



A GUIDE TO USING
**GRAPHIC
NOVELS**
WITH CHILDREN
AND TEENS





GRAPHIC NOVELS ARE EVERYWHERE!

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. To be considered a graphic novel, rather than a picture book or illustrated novel, the story is told using a combination of words and pictures in a sequence across the page. Graphic novels can be any genre, and tell any kind of story, just like their prose counterparts. The format is what makes the story a graphic novel, and usually includes text, images, word balloons, sound effects, and panels.

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 generally used to describe any book in a comic format that resembles a novel in length and narrative development. Graphic novels are a subgenre of “comics,” which is a word you may also hear people use when referring to this style of book.

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

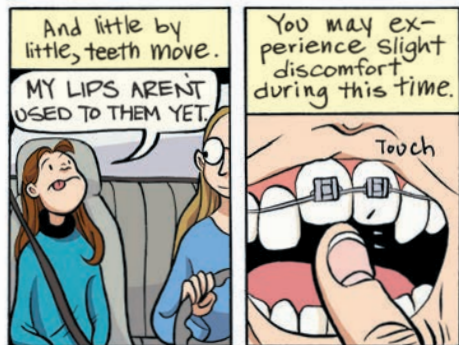
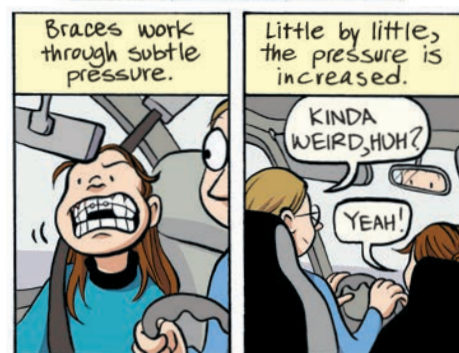
Some parents, educators, and librarians may associate the term “graphic novel” with content that is not suitable for young readers. Today there is a wide range of titles and, though not all graphic novels are intended for children, there are more titles published expressly for kids coming out every month.

Reviews and roundups 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





Art © 2014 Mike Malhock

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. Readers who are not interested in reading or who, despite being capable of reading, prefer gaming or watching media, can be pulled into a story by the visual elements of graphic novels.

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 for various reasons. For example, special-needs students may find that the illustrations provide contextual clues to the meaning of the written narrative. Graphic novels can also provide autistic students with clues to emotional context they might miss when reading traditional text. English-language learners may be more motivated by graphic novels, which can help them 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

Graphic novels have 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, and in 2011 they added the annually updated Core Collection of Graphic Novels for young readers in grades K through 8. In 2007, the graphic novel *American Born*

Chinese by Gene Luen Yang (*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), and in 2010 *Little Mouse Gets Ready* (Toon Books) won a Theodor Seuss Geisel honor.

In 2014, the American Library Association showed their continued support of the format in offering the Will Eisner Graphic Novel Grants for Libraries, two grants awarded annually to support libraries and librarians in building the best collections and presenting educational programming on the format for their communities.

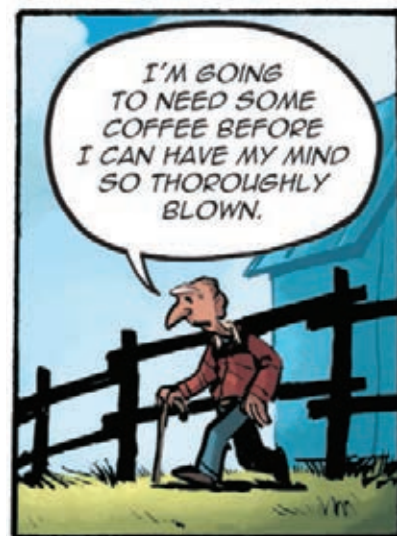
Fostering acquisition of critical reading skills

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 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.

On top of the connections to analyzing text, graphic novels inspire readers to understand and interpret information differently from how readers process prose. In a world where young people are growing up navigating narratives presented through websites, video games, television, films, and increasingly interactive media, learning and maintaining visual literacy is a necessary skill. Today's world of stories contains far more than just prose, and readers who are skilled at understanding and being critical of multiple formats will excel.

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. Graphic novels can be integral parts to implementing any curriculum standards, including the Common Core and others.





Art © 2014 Darren Rawlings

What are the literary themes in graphic novels?

Graphic novels contain all 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* include the reluctant hero, the unknown destiny, and the mentor-wizard figure.

Amulet by Kazu Kibuishi, *The Lost Boy* by Greg Ruth, and *Ghostopolis* by Doug TenNapel all deal, in different ways, with characters who have traveled into a different, alternative world.

Doug TenNapel's *Nnews* centers on a hero who starts off physically weak and discovers his own strength to win the day. *Sidekicks* by Dan Santat explores self-esteem and the importance of loyalty through the adventures of a group of animal superhero sidekicks.

Smile, Drama, and Sisters by Raina Telgemeier and Jimmy Gownley's *The Dumbest Idea Ever!* are autobiographical stories of struggling to fit in and find one's place, while *The Arrival* by Shaun Tan is about the universal search for belonging.

Dogs of War by Sheila Keenan and Nathan Fox shows the dramatic effects of armed conflict through the eyes of canine heroes, bringing history to life while showing the costs of war on an individual scale.

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 and history.

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.

Graphic novels do not and aren't intended to replace other kinds of reading—it's not an either/or choice. Reading all kinds of formats encourages readers to think critically about how stories work across the different formats.

