

HELPFUL RESOURCES ABOUT GRAPHIC NOVELS

By Kat Kan for Brodart Books & Library Services

Websites

First Second Books

<http://www.firstsecondbooks.com>

Links on this page take readers to blog entries that sometimes cover cool behind-the-scenes publishing information, and also to some serialized webcomics.

No Flying, No Tights - Graphic Novel Reviews for Teens

<http://www.noflyingnotights.com>

Robin Brenner began writing about graphic novels on a website she created for a library school class. Now teens and librarians can go to her colorful and fun site to get her reviews and opinions. Robin features a section for younger readers, which is a great source of titles suitable for elementary and younger middle school students. She also includes links to various blogs for more comics and library information.

TOON Books

<http://www.toon-books.com>

Using the links on this page, teachers will find lesson plans using the TOON Books titles, as well as ideas for other classroom activities, such as Readers' Theater, all for grades K-4. Other links lead to activities for children, including a cartoon maker, TOON Book audio readers in several different languages (English, French, Spanish, Russian, and Chinese), and more.

Good Comics for Kids

<http://blog.schoollibraryjournal.com/goodcomicsforkids>

This is a team blog run by Brigid Alverson, with such members/posters as Robin Brenner, Eva Volin, Mike Pawuk, and others, devoted to comics and graphic novels for children and teens. It's updated almost daily and includes reviews, links to great sites, commentary, interviews with comics creators, and more.

PW Comics Week

Subscribe to this weekly newsletter from Publishers Weekly here:

<http://www.publishersweekly.com/pw/email-subscriptions/index.html>

PW Comics Week includes news items and reviews.

The Comic Book Project

<http://www.comicbookproject.org>

Started by Dr. Michael Bitz at Columbia University, this program provides materials for teachers who want to set up afterschool programs for students. "The goal of the project is to help children forge an alternative pathway to literacy by writing, designing, and publishing original comic books."

Diamond Bookshelf

<http://www.diamondbookshelf.com>

This is the website for Diamond Books, a part of Diamond Comics Distributors. Here you'll find comics news, reviews, lesson plans, and helpful articles, as well as links to more sites.

Reading With Pictures

www.readingwithpictures.org

Reading With Pictures is a nonprofit organization dedicated to promoting comics in schools to help with literacy. (Note: Kat Kan serves on the Board of Directors.) The website provides Educator Resources, including lesson plans and recommended reading lists. RWP sponsors Comics Out Loud, an annual day to promote comics in schools every April (in 2014 it is

scheduled for April 23), and provides free downloadable aids for teachers and librarians (free registration is required).

News and Reviews Sites

<http://www.comicbookresources.com>

This site has regular columns, movie news, interviews, and comics news.

<http://www.icv2.com>

This daily news website is aimed at retailers of comics, games, and toy specialty shops, but the industry news is often of interest to librarians as well. The site also provides reviews of graphic novels, manga, and anime.

<http://www.newsarama.com>

This site also includes news and interviews as well as some columns that might be of interest. It's very superhero-centric.

<http://www.comicsbeat.com>

This is Heidi MacDonald's blog, The Beat, which covers news about comics and includes library-related items. It's updated at least daily. One of her regular contributors, Torsten Adair, has an MLS and attends most ALA Annual conferences.

<http://www.comicsreporter.com>

Tom Spurgeon blogs about comics daily, and he includes a lot of library-related news. His links can lead you to interesting articles and blogs and keep you reading for hours. He won an Eisner Award in 2010, for best comics journalism. His Sunday interviews with comics people are wonderfully informative.

<http://www.graphicnovelreporter.com>

This monthly e-newsletter includes reviews, interviews, polls, lists of recommended titles, and other useful information about graphic novels.

<http://robot6.comicbookresources.com>

This blog site features a number of regular weekly columns as well as daily features that provide up-to-the-minute news about comics and comics-related media (movies, TV series, etc.).

<http://comicsworthreading.com>

Johanna Draper Carlson and Ed Sizemore share reviewing duties at this site. They cover graphic novels, comic books, manga, movies, TV, DVDs, and also provide cogent commentary on various issues regarding the comics industry.

