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.
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.
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 texts. Even those deemed poor readers willingly and enthusiastically gravitate toward 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, 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 in 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).
George Beard and Harold Hutchins, the fourth-grade stars of the Captain Underpants series, have been ordered to write a hundred-page report, and it can’t be about Captain Underpants. Aww, maaaan! What are two comic book geniuses to do? Aha! – meet Super Diaper Baby – the most powerful peewee ever to pack a punch!

A New York Times Bestseller

“The madcap adventures of this diapered daredevil possess all the kid-tickling silliness that fans of his underwear-clad predecessor apparently can’t get enough of.” — Publishers Weekly

Each: 5 ½” x 8 ¼” • Ages 7–10 • Black-and-white

The Adventures of Super Diaper Baby
128 pages
Hardcover: 978-0-439-37605-1 • $16.99
Paperback: 978-0-439-37606-8 • $5.99

Super Diaper Baby 2: The Invasion of the Potty Snatchers
192 pages
Hardcover POB: 978-0-545-17532-6 • $9.99

Life is pretty sweet in Ook and Gluk’s hometown of Caveland, Ohio, in 500,001 BC. But when an evil corporation from the future invades their quiet, prehistoric community, Ook and Gluk travel forward in time to the year 2222, where they learn kung fu, then travel back to their own time to save the day. What could be more fun?!!

A New York Times Bestseller

An ALA Core Graphic Novel

“Destined to fly off the shelves.” — School Library Journal

“A great choice to add to graphic novel collections…will circulate frequently.”
— Library Media Connection

“Will entice even the most reluctant readers.”
— SLJ.com

The Adventures of Ook and Gluk, Kung-Fu Cavemen from the Future
176 pages
Hardcover POB: 978-0-545-17530-2 • $9.99
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!**
  An ALA Core 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: 5¼” x 7¾”
  978-0-439-87997-2 • $5.99

- **Magic Pickle and the Planet of the Grapes**
  Paperback: 5¼” x 7¾”
  978-0-439-87996-5 • $5.99

- **Magic Pickle and the Garden of Evil**
  Paperback: 5¼” x 7¾”
  978-0-545-13580-1 • $5.99

- **Magic Pickle and the Creature from the Black Legume**
  Paperback: 5¼” x 7¾”
  978-0-545-13886-4 • $5.99
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!

“McGuiness’s illustrations are colorful and kinetic, fitting the tale’s many humorous twists.”—Publishers Weekly

“Captain Underpants fans will probably enjoy this mucus-drenched romp.”—Kirkus Reviews

“Exactly what will hook reluctant readers.”—School Library Journal

Dan McGuiness’s love of comics began when he got a job with a local comic shop. He now spends his time playing video games, watching cartoons, and creating children’s books. Pilot & Huxley is his first book series. He lives in Australia.

Each: 64 pages • 6” x 9” • Ages 7–9 • Color

Pilot and Huxley #1: The First Adventure
Paperback: 978-0-545-26504-1 • $8.99

Pilot and Huxley #2: The Next Adventure
Paperback: 0-978-0-545-26845-5 • $8.99

Bird is a happy-go-lucky bundle of energy. Squirrel is a cautious collector of acorns. But when Squirrel loses his winter stash saving Bird from Cat, the duo have to go where the weather is warm and the food is plentiful! So it’s south or bust in this hilarious graphic novel about two unlikely friends on a road trip adventure.

James Burks has worked on movies and TV shows including The Emperor’s New Groove, Treasure Planet, Space Jam, The Iron Giant, Wow! Wow! Wubbzy! and most recently Fanboy & Chum Chum. His first graphic novel for kids was Gabby & Gator.

128 pages • 6” x 9” • Ages 7–9 • Color
Paperback: 978-0-545-31283-7 • $8.99
“Today was like any other day. The dish ran away with the spoon.”

Little Boy Blue is all grown up, and he’s a detective working to find Miss Muffet. Join in the fun as Detective Blue tries to solve the mystery with the help of his nursery rhyme friends.

**Steve Metzger** is the bestselling author of over sixty children’s books, including the Dinofours series, *When the Leaf Blew In*, and *Five Little Sharks Swimming in the Sea*.

**Tedd Arnold** is the bestselling author and illustrator of the Fly Guy, Green Wilma, Parts, and Huggly series. He has received Theodor Seuss Geisel Honors for *Hi! Fly Guy* and *I Spy Fly Guy!*

★ “Referencing more than 20 nursery rhymes, the madcap mystery will keep children—and adults—intrigued.” —School Library Journal, starred review

“Nursery rhyme fans will love the noir twist.” —SLJ Good Comics for Kids

“What a tour de farce!” —Library Media Connection

32 pages • 8 ½” x 11” • Ages 4–8 • Color
Hardcover: 978-0-545-17286-8 • $16.99
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 the 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
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
with Tom Sniegoski,
illustrated by Jeff Smith

This prequel to Bone was previously published in black-and-white as Stupid, Stupid Rat-tails. The 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 • $22.99
Paperback: 978-0-545-14096-6 • $12.99

Bone: Quest for the Spark #1
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 • $22.99
Paperback: 978-0-545-14102-4 • $10.99

Bone: Quest for the Spark #2
by Tom Sniegoski,
illustrated by Jeff Smith

This leg of the journey introduces Tom and his friends to a trio of scheming bears and takes them into the depths of a dangerous beehive.