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 pg 12 – Resources Online).



GENERAL RESOURCES

Resources in Print

Graphic Novels: A Genre Guide to Comic Books, Manga, and More by Michael Pawuk. Published by Libraries Unlimited.

Graphic Novels Beyond the Basics: Insights and Issues for Libraries edited by Martha Cornog and Timothy Perper. Published by Libraries Unlimited.

Graphic Novels for Young Readers: A Genre Guide for Ages 4–14 by Nathan Herald. Published by Libraries Unlimited.

Graphic Novels Now: Building, Managing and Marketing a Dynamic Collection by Francisca Goldsmith. Published by the American Library Association.

The Librarian's Guide to Graphic Novels for Children and Tweens by David Serchay. Published by Neal-Schuman.

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

A Parent's Guide to the Best Kids' Comics: Choosing Titles Your Children Will Love by Scott Robins and Snow Wildsmith. Published by Krause Publications.

Understanding Comics by Scott McCloud. Published by Harper Paperbacks.

Resources Online

Bookshelf from Diamond Comics—A great start for using comics and graphic novels in schools, including articles, lesson plans, and core lists. <http://www.diamondbookshelf.com/>

Graphic Novel Trends at *School Library Journal*—Browsing this tag on the SLJ.com site leads to a treasure trove of features and articles on the format. <http://www.slj.com/category/books-media/graphic-novels/>

PW Comics World
Subscribe at www.publishersweekly.com

No Flying, No Tights: A Graphic Novel Review Website—This website, created by Robin Brenner, holds a phenomenal number of reviews and features on current and classic graphic novels. www.noflyingnotights.com

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

The Comic Book Legal Defense Fund—This website has great resources for librarians and educators, with articles on everything from using specific graphic novels in the classroom to building a library collection, as well as resources on the benefits of reading graphic novels and comics.

<http://cblddf.org>
<http://cblddf.org/librarian-tools/using-graphic-novels-in-education/>
<http://cblddf.org/graphic-novels-suggestions-for-librarians/>
<http://cblddf.org/resources/raising-a-reader/>

The American Library Association Graphic Novels Reading List—The Quicklists Consulting Committee of ALA created this list of graphic novels for those interested in creating or continuing a collection for their library. The current list was updated in 2013.

<http://www.ala.org/alsc/graphicnovels2013>

Good Comics for Kids (hosted by *School Library Journal*)
blogs.slj.com/goodcomicsforkids/

Articles

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

“The Case for Graphic Novels in Education” from *American Libraries*
<http://www.americanlibrariesmagazine.org/article/case-graphic-novels-education>

“Cataloging Graphic Novels” from Diamond Bookshelf
<http://www.diamondbookshelf.com/Home/1/1/20/181?articleID=37812>

“Graphic Novels 101: Reading Lessons” from *The Horn Book Magazine*, March 2006
http://archive.hbook.com/pdf/articles/mar06_rudiger.pdf

“Can the X-Men Make You Smarter?” from *Parents' Choice*
www.parents-choice.org/article.cfm?art_id=140&the_page=reading_list

“Kids Graphic Novels Get Their Own Section in Libraries” from *ICv2*
www.icv2.com/articles/news/17069.html

“Teaching Tips: More Ways to Pitch Graphic Novels” from *Reading Today Online* and the International Reading Association
<http://www.reading.org/reading-today/classroom/post/engage/2014/08/12/more-ways-to-pitch-graphic-novels#.U-pbZGMifv->

Sites for fans of comics and graphic novels

GraphicNovelReporter.com

ComicsAlliance.com

ComicsBeat.com

Newsarama.com

ComicBookResources.com

ComicsReporter.com

ComicMix.com

[The Comics Journal \(www.tcj.com\)](http://TheComicsJournal.com)

ComicsWorthReading.com

ICv2.com

www.NoFlyingNoTights.com

EDUCATOR GUIDE

Thinking through the format

When considering a graphic novel in a classroom or educational setting, it's important to encourage readers to look at all of the elements that make up a graphic novel. Here are discussion prompts and visual examples to get discussions started.

Panels and gutters

Consider the size and shape of panels. How do they fit together? Do they interrupt or overlap with each other? Are there any images without any panel borders at all? The spaces in between the panels—the gutters—indicate a change: in how time is passing, in where you are, or in whom you're looking at or talking to. What do the gutters add to how you understand the story?

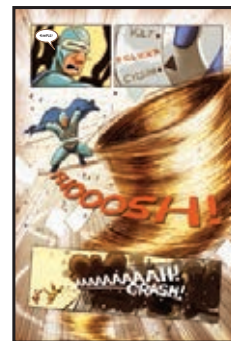


Description and word balloons

Think about how the dialogue appears. Are the words different colors? Written with thicker or thinner lines? How would that sound? How about the silence when no one is speaking? Is there any narration or description (words in boxes, but not spoken)? How is that important to how the story unfolds?

Sound effects and motion lines

Sounds set the scene, signal something off scene, and add another layer to each story. Motion lines indicate how characters or objects are moving. What sounds do you see? How are each of the sounds written—does the way it's written reflect what it actually sounds like? What gestures do you see?