Sequential Tart

<http://www.sequentialtart.com>

This online magazine is devoted to comics by and about women. It's definitely aimed at adult readers rather than children or teens, but some of the articles are good resources for libraries.

Graphic Novels for Libraries

<https://groups.yahoo.com/neo/groups/gn4lib/info>

Librarian Steve Miller started this listserv in 1999. It's open to librarians and other professionals connected with graphic novels and libraries. Many of the well-known professionals who write for the library world are members. Many members are librarians who are just beginning to acquire graphic novels for their collections. If you go to the site, you can read previous posts, and you can also sign up and join in the discussion. Members consider all questions posted and give advice and opinions; it's lots of fun. In October 2007, the consensus opinion of the members was to move the list; it's now hosted at yahoogroups.com. Anyone who wishes to subscribe can send an email to: **GNLIB-L-subscribe@yahoogroups.com**; you can either subscribe to the list itself

without setting up a Yahoo ID, or you can become a full member with access to archives and other material (reviews, lists, etc.) by using an established Yahoo ID or by creating one.

In recent years, podcasts became very popular, and there are a lot of comics podcasts vying for peoples' time. Check these links for some recommended podcasts:

<https://player.fm/features/comics> - links to comics podcasts, with a helpful "explicit" icon to note those using strong language

<http://www.comicspodcasts.com> – Comics Podcast Network links to a whole bunch of comics podcasts that people can explore

I generally spend at least two hours every day going through all the sites I've listed, to catch up on news and see what's new. What a fun way to work, yes?

Most comics publishers also have websites, you can usually use their company names to search the Internet to find their sites.

BOOKS

Bitz, Michael. Manga High: Literacy, Identity, and Coming of Age in an Urban High School. Harvard Education Press, 2009. 196pp. \$29.95. 978-1-93474-218-1.

Bitz, who founded the Comic Book Project, writes about one after-school comics club in a New York City high school, highlighting the lives and creations of the students involved in the club and exploring their passion for manga, Japanese comics.

Brenner, Robin. Understanding Manga and Anime. Libraries Unlimited, 2007. 356pp. \$40.00. 978-1-591583325.

Brenner provides lots of cultural and other information for any librarian who wants to learn about manga and anime. She explains the visual symbols, Japanese history, and gives recommended titles, programming ideas, and lots more. Her book was nominated for a 2008 Eisner Award.

Building Literacy Connections with Graphic Novels: Page by Page, Panel by Panel.

Edited by James Bucky Carter. National Council of Teachers of English, 2007. 164pp. \$30.95. 978-0-8141-0392-0.

Editor Carter presents essays by educators on using graphic novels in the language arts classroom; ideas range from pairing graphic novels with classics to using graphic novel adaptations of classics, to using superhero comics to encourage student participation in learning.

Cary, Stephen. Going Graphic: Comics at Work in the Multilingual Classroom.

Heinemann, 2004. 218pp. \$23.00. 0-325-00475-7.

Cary, a second language learner specialist, provides ideas on using comics, cartoons, and graphic novels for ESL teachers and their students. He addresses concerns about appropriateness of content and provides a list of suggested titles; he also includes some student-created comics.

Goldsmith, Francisca. Graphic Novels Now: Building, Managing, and Marketing a Dynamic Collection. ALA Editions, 2005. 113pp. \$35.00. 0-8389-0904-3.

While focusing only on actual monograph graphic novels, Goldsmith discusses practical matters such as cataloging and shelving them and dealing with intellectual freedom challenges.

Goldsmith, Francisca. The Readers' Advisory Guide to Graphic Novels. ALA Editions, 2010. 124pp. \$45.00. 978-0-8389-1008-5.

Combines lots of practical advice for librarians on how to do readers' advisory on graphic novels for all age groups with descriptions of many titles. Her list of "Books to Know" gives general age recommendations and is divided by genres. Her appendix, "A Short Course for the Advisor New to Graphic Novels," is especially helpful for those who want to learn more about the format.