Hardcover: 978-0-545-14103-1 • $22.99
Paperback: 978-0-545-14104-8 • $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 • $22.99
Paperback: 978-0-545-13543-6 • $12.99
Smile by Raina Telgemeier

Winner of the Will Eisner Comic Industry Award
Best Publication for Teens
A New York Times Bestseller
A Boston Globe/Horn Book Award Honor Book
An ALA Core Graphic Novel

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 grew up in San Francisco, then moved to New York City, where she earned an illustration degree at the School of Visual Arts.

“There’s nothing else out there like it.” —The New York Times Book Review

“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 ½” x 8” • Ages 9–13 • Color
Hardcover: 978-0-545-13205-3 • $21.99 • Paperback: 978-0-545-13206-0 • $10.99

Drama by Raina Telgemeier
Published September 2012

Callie is the set designer for her middle school’s production of Moon Over Mississippi, and this year she’s determined to create a set worthy of Broadway on a middle-school budget. But how can she, when she doesn’t know much about carpentry, ticket sales are down, and the crew members are having trouble working together? And when two cute brothers enter the scene, things get even crazier. Enter the world of middle school friendship, crushes, and drama!

240 pages • 5 ½” x 8” • Ages 8–12 • Color
Hardcover: 978-0-545-32698-8 • $23.99
Paperback: 978-0-545-32699-5 • $10.99
Raina Telgemeier captures the heart 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
Paperback: 978-0-439-73933-7  •  $9.99

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

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

The Baby-sitters Club #4: Claudia and Mean Janine
Captain Amazing, superhero and savior of Metro City, is getting old. He’s out all hours battling arch-villains, catching thieves, and helping little old ladies cross the street. He needs—a sidekick! Captain Amazing’s pets agree. But each one of them thinks he should be it. So these pets with superpowers duke it out for the one thing they all really want—a super family. A bold and brilliant graphic novel romp.

Dan Santat is the illustrator of the acclaimed Oh No!: Or How My Science Project Destroyed the World by Mac Barnett and Chicken Dance by Tammi Sauer, as well as the creator of Disney’s The Replacements.

“Lively, colorful…a rollicking adventure.” —Publishers Weekly

“A vibrant volume sure to zoom, pow and swoosh its way into the hands (and hearts) of young superhero fans. Extremely entertaining.” —Kirkus Reviews

“Enough honestly funny moments and angry hamsters to satisfy even the toughest of fans.” —School Library Journal Blog Fuse #8

"Lively, insightful, and just plain fun, this convergence of capes and creatures will find a wide audience in animal lovers and superhero fans alike." —Bulletin of the Center for Children’s Books

224 pages • 6” x 9” • Ages 8–12 • Color

Hardcover: 0-978-0-439-29811-7 • $24.99
Paperback: 0-978-0-439-29819-3 • $12.99

Art © 2011 Dan Santat
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

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Knights of the Lunch Table #1: The Dodgeball Chronicles

An ALA Core Graphic Novel
Paperback: 978-0-439-90322-6 • $10.99

Knights of the Lunch Table #2: The Dragon Players
Paperback: 978-0-439-90323-3 • $10.99

Knights of the Lunch Table #3: The Battling Bands
Paperback: 978-0-439-90318-9 • $10.99
A #1 New York Times Bestseller

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 Kutter: 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
An ALA Core Graphic Novel
Paperback: 978-0-439-84681-3 • $12.99

Amulet Book 2: The Stonekeeper’s Curse
Paperback: 978-0-439-84683-7 • $12.99

Amulet Book 3: The Cloud Searchers
Paperback: 978-0-545-20885-7 • $12.99

Amulet Book 4: The Last Council
Paperback: 978-0-545-20887-1 • $12.99

Amulet Book 5: The Prince of Elves
(October 2012)
Paperback: 978-0-545-20889-5 • $12.99
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
**GHOSTOPOLIS** by **Doug TenNapel**

*An ALA Top Ten Great Graphic Novel for Teens*  
*An ALA Core Graphic Novel*

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.

**Doug TenNapel** is the Eisner Award–winning author and illustrator of such acclaimed graphic novels as *Tommysaurus Rex* and *Creature Tech*, as well as the creator of the hugely popular character Earthworm Jim.