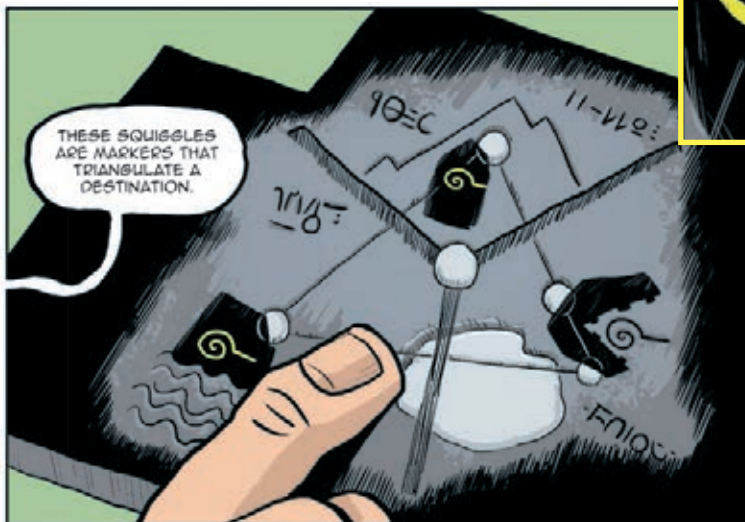
Art

Every creator has their own style. Is the art realistic? Cartoonish? What can you tell from the expressions on faces? The gestures and movement of characters? The background and its details? If there is color, how does that change over the course of a page? Each chapter?

Discussion questions for any graphic novel

Discussions can and should shift to address the specifics of each particular graphic novel, especially in the story content, but here is a list of starter questions that should work for any graphic novel you present for analysis.

1. Can you find all the elements that make up graphic novels: panels, word balloons, sound effects, motion lines, narration, and background colors? If you take out any one of these, what do you lose? Can you still understand the story?
2. How do you read a graphic novel? Do you look at the images and words together, panel by panel? Do you read all the text on the page and then go back and look at the pictures? Do you look at the pictures first and then go back and read the words? There's no right way to read a graphic novel, and many readers go through them differently. Compare how you read an assigned graphic novel with how your neighbor does, and see if how you read it is different or the same.
3. Graphic novels use both words and images. Pick a page or a sequence from a graphic novel and think through what you learn from just the words. Then think about what you learn from just the images. Are they telling you the same information, or are they giving you different information? How do they work together?
4. Expressions and gestures are important to how we understand characters. Can you find an example of a particular expression or movement that you think shows a significant character trait?
5. Literary devices frequently featured in graphic novels include point of view, flashbacks, foreshadowing, and metaphor. Choose a graphic novel and see if you can find examples of a traditional literary device within its pages.



Art © 2011 Doug TenNapel

6. Many elements of graphic novels are similar to what you see in movies. A graphic novel creator can be the director in deciding what each panel and page shows. Think about the frame of each panel. What are you seeing? What are you not seeing? What about the camera angle? The distance from the subject of the panel? Are there any sound effects? Why did the creator make those choices?
7. On top of being a director, graphic novel creators are also editors. The action in comics happens “in the gutters,” or in the spaces between each panel. Sometimes big things happen in the time it takes to turn the page. Looking through a graphic novel, can you find a specific sequence of panels or a page turn that you think is dramatic or exciting? Why do you think the creator chose that sequence of images or that page turn to emphasize that moment?
8. The pace at which panels change, and how much time seems to pass, is carefully presented. Time, in how fast or slowly it seems to pass, is important in how panels change. Can you find a sequence where the pacing is slow, observing a character or scene? How about a sequence when everything speeds up?
9. In prose works, details are given to the reader in the descriptions. In graphic novels, details are in the images in the background, character design, clothing, and objects. Take a look at this graphic novel and see if you can find five details in the way a person or object is drawn. What does each detail tell you about the characters? The place? The world?



Art © 2011 Shaun Tan

Classroom activities

Many of the websites, articles, and print titles listed on the following page offer lesson plans, worksheets, and guides for how to best use graphic novels in a classroom.

A few examples of these activities are below—see the Educational Resources page for lesson plans and guides that provide more details and specific step-by-step instructions.

Highlight the visuals:

Hand out examples of comic sequences with the text removed and have students fill in what they think the characters might be saying. See what they can gather from the visual context, and finally reveal the actual panels with text to see how everyone's brainstormed ideas compare to what the author intended.

Mix it up:

Give each student, or group of students, a selection of panels featuring around ten different scenes or images, each on their own sheet of paper. Have each group move the images around, like tiles in a word game, to create a story out of six of the given panels. Once they've recorded their created story, ask them to swap out one image with one not yet used. What is the story now?

Onomatopoeia:

Introduce the concept of onomatopoeia using the sound effects from graphic novel panels as examples. Hand out pages from graphic novels that use onomatopoeia, and have the students create their own three- to four-panel comic strips using similar words. (Grades 6–8)

Character design:

Provide students with a collection of images and portraits of the various heroes and villains from an array of graphic novels. Discuss the trademarks of how each character is designed: their body type, their expressions, their clothing, and the colors used in each illustration. Investigate if students can tell who is a hero and who is a villain from only visual clues.

Graphic novel book reports:

Instead of writing up a traditional book report, have your students present their book reports in graphic novel format. Encourage the students to think carefully about which scenes they will feature, what the dialogue would be, and what details are necessary to get across the important parts of the story. Students may create their own art or use online comics creators, like ReadWriteThink's Comics Creator, to illustrate their chosen scenes. (Grades 6–8)

Graphic novel creation:

For older students, through a few basic story prompts and an investigation of how graphic novels and comics are created, each can try their hand at writing a script and then see how an artist might adapt their script. (Grades 9–12)



EDUCATIONAL RESOURCES

Remember that many publishers and creators have title- or series-specific reading guides and classroom activities available online. Many of the print resources listed also have discussion guides for specific titles and creators as well. Take advantage of what is available and was created with schools and libraries in mind!