Gorman, Michele. Getting Graphic!: Comics for Kids. Linworth Publishing, Inc., 2008. 84p. \$24.95. 1-58683-327-8.

This is basically an annotated bibliography of books that are suitable for younger readers, mostly in the ages 8-12 range. It includes an original comics story by Jimmy Gownley, starring his Amelia Rules! cast.

Gorman, Michele. Getting Graphic!: Using Graphic Novels to Promote Literacy with Preteens and Teens. Linworth Publishing, Inc., 2003. 184p. \$36.95. 1-58683-089-9.

This book is useful for schools, with ideas for using graphic novels in the curriculum; it also includes information on collection development, promotion and programming, and lists of recommended titles for intermediate and high school collections.

Graphic Novels: Beyond the Basics: Insights and Issues for Libraries. Edited by Martha Cornog and Timothy Perper. Libraries Unlimited, 2009. 281p.p. \$45.00. 978-1-59158-478-0.

This collection of essays includes information on practical issues in collecting graphic novels in libraries, on censorship, graphic novels in academic libraries, international graphic novels, and four growing subject areas: African American interest, Latino/a interest, gay/lesbian interest, and religious themes.

Graphic Novels and Comic Books: The Reference Shelf. Edited by Kat Kan. H. W. Wilson, 2010. 195pp. \$35.00. 978-0-8242-1100-4.

This volume of The Reference Shelf series collects articles from newspapers and scholarly journals about graphic novels and comics books and their place in libraries and schools, with a focus on their value as literature.

Graphic Novels and Comics in Libraries and Archives: Essays on Readers, Research, History and Cataloging. Edited by Robert G. Weiner. McFarland & Company, Inc., 2010. 276pp. \$45.00. 978-0-7864-4302-4.

This book collects 29 essays on graphic novels and comics in all kinds of libraries (with a strong focus on academic libraries), on who reads graphic novels, on how to shelve and catalog them, and includes several essays on nomenclature.

Karp, Jesse. Graphic Novels in Your School Library. Illus. by Rush Kress. American Library Association, 2011. 160pp. \$50.00. 978-0-8389-1089-4.

This is an inclusive resource for school librarians, not only for getting graphic novels into the school library, but also for using them in teaching reading.

McCloud, Scott. Understanding Comics: The Invisible Art. William Morrow, 1994. 224pp. \$22.99. 978-0060976255.

This is one of the classic titles explaining comics, and it has been in print for 20 years (and counting).

Miller, Steve. Developing and Promoting Graphic Novel Collections. Neal-Schuman Publishers, 2005. 130pp. \$49.95. 9781555704612.

Miller provides information on collection development and lots of program ideas to promote the use of graphic novels in the libraries. He also provides nitty-gritty details on how to maintain the library's graphic novel collection.

Pawuk, Michael. Graphic Novels: A Genre Guide to Comic Books, Manga, and More. Libraries Unlimited, 2006. 633pp. \$65.00. 978-1-59158-132-1.

This is just what the subtitle says, a guide to graphic novels and manga, organized by genre. The introduction is done as a comic book, which is delightful.

Robins, Scott and Snow Wildsmith. A Parent's Guide to the Best Kids' Comics: Choosing Titles Your Children Will Love. Krause Publications, 2012. 256pp. \$16.99. 978-1440229947
Robins and Wildsmith select and review 100 age-appropriate titles and recommend another 750 titles for children ages 3 to 14. They include sample pages for the 100 titles, which is very helpful for librarians as well as parents.

Serchay, David S. The Librarian's Guide to Graphic Novels for Adults. Neal-Schuman Publishers, 2010. 320pp. \$65.00. 978-1-55570-662-3.
In this book, Serchay provides information on why libraries should have graphic novels for adults, explores the many genres, and discusses the many practical issues of building and maintaining a graphic novel collection. He also includes a lengthy bibliography of recommended titles for adults.

Serchay, David S. The Librarian's Guide to Graphic Novels for Children and Tweens. Neal-Schuman Publishers, 2008. 272pp. \$55.00. 978-1-55570-626-5.
Serchay includes a lot of history plus annotated lists of recommended titles for the younger readers.

