for anyone who enjoys superhero comics.

Tools and Resources for Parents and Teachers

Graphic Novels and Comic Books. (2002). <http://improbability.ultralab.net/writeaway/comics.htm>

Graphic novels are drawing in kids, with positive results in more ways than one. (2005). Seattle Post-Intelligencer - http://seattlepi.nwsourc.com/books/242949_graphic03.html

"Graphic Novels for Younger Readers." American Library Association. 2003
<http://www.ala.org/ala/booklinksbucket/graphicnovelsforyounger.htm>

Graphic Novels in the Classroom Including Bone by Jeff Smith: A Guide for Teachers and Librarians. http://www.scholastic.ca/bookfairs/printables/pdfs/Scholastic_BoneDiscussion.pdf

Gorman, Michele. (2003). Getting Graphic! Using Graphic Novels to Promote Literacy with Preteens and Teens. Linworth Publishing.

No Flying, No Tights

<http://www.noflyingnotights.com>

A Novel Approach: Using Graphic Novels to Attract Reluctant Readers. (2004). Library Media Connection
http://www.linworth.com/PDF/LMC_Feb04_Crawford.pdf

A Parent's Guide to Anime

<http://www.abcb.com/parents/>

Parents Guide to Graphic Novels – Duluth Library

<http://www.duluth.lib.mn.us/YouthServices/GraphicNovelsParents.html>

Teachers and Teacher-Librarians – Graphic Novels and Comics

<http://www.informationgoddess.ca/Comics&GraphicNovels/teachers&tls.htm>

YALSA – Great Graphic Novels for Teens (coming in 2007)

<http://www.ala.org/ala/yalsa/booklistsawards/greatgraphicnovelsforteens/gn.htm>