Visit www.scholastic.com/discussionguides for available discussion guides to Scholastic books.

Resources in Print

Building Literacy Connections with Graphic Novels: Page by Page, Panel by Panel by James Bucky Carter. Published by the National Council of Teachers for English.

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

The Graphic Novel Classroom: POWERful Teaching and Learning with Images by Maureen Bakis. Published by Skyhorse Publishing.

Graphic Novels and Comics in the Classroom: Essays on the Educational Power of Sequential Art edited by Carrye Kay Syma and Robert Weiner. Published by McFarland.

Graphic Novels for Young Readers: A Genre Guide for Ages 4–14 by Nathan Herald. Published by Libraries Unlimited.

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

Graphic Novels in Your School Library by Jesse Karp. Published by the American Library Association.

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.

Reading with Pictures: Comics That Make Kids Smarter edited by Josh Elder. Published by Andrews McNeel.

Teaching Early Reader Comics and Graphic Novels by Katie Monnin. Published by Maupin House.

Teaching Graphic Novels: Practical Strategies for the Secondary ELA Classroom by Katie Monnin. Published by Maupin House.

Teaching Graphic Novels in the Classroom: Building Literacy and Comprehension by Ryan Novak. Published by Prufrock Press.

Wham! Teaching with Graphic Novels Across the Curriculum by William G. Brozo, Gary Moorman, and Carla Meyer. Published by Teachers College Press.

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

Resources Online

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

<http://www.comicbookproject.org>

Comics in the Classroom—An excellent resource for using comics and graphic novels in the classroom—including lesson plans!

<http://comicsintheclassroom.net/>

Comics Curriculum & Lesson Plans—Do a keyword search for comics at ReadWriteThink, and you will find a treasure trove of lesson plans and guides from trusted comics educators.

<http://www.readwritethink.org>

Teaching with Comics—From one of the leaders in Maryland’s Comic Book Initiative of the Maryland State Department of Education, a collection of templates and advice on teaching comics in school.

<http://www.flummery.com/teaching/>

Articles

“Comic Books, the Common Core Standards, and the Literary Age” from Diamond Bookshelf
<http://www.diamondbookshelf.com/Home/1/1/20/182?articleID=135660>

The “Comics in the Classroom” feature series from Teach.com and Reading with Pictures
<http://teach.com/comics-in-the-classroom/why-comics>

“Creating Effective Reading Guides for Graphic Novels” from Diamond Bookshelf
<http://www.diamondbookshelf.com/Home/1/1/20/182?articleID=95937>

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

“It’s Elementary! Graphic Novels for the K–6 Classroom” from *Book Links*
http://www.ala.org/offices/resources/its_elementary_graphic_novels

“Using Graphic Novels and Comics in the Classroom” from Edutopia
<http://www.edutopia.org/blog/graphic-novels-comics-andrew-miller>



Art © 2014 Jeffrey Brown



POB: 978-0-545-80070-9 • \$14.99

BONE

BY JEFF SMITH

Named a top ten graphic novel by *Time* magazine

In 2005, Scholastic launched Graphix with the publication of Jeff Smith's BONE in full color. To celebrate ten years of publishing, Graphix will publish a special tribute edition of BONE #1: *Out from Boneville*. Rediscover the world of BONE...or explore it for the first time. Join Fone Bone, Phoney Bone, and Smiley Bone at the beginning of their incredible journey filled with wonderful and terrifying creatures.

As an extra treat, inside you'll find a new illustrated poem by Jeff Smith and artwork inspired by BONE, created by sixteen bestselling, award-winning artists, including Kazu Kibuishi, Raina Telgemeier, and Craig Thompson. Winner of eleven Harvey Awards and ten Eisner Awards, including Best Cartoonist and Best Humor Publication, as well as being named Best Comic Book by the National Cartoonists Society, BONE has also won awards in Italy, France, Germany, Spain, Finland, and Norway.

"BONE is storytelling at its best, full of endearing, flawed characters whose adventures run the gamut from hilarious whimsy...to thrilling drama." —*Entertainment Weekly*

"Jeff Smith can pace a joke better than almost anyone in comics."
—Neil Gaiman, winner of the Newbery Medal for *The Graveyard Book*

Art © 2014 Jeff Smith



Art © 2015 Raina Telgemeier. From BONE #1: *Out from Boneville*, Tribute Edition.