Thompson, Jason. Manga: The Complete Guide. Del Rey Manga, 2007. 556pp. \$19.95. 978-0-345-48590-8.
Manga expert Thompson reviews more than 900 Japanese manga series that have been published in the U.S. over the years. His reviews include age guidelines that are fairly accurate, and a quality rating system with which I mostly agree. He's been updating his manga reviews at www.animenewsnetwork.com/house-of-100-manga.

U X L Graphic Novelists. Edited by Tom Pendergast and Sara Pendergast. Thomson Gale, 2006. 3 vols. \$165.00. 1-4144-0440-9 (set).
This set includes biographical essays about 75 comics creators who produce work that children and teens enjoy. Some manga creators are included. Note: I contributed several essays to this work and also helped to select the 75 creators to be included.

Weiner, Stephen. The Rise of the Graphic Novel: Faster Than a Speeding Bullet, 2nd ed. NBM Publishing, 2012. 88p. \$14.99. 978-1-56163-702-7.
Weiner provides a brief history of the format, from the early commercial comic strips to the place of the graphic novel in bookstores and libraries, as well as trends in the early 2000s.

Articles Justifying Graphic Novels in Libraries

After all the years since the 2002 YALSA preconference, "Getting Graphic @ the Library," one would think librarians shouldn't have to justify getting graphic novels, but some librarians still face opposition from administrators, trustees, and members of the public they serve. School librarians still have to convince their administrators, teachers, and parents. These articles may provide some help.

Bucher, Katherine T. and M. Lee Manning. "Bringing Graphic Novels Into a School's Curriculum." *The Clearing House*, November-December. 2004, Vol. 78 Issue 2, p. 67-72.

Crawford, Philip. "Using Graphic Novels to Attract Reluctant Readers and Promote Literacy." *Library Media Connection*, February 2004, Volume 22 Issue 5, p. 26-28.

Davis, John. "How to Build Your Graphic Novels Section." *ForeWord*, January-February 2007.

De Vos, Gail. "The A B C's of Graphic Novels." *Resource Links*, February 2005, Vol. 10 Issue 3, p. 30-32.

Finkel, Ed. "Comics Make for Colorful Learning." *Edutopia*, May 8, 2009.
<http://www.edutopia.org/comic-books-teaching-literacy>

"For Improving Early Literacy, Reading Comics is No Child's Play." *Science Daily*, Nov. 6, 2009.
<http://www.sciencedaily.com/releases/2009/11/091105121220.htm>

Galley, Michelle. "Going 'Graphic': Educators Tiptoe Into Realm of Comics." *Education Week*, February 18, 2004, Volume 23 Issue 23, p.6.

Galuschak, George. "Questions about graphic novels." KLIATT, May 2008, Volume 42, Issue 3, p. 3.

Hudson, Laura. "Comics in the classroom: thanks to a new generation of educators, the school and library markets keep growing." *Publishers Weekly*, Dec. 22, 2008, Volume 255 Issue 51, p. 22.

MacDonald, Heidi. "How graphic novels became the hottest section in the library." *Publishers Weekly*, May 6, 2013, Volume 260, Issue 18, p. 20.

Robins, Scott. "The pictures! The stories! The partnerships! Graphic novel illustrators and authors bring energy and passion to important stories." *Canadian Children's Book News*, Winter 2012, Volume 35 Issue 1, p. 12.

Viadero, Debra. "Scholars See Comics as No Laughing Matter." *Education Week*, Feb. 11, 2009, Volume 28 Issue 21, p. 1.

The January-February 2013 issue of *Knowledge Quest*, the official journal of the American Association of School Librarians, was devoted to coverage of comics and graphic novels in schools and libraries.

In addition, *Graphic Novels and Comic Books: The Reference Shelf*, listed above in the BOOKS section, includes a number of articles that can be used for justification of adding comics and graphic novels to school and public library collections.

