## CONTENTS

Notes of Thanks vii  
Preface ix  
About the Authors xi  

1 **Graphic Novels: Fears and Facts**  
   Fears 1  
   Facts 4  
   How and Where to Find Graphic Novels 8  
   Moving Forward: Using this Book to Help You Read and Integrate Graphic Novels into Your Curricula 9  

2 **Why Use Graphic Novels? Why Now?** 11  
   Graphic Novels Improve and Enhance Teaching Methods 11  
   Graphic Novels Motivate All Kinds of Readers and Learners 17  
   Responding to the Naysayers: The Complex History of Graphic Novels and Why *Now* Is the Time to Use Them 19  
   References 21  

3 **Foundational Skills in Graphic Novels, Part 1: Reading Pictures** 25  
   Visual Literacy: Teaching How to Critically Read an Image 26  
   This Assessment: Understanding What to Expect Developmentally 31  
   Teaching Visual Literacy Skills to Your Students 33  
   Moving On 37  

4 **Foundational Skills in Graphic Novels, Part 2: How to Teach Graphic Novels** 39  
   The Anatomy of a Graphic Novel: Panels 41  
   The Anatomy of a Graphic Novel: Narrative, Text, and Thought Balloons 45  
   Gutters 49  
   Putting This All Together and Taking a Page for a Spin 51  
   Taking These Basics Further 56  

5 **Motivation** 59  
   Getting to Know Your Students 59  
   Are Your Students Comfortable Taking Risks? 60  
   Are Your Students Artistic? 65  
   Leveraging Collaboration and Group Work 70  
   Leveraging Student Affinities 71
6 Using Graphic Novels to Teach Reading
Addressing the Challenges of Integrating Graphic Novels into Your Reading Curriculum 75
Using Graphic Novels for Reading Instruction 82
Graphic Novels and Literary Devices 96
Graphic Novels and Character Development 102

7 Graphic Novels and the Writing Process
Using Graphic Novels to Teach Writing Prose Fiction 108
Using Graphic Novels to Teach Writing Prose Nonfiction 114
Writing Graphic Novels 124

8 Graphic Novels and Content-Area Curriculum
Reasons for Using Graphic Novels in Your Math Classroom 131
Reasons for Using Graphic Novels in Your Social Studies Classroom 138
Reasons for Using Graphic Novels in Your Science Classroom 144

9 Final Words
Where We’ve Come From 151
Where We’re Heading 151
Where We May Continue Together 152

Appendix A: Guidelines and Resources to Support Your Reading and Graphic Novel Choices 153
Appendix B: Resources for Creating and Using Graphic Novels in Your Classroom
For Making Comics and Graphic Novels 155
For Creating Storyboards 156
Additional Links and Resources 156
Index 157