BONE #1: Out from Boneville
An ALA Core Graphic Novel

HC: 978-0-439-70623-0 • \$26.99
PB: 978-0-439-70640-7 • \$12.99

BONE #2: The Great Cow Race

HC: 978-0-439-70624-7 • \$26.99
PB: 978-0-439-70639-1 • \$12.99

BONE #3: Eyes of the Storm

HC: 978-0-439-70625-4 • \$26.99
PB: 978-0-439-70638-4 • \$12.99

BONE #4: The Dragonslayer

HC: 978-0-439-70626-1 • \$26.99
PB: 978-0-439-70637-7 • \$12.99

**BONE #5: Rock Jaw:
Master of the Eastern Border**

HC: 978-0-439-70627-8 • \$26.99
PB: 978-0-439-70636-0 • \$12.99

BONE #6: Old Man's Cave

HC: 978-0-439-70628-5 • \$26.99
PB: 978-0-439-70635-3 • \$12.99

BONE #7: Ghost Circles

HC: 978-0-439-70629-2 • \$26.99
PB: 978-0-439-70634-6 • \$12.99

BONE #8: Treasure Hunters

HC: 978-0-439-70630-8 • \$26.99
PB: 978-0-439-70633-9 • \$12.99

BONE #9: Crown of Horns

HC: 978-0-439-70631-5 • \$26.99
PB: 978-0-439-70632-2 • \$12.99

BONE Prequel: Rose
Illustrated by Charles Vess

HC: 978-0-545-13542-9 • \$26.99
PB: 978-0-545-13543-6 • \$12.99

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



BONE Handbook

PB: 978-0-545-21142-0 • \$9.99

BONE: Tall Tales
with Tom Sniegoski

HC: 978-0-545-14095-9 • \$26.99
PB: 978-0-545-14096-6 • \$12.99

BONE: Quest for the Spark #1
by Tom Sniegoski
illustrated by Jeff Smith

HC: 978-0-545-14101-7 • \$26.99
PB: 978-0-545-14102-4 • \$10.99

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

HC: 978-0-545-14103-1 • \$26.99
PB: 978-0-545-14104-8 • \$10.99

BONE: Quest for the Spark #3
by Tom Sniegoski
illustrated by Jeff Smith

HC: 978-0-545-14105-5 • \$26.99
PB: 978-0-545-14106-2 • \$10.99



Art © 2015 Jimmy Gownley. From BONE #1: Out from Boneville, Tribute Edition.

GRAPHIC NOVELS BY

Sisters



208 pages • 5 1/2" x 8"
Ages 8–12 • Full-Color
HC: 978-0-545-54059-9
\$24.99
PB: 978-0-545-54060-5
\$10.99



In this companion memoir to the #1 *New York Times* bestselling *Smile*, Raina Telgemeier tells the story of her contentious relationship with her sister. A road trip to a family reunion means the two are stuck with each other, and their mother can't do much to stop the bickering. But after a week of travel, Raina realizes that sometimes your sister understands (and maybe even loves) you better than anyone else.

New York Times and USA Today Bestseller

- ★ **"A wonderfully charming tale of family and sisters that anyone can bond with."**
—*Kirkus Reviews*, starred review
- ★ **"Popping and zippy...allows readers to instantly engage even as it leaves room for deeper truths to take hold."**
—*Booklist*, starred review
- ★ **"An alternately poignant and laugh-out-loud funny account of pre-adolescence."**
—*Publishers Weekly*, starred review
- ★ **"Sure to delight."**
—*School Library Journal*, starred review



Art © 2014 Raina Telgemeier

DRAMA

- A #1 New York Times Bestseller**
- An ALA Notable Children's Book**
- A YALSA Top Ten Great Graphic Novel for Teens**
- An ALA Top Ten Popular Paperback for Young Adults**
- An ALA Rainbow List Top Ten Title**
- A Stonewall Honor Book**
- A Booklist Top 10 Great Graphic Novel for Teens**

Callie is determined to create a set worthy of Broadway on a middle-school budget for her school's production of *Moon over Mississippi*. When two cute brothers enter the scene, things get even crazier. Enter the world of middle school friendships, crushes...and drama!

- ★ **"Another dead-on look at the confusing world of middle school."** —*Publishers Weekly*, starred review
- ★ **"Pitch-perfect."**
—*Kirkus Reviews*, starred review
- ★ **"Feelings and thoughts leap off the page."**
—*Booklist*, starred review
- ★ **"Entertaining...enlightening."**
—*School Library Journal*, starred review

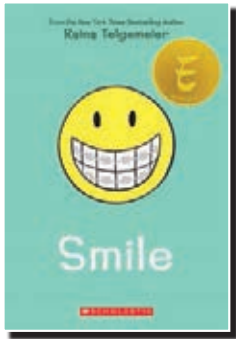


240 pages • 5 1/2" x 8" • Ages 10–14 • Full-Color
HC: 978-0-545-32698-8 • \$23.99
PB: 978-0-545-32699-5 • \$10.99

RAINA TELGEMEIER

Raina Telgemeier's accolades include an Eisner Award, a Boston Globe-Horn Book Honor, a Stonewall Honor, and many Best Of and Notable lists. Raina lives and works in Astoria, New York, with her cartoonist husband, Dave Roman. Learn more online at www.scholastic.com/Raina.

Smile



224 pages • 5 1/2" x 8" • Ages 8–12 • Full-Color
 HC: 978-0-545-13205-3 • \$21.99
 PB: 978-0-545-13206-0 • \$10.99

Winner of the Will Eisner Award, Best Publication for Teens

A #1 New York Times Bestseller & Editors' Choice

An ALA Core Graphic Novel

A Boston Globe-Horn Book Honor Book

A Kirkus Reviews Best Book of the Year

A New York Public Library 100 Titles for Reading and Sharing Selection

Raina just wants to be a normal sixth grader. But add in a dental emergency, and what follows is a long and frustrating journey with on-again, off-again braces, surgery, headgear, and even a retainer with fake teeth attached. On top of that, there's 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.

"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*

"Tween girls...will readily identify."—*The Washington Post*



Art © 2010 Raina Telgemeier

The BABY-SITTERS CLUB

by Ann M. Martin

adapted and illustrated by Raina Telgemeier

"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*

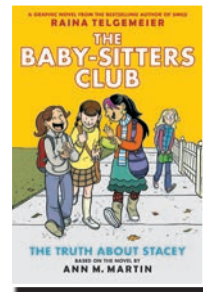
"A spirited graphic novel adaptation."