GENERAL ARTICLES

Butcher, Christopher. "Shifts and Living History." Comics212, July 20, 2015.
www.comics212.net/?p=8263

Cavna, Michael. "Read This: Gene Luen Yang's rousing comics speech at the 2014 National Book Festival gala." *Washington Post*, Sept. 1, 2014.
<https://www.washingtonpost.com/news/comic-riffs/wp/2014/09/01/read-this-gene-luen-yangs-rousing-comics-speech-at-the-national-book-festival-gala/>

Griep, Milton. "Comics and Graphic Novel Market Sales Hit New 20-Year High." *ICv2*, Jun. 30, 2015.
<http://icv2.com/markets/view/31916/comics-graphic-novel-market-sales-hit-new-20-year-high>

MacDonald, Heidi. "How Comics Help Students Retain Knowledge is a Growing Field of Study." *Publishers Weekly*, Feb. 12, 2013.
www.publishersweekly.com/pw/by-topic/industry-news/comics/article/55946-how-comics-help-students-retain-knowledge-is-a-growing-field-of-study.html

Maloney, Jennifer. "The New Wave of Graphic Novels." *Wall Street Journal*, Dec. 31, 2014.
www.wsj.com/articles/the-new-wave-of-grpahic-novels-1420048910

Rudiger, Hollis Margaret. "Reading Lessons: Graphic Novels 101." *The Horn Book Magazine*, March/April 2006.

www.readingwithpictures.org/2012/03/reading-lessons-graphic-novels-101/

Tilley, Carol L. "Seducing the Innocent: Fredric Wertham and the Falsifications That Helped Condemn Comics." *Information & Culture*, Vol. 47, No. 4, 2012

<https://muse.jhu.edu/login?auth=0&type=summary&url=/journals/libraries-and-culture/v047/47.4.tilley.pdf>

Zimmer, Carl. "The Brain: The Charlie Brown Effect." *Discover Magazine*, Dec. 2012.

<http://discovermagazine.com/2012/dec/29-the-charlie-brown-effect>

ARTICLES FOR SCHOOLS

Anthony, Creed. "5 Reasons Your Students Should Be Reading Comic Books." *Brilliant or Insane: Education on the Edge*, Sept. 2, 2014.

www.brilliant-insane.com/2014/09/5-reasons-your-students-should-be-reading-comic-books.html

Cohen, Lisa S. "But This Book Has Pictures! The Case for Graphic Novels in an AP Classroom." *CollegeBoard AP Central*, accessed 10/03/2015 11:04 p.m.

http://apcentral.collegeboard.com/apc/members/courses/teachers_corner/158535.html

Cutler, David. "The New Teachers' Aides: Superman and Iron Man." *The Atlantic*, Sept. 17, 2014.

www.theatlantic.com/education/archive/2014/09/how-comic-books-are-creating-super-classrooms/380236

Ehrlich, Lara. "Graphic Novels 101: SED lecturer helps teachers make sense of the genre." *BU Today*, July 24, 2014.

www.bu.edu/today/2014/graphic-novels-101/

"Graphic Storytelling and the New Literacies: an Interview with NCTE Educator Peter Gutierrez." *Diamond Bookshelf*, accessed 5/10/13.

www.diamondbookshelf.com/Home/1/1/20/328?articleID=74165

Haines, Jennifer. "Peak Objectives: Developing Critical Thinking Through Comics." *Diamond Bookshelf*, accessed 10/3/15 11:08 pm.

www.diamondbookshelf.com/Home/1/1/20/182?articleID=135656

Karp, Jesse. "Graphic Novels for Beginning Readers." *Booklinks*, April 2013.

www.booklistonline.com/ProductInfo.aspx?pid=5974102&AspxAutoDetectCookieSupport=1

Rado, Diane. "Schools embrace graphic novels as learning tool." *Chicago Tribune*, Dec. 27, 2012.

http://articles.chicagotribune.com/2012-12-27/news/ct-met-graphic-novel-20121227_1_graphic-novels-comic-book-sophomore-honors-class

"School Librarian Tameka To Shares Some Valuable Experiences." *Graphic Novel Reporter*, Dec. 2012.

www.graphicnovelreporter.com/blog/archives/201212

Sheaks, Lydia. "Superheroes come to math students' rescue in one Elkhart classroom." *The Elkhart Truth*, Mar. 22, 2014.

www.elkharttruth.com/news/schools/2014/03/21/Elkhart-teacher-uses-passion-for-comic-books-to-teach-kids-about-math.html

Magazines

Just about every professional library journal includes graphic novel reviews, including Booklist, School Library Journal, Library Journal, Library Media Connection, and Voice of Youth Advocates. VOYA also has the longest-running column devoted to graphic novels in the library media, "Graphically Speaking," written by Kat Kan. This column has been appearing in the magazine since 1994.