⭐ “Filled with energy and life.”  
—School Library Journal, starred review

⭐ “TenNapel is an accomplished creator of graphic novels for kids, and this is sure to appeal to all those who love his most famous character, Earthworm Jim.”  
—Publishers Weekly

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

**BADISLAND** by **Doug TenNapel**

When a family takes a boating trip, the last thing they expect is to be shipwrecked on an island with weird, otherworldly plants and animals. Now, what started out as a bad vacation turns into a terrible one as Lyle, Karen, and their two kids, Janie and Reese, must find a way off the island while they dodge its strange and dangerous inhabitants.

⭐ “A clever, old-fashioned adventure...not to be missed.”  
—Booklist, starred review

⭐ “Another rip-roaring adventure with wide audience appeal.”  
—School Library Journal, starred review

⭐ “Storytelling and action, heart and excitement.”  
—School Library Journal Blog Fuse #8

224 pages  •  6” x 9”  •  Ages 10–14  •  Color  
Hardcover: 978-0-545-31479-4  •  $24.99  
Paperback: 978-0-545-31480-0  •  $12.99
Cam’s down-and-out father gives him a cardboard box for his birthday and he knows it’s the worst present ever. So to make the best of a bad situation, they bend the cardboard into a man—and to their astonishment, it comes magically to life. But the neighborhood bully, Marcus, warps the powerful cardboard into his own evil creations that threaten to destroy them all!

August 2012
288 pages • 6” x 9” • Ages 10–14 • Color

Hardcover: 978-0-545-41872-0 • $24.99
Paperback: 978-0-545-41873-7 • $12.99

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 ½” x 11” • All ages • Color

Hardcover: 978-0-439-72671-9 • $18.99
Paperback: 978-0-439-72674-0 • $12.99 (June 2012)
Creepy creatures are howling, growling, and stalking through these cool 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

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

Goosebumps Graphix #3: Scary Summer
Adapted and illustrated by Ted Naifeh, Dean Haspeil, and Kyle Baker
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 Scooter Girl comic series. She has also worked on Buffy the Vampire Slayer comics and Marvel Comics.

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

112 pages • 6” x 9” • Ages 9–12 • Black-and-white
Hardcover: 978-0-439-71572-0 • $16.99

Art © 2005 Chynna Clugston
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 ½” x 8 ¼”
Ages 12 and up • Black-and-white

Malice
Hardcover: 978-0-545-16043-8 • $14.99
Paperback: 978-0-545-16044-5 • $9.99

Malice #2: Havoc
Hardcover: 978-0-545-16045-2 • $16.99

Also by Chris Wooding:

Pandemonium
176 pages • 6” x 9” • Ages 8–12 • Color
Hardcover: 978-0-545-25221-8 • $19.99
Paperback: 978-0-439-87759-6 • $12.99

Art © 2009 Chris Wooding
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 novel series 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
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. In 2011 he was winner of the Astrid Lindgren Memorial Award.

“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


“Astonishing.”—The Washington Post
DRAWING FROM MEMORY
BY ALLEN SAY
Winner of the Caldecott Medal for Grandfather’s Journey

A New York Times Bestseller

Drawing from Memory is Allen Say’s own story of his path to becoming the renowned artist he is today. Shunned by his father, who didn’t understand his son’s artistic leanings, Allen was embraced by Noro Shinpei, Japan’s leading cartoonist and the man he came to love as his “spiritual father.” As World War II raged, Allen was further inspired to consider questions of his own heritage and the motivations of those around him. He worked hard in rigorous drawing classes, studied, trained—and ultimately came to understand who he really is.

Part memoir, part graphic novel, part narrative history, Drawing from Memory presents a complex look at the real-life relationship between a mentor and his student. With watercolor paintings, original cartoons, vintage photographs, and maps, Allen Say has created a book that will inspire the artist in all of us.

★ “Exquisite drawings, paintings, comics, and photographs . . . illustrate Say’s childhood path to becoming an artist . . . aesthetically superb.” —Kirkus Reviews, starred review
★ “Visually stunning . . . culturally and personally resonant.” —Booklist, starred review
★ “A fascinating story.” —The Bulletin of the Center for Children’s Books, starred review
★ “Harmoniously designed . . . a coming-of-age story within the context of a long life and vocation.” —The Horn Book, starred review
★ “Will appeal to aspiring artists and reluctant readers alike.” —School Library Journal, starred review

Ages 10–up • 64 pages • 978-0-545-17686-6 • $17.99

Art © 2011 Allen Say
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 Web site 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

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 World—subscribe at
www.publishersweekly.com
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
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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. This edition of this guide was published in January, 2012.

Words Are Only Half the Story

Join acclaimed and bestselling graphic novelists in a lively webcast discussion of how words and pictures can be used together to create a narrative. Perfect for reluctant readers and ELL students, as well as book lovers! Visit scholastic.com/teachgraphix to view the webcast and to download additional reading/writing activities and resources to use along with the webcast. Recommended for Grades 3 and up.

Featured in the webcast: Jeff Smith • Kazu Kibuishi • Raina Telgemeier

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