—*Publishers Weekly*

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.



NEW FULL-COLOR EDITIONS!



Each: 144–192 pages • 5 1/2" x 8"
 Ages 8–12 • Full-Color

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An ALA Great Graphic Novel for Teens
A Booklist Top 10 Graphic Novel

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 PB: 978-0-545-81389-1 • \$10.99

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

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PB: 978-0-439-88517-1 • \$10.99

Amulet

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. But when Em and Navin's mom is dragged down behind the basement door by a humongous, tentacled creature, 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.

“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

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

—Publishers Weekly Comics Week

“A must for all fantasy fans.”

—Kirkus Reviews



Also by Kazu Kibuishi



96 pages • 9" x 9" • All ages • Full-Color
PB: 978-0-545-09893-9 • \$12.99

Art © 2014 Kazu Kibuishi

by KAZU KIBUISHI

Kazu Kibuishi is the Eisner-nominated creator of the *USA Today* and #1 *New York Times* bestselling Amulet series, and of a collection of his popular webcomic, *Copper*. He is also the cover illustrator of the fifteenth anniversary paperback editions of the Harry Potter series. He lives in Seattle, Washington, with his family.

Visit him online at www.boltcity.com.

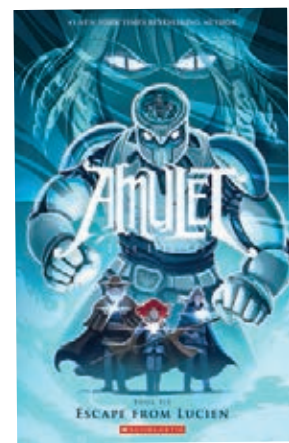
Amulet #6: Escape from Lucien

USA Today Bestseller!

Navin and his classmates journey to Lucien, a city ravaged by war and plagued by mysterious creatures, where they search for a beacon essential to their fight against the Elf King. Meanwhile, Emily heads back into the Void with Max and learns his darkest secrets. The stakes for both Emily and Navin are higher than ever.

"A sure-fire hit with older children and young teens."

—Booklist



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PB: 978-0-545-43315-0 • \$12.99

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PB: 978-0-439-84681-3
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An ALA Best Book

A CBC Children's Choice
Book Awards Shortlist
Selection



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PB: 978-0-545-20889-5
\$12.99

GRAPHIC NOVELS BY DOUG TENNAPEL

Doug TenNapel was raised in the town of Denair, California. In 1994, he created the popular Earthworm Jim. Visit Doug online at www.tennapel.com.



288 pages • 6" x 9"
Ages 10–14 • Full-Color
HC: 978-0-545-67647-2 • \$24.99
PB: 978-0-545-67646-5 • \$12.99



Art © 2015 Doug TenNapel

NNEWTS

Book One: Escape from the Lizzarks

A little hero faces big challenges in the first book of this totally unique fantasy-adventure series.

The first book in the Nnewts series follows the story of Herk, a lovable Nnewt who longs for stronger legs: When his quaint village is attacked by the reptile Lizzarks, he's forced to flee his home. Now, all alone and on the run, Herk navigates a dangerous world filled with strange creatures and mysterious wonders, where friends are few and an evil overlord is in hot pursuit.

"A visually rich and abundantly imaginative adventure that lands some serious emotional punches."

—Publishers Weekly

TOMMYSAURUS REX

In the tradition of *Old Yeller* comes the heartwarming friendship between a boy and his Tyrannosaurus Rex!

When Ely's beloved dog, Tommy, is hit by a car, he goes to his grandpa's house for the summer and discovers a full-grown but friendly Tyrannosaurus Rex.

Received two Eisner award nominations in 2005:

Best Graphic Album-New

Best Publication for a Younger Audience

"With a mixture of adventure, drama, and comedy ... this will be a popular pick for reluctant readers and graphic-novel fans."

—School Library Journal

"Underlying the fun is a potent and affecting story about facing death and growing up."

—Publishers Weekly



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HC: 978-0-545-48382-7 • \$24.99
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 HC: 978-0-545-41872-0 • \$24.99
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CARDBOARD

Cam's down-and-out father can only afford to give him a cardboard box for his birthday, but working together, they create a cardboard man—who comes magically to life! But the neighborhood bully, Marcus, warps the powerful cardboard into his own evil creations that threaten to destroy them all!

An ALA Great Graphic Novel for Teens

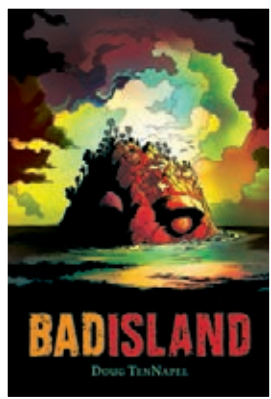
An ALA Quick Pick for Reluctant Young Adult Readers

A 2012 School Library Journal Top 10 Graphic Novel for Kids

A Kirkus Reviews Best Children's Book of the Year

A 2012 New York Public Library 100 Titles for Reading and Sharing Selection

A 2013 Texas Maverick Graphic Novel



224 pages • 6" x 9"
 Ages 10–14 • Full-Color
 HC: 978-0-545-31479-4 • \$24.99
 PB: 978-0-545-31480-0 • \$12.99

BAD ISLAND

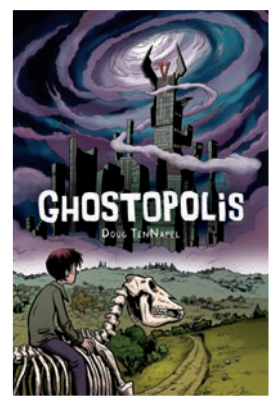
When a family gets shipwrecked on an island with weird, otherworldly plants and animals, they must find a way off the island while they dodge its strange and dangerous inhabitants.