The ICv2 Guide comes out monthly from the folks at ICv2, and the monthly issues rotate coverage from graphic novels to manga/anime to games. Each issue includes reviews, many of which are written by librarians. This is a good source for manga and anime reviews.

Graphic Novel Lesson Plans and Activities

The following sites have lots of information for teachers, librarians, and parents.

Association for Library Service to Children Graphic Novel Reading Lists 2016

www.ala.org/alsc/graphicnovels2016

These lists include recommended, core titles for libraries, but parents can use them as reading lists. There are 3 lists: K-2nd, 3rd-5th, and 6th-8th.

Brodart Graphic Novel page

www.brodartbooks.com/library-collection-development/graphic-novels/page.aspx?id=370

This page includes all the recommended graphic novels lists Kat Kan has created for Brodart Books & Library Services. The lists will be updated for summer 2016.

Diamond Bookshelf

www.diamondbookshelf.com/Home/1/1/20/163

This is a newsletter produced by Diamond Comics Distributors, and includes booklists, interviews with comics creators, lesson plans from Dr. Katie Monnin, and more.

Graphic Novels Educators' Guides: Art and Text Unite

www.randomhousekids.com/media/activities/GraphicNovels_EducatorGd_15_WEB.pdf

Reading and teaching expert Teri Lesesne created this guide for teachers using graphic novels published by Random House.

Lerner Graphic Universe – Teaching Graphic Universe

<http://ow.ly/Qi2b4>

This link brings you to a pdf of a 20-page teaching guide for use with the Graphic Universe Mythology series and Twisted Journeys series.

Reading With Pictures

www.readingwithpictures.org

This is the website for the nonprofit organization that works to get comics into schools and libraries. On this page you will find a link to the pdf of the 146-page teaching guide with lesson plans for every story in the book *Reading With Pictures: Comics That Make Kids Smarter*.

Scholastic Graphix

www.scholastic.com/graphix

This is the graphic novel imprint for Scholastic Books. On this page you will find tutorials on drawing, making comics, and more. You can also find the link to the pdf, "Using Graphic Novels in the Classroom."

Teaching with Comics and Illustrated Novels: A Guide for Parents, Librarians, and Educators
www.andrewsmcmeel.com/docs/default-source/amp!-comics-for-kids-teacher-guides/reading-with-pictures-teachers-guide.pdf?sfvrsn=6

This guide was developed by Katie Monnin for AMP! Comics for Kids.

TOON Books

www.toon-books.com

Click on the tab “Just for Kids” to find TOON Books online that you can read aloud, or listen to the stories in English and several foreign languages, including Spanish, French, Russian, and Chinese. You can also find video read-alongs for some TOON Books, along with online cartoon makers, and more.

Young Adult Library Services Association Great Graphic Novels for Teens

<http://www.ala.org/yalsa/2016-great-graphic-novels-teens>

This is an annual list, begun in 2007, of graphic novels recommended for teen readers. Some will be more adult in content. The 2016 list includes 112 titles.

Your Life in Comics: 100 Things for Guys to Write and Draw – Teacher’s Guide

www.freespirit.com/comics/index.cfm?utm_source=landingpage&utm_medium=web-link&utm_content=comics&utm_campaign=your-life-in-comics&CFID=11123553&CFTOKEN=357095eab77133ce-EB0915F7-64E0-1849-BD6622A92365AC4E

Bill Zimmerman’s teacher’s guide provides ideas on how to use his book to work with students so they can create comics. While his book’s title focuses on “guys,” the teacher’s guide advocates using the book with all students.