An ALA Great Graphic Novel for Teens

A School Library Journal Top 10 Graphic Novel for Kids

A New York Public Library 100 Titles for Reading and Sharing Selection

A Texas Maverick Graphic Novel



288 pages • 6" x 9" • Ages 10–13 • Full-Color
 HC: 978-0-545-21027-0 • \$24.99
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GHOSTOPOLIS

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.

★ **"An exceptionally seamless blend of action and philosophy . . . Utterly brilliant."**

—Kirkus Reviews, starred review

"A boldly imaginative and ambitious tale."

—The Horn Book

"[TenNapel] provides moments of great sweetness and heaps and heaps of bizarre fun."

—Booklist



Art © 2012 Doug TenNapel

★ **"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



Art © 2010 Doug TenNapel

An ALA Top Ten Quick Pick for Reluctant Young Adult Readers (Fiction)

An ALA Popular Paperback for Teens

A New York Public Library's 100 Titles for Reading and Sharing Selection

A School Library Journal Best Comics for Kids Book

A Texas Maverick Graphic Novel

★ **"Filled with energy and life."**

—School Library Journal, starred review

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 also worked at Blue Sky Studios as an artist on films such as *Dr. Seuss's Horton Hears a Who!* and *Rio*.

★**"A gem in story and art."**

—*Kirkus Reviews*, starred review

"A winning hero...a solid space caper."

—*Booklist*



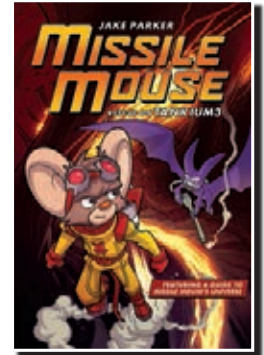
Each: 176 pages • 6" x 9" • Ages 8–12 • Full-Color

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Missile Mouse #2: Rescue on Tankium 3

PB: 978-0-545-11717-3 • \$10.99



Art © 2010 Jake Parker



by **AJ Lieberman and Darren Rawlings**

When a group of orphans are thrown together under mysterious circumstances, Phoebe and her pal Oliver lead them in a daring escape from their orphanage to an uninhabited moon. But their idyllic paradise is shattered when the powerful corporate boss who ordered the deaths of their parents sends a relentless henchman to track them down.

Now, with nowhere left to turn and tired of being on the run, Phoebe and her friends decide there's only one thing left to do: FIGHT BACK!

"Lots of excitement and comfy predictability for readers willing to go with the unlikely flow."

—*Kirkus Reviews*

"[A]n earnest and enjoyable SF adventure, balancing thrilling action with chirpy dialogue."

—*Publishers Weekly*



224 pages • 6" x 9"
Ages 8–12 • Full-Color

HC: 978-0-439-29811-7
\$24.99

PB: 978-0-439-29819-3
\$12.99

AJ Lieberman wrote numerous monthly titles for DC COMICS, including *Batman*, *Gotham Knights*, *War Games*, *Harley Quinn*, and *Martian Manhunter*. He also cocreated *Cowboy Ninja Viking*, an ongoing monthly comic from Image Comics.

Darren Rawlings graduated from the prestigious animation program at Sheridan College in Ontario, Canada. He is the Creative Director and owner of Thinkmore Studios, an animation/motion graphic company.



Art © 2014 Darren Rawlings

CLEOPATRA IN SPACE

by Mike Maihack

A series of funny, action-packed graphic novels featuring a young Cleopatra—yes, THAT Cleopatra—who’s transported to the future and learns it’s up to her to save the galaxy!

With help from her teacher Khensu, Cleo learns what it takes to be a great leader and goes on dangerous missions, all while trying to figure out how she’s going to get her homework done, make friends, and avoid detention!

Mike Maihack is a graduate of the Columbus College of Art & Design. *Cleopatra in Space #1: Target Practice* was his first graphic novel.

Visit him online at www.mikemaihack.com.



176 pages • 6" x 9"
Ages 8–12 • Full-Color
HC: 978-0-545-52842-9 • \$22.99
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Ages 8–12 • Full-Color
HC: 978-0-545-52844-3 • \$22.99
PB: 978-0-545-52845-0 • \$12.99

“Cleo is a fun, fearless heroine. I’d love to explore the galaxy with her!”

—Raina Telgemeier, #1 *New York Times* bestselling author of *Smile, Drama*, and *Sisters*

“The cinematic paneling during action sequences skillfully conveys Cleo’s vivacity and flair.”

—Kirkus Reviews

“A delight, with its exciting layout of a futuristic Egypt complete with cool pyramid skyscrapers.”

—Booklist

“Cleopatra smoothly slips into the role of confident, wisecracking, baddie-dispatching hero.”

—Publishers Weekly



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PB: 978-0-439-82332-6
\$12.99



by Greg Ruth

When Nate moves into a creepy, old house, he and a local sleuth named Tabitha are thrust into a dark mystery about a boy who went missing many years ago. Now, a terrifying force is gathering strength in the woods at the edge of town, and time is running out to discover the mystery of the Lost Boy.

A Will Eisner Comic Industry Award Nominee for Best Publication for Teens

“Packed with action and realistic dialogue. A refreshing fantasy in which not all is spelled out.”

—Kirkus Reviews

Greg Ruth has written and drawn stories for Dark Horse Comics, DC/Vertigo, Fantagraphics, and the *New York Times*. *The Lost Boy* is his debut graphic novel for Scholastic.

Visit his website at www.gregthings.com.

DOGS OF WAR

by Sheila Keenan
Illustrated by Nathan Fox

Based on the real-life roles of military dogs, *Dogs of War* captures the adventure and the devastation brought on by war, as well as the celebrations of life and friendship between boys and their dogs.

A Will Eisner Comic Industry Award Nominee for Best Publication for Teens

A School Library Journal Top 10 Graphic Novel for Kids

A Top Ten ALA Great Graphic Novel for Teens

An ALA Quick Pick for Reluctant Young Adult Readers

★ **“Diehard warmongers, dog fans, and graphic-novel readers will all find something new here.”**

—*The Bulletin of the Center for Children’s Books*, starred review

Sheila Keenan is the author of many nonfiction books.

Visit her website at sheilakeenan.com.

Nathan Fox is an illustrator and storyteller whose work has appeared in many magazines.

Visit his website at www.foxnathan.com.



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GRAPHIC NOVELS FROM THE WORLD OF CAPTAIN UNDERPANTS BY **DAV PILKEY**



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, maaaaan! 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*



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."

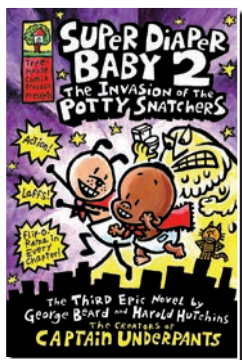
—*School Library Journal*

"A great choice to add to graphic novel collections... will circulate frequently."

—*Library Media Connection*

"Will entice even the most reluctant readers."

—*SLJ.com*



Each: 5 1/4" x 8 1/4" • Ages 7–10 • Black-and-white

The Adventures of Super Diaper Baby

128 pages
HC: 978-0-439-37605-1 • \$16.99
POB: 978-0-545-66544-5 • \$9.99

Super Diaper Baby 2: The Invasion of the Potty Snatchers

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The Adventures of Ook and Gluk, Kung-Fu Cavemen from the Future

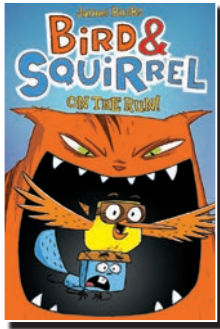
176 pages
POB: 978-0-545-17530-2 • \$9.99
PB: 978-0-545-38577-0 • \$5.99



BIRD & SQUIRREL

by

Bird is a happy-go-lucky bundle of energy. Squirrel is a cautious collector of acorns. The unlikely duo set off on a road trip adventure that takes them from their forest home to the South Pole and beyond!



Bird & Squirrel On the Run!

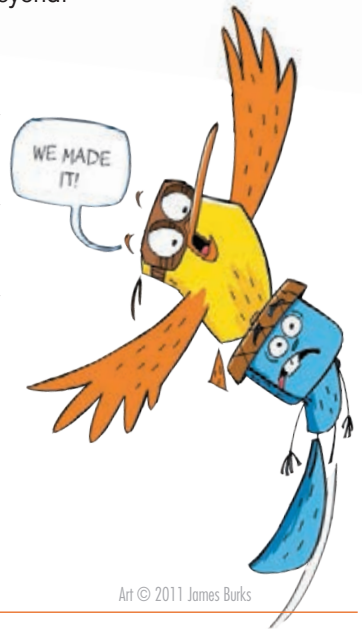
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A Chicago Public Library “Best of the Best” Children’s Book

An ABC Best Books for Children

A Texas Maverick Graphic Novel

A Missouri State Teachers Association Reading Circle Book

“An engaging, fast-paced story.”

—School Library Journal

“Zesty colors, bold compositions, and varying perspectives.”

—The Bulletin of the Center for Children’s Books

SIDEKICKS

by DAN SANTAT

Captain Amazing needs a sidekick! His pets agree and duke it out for the one thing they all really want—a super family.

Dan Santat illustrated the new, full-color editions of Dav Pilkey’s Ricky Ricotta’s Mighty Robot series.

Visit him at www.dantat.com to learn more.

A School Library Journal Top 10 Graphic Novel for Kids

A Texas Maverick Graphic Novel

An ALA Quick Pick for Reluctant Young Adult Readers (Fiction)

An IRA-CBC Children’s Choices List Book

A Bank Street College of Education Best Children’s Book of the Year



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Ages 8–12 • Full-Color
HC: 978-0-439-29811-7
\$24.99
PB: 978-0-439-29819-3
\$12.99

“Lively, colorful...a rollicking adventure.”

—Publishers Weekly

“Extremely entertaining.”

—Kirkus Reviews

“Lively, insightful, and just plain fun.”

—The Bulletin of the Center for Children’s Books

KNIGHTS OF THE LUNCH TABLE

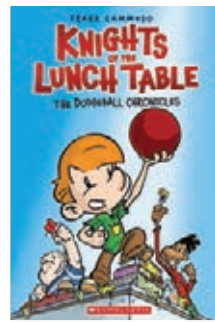
BY FRANK CAMMUSO

Artie King just wants to ease into life at Camelot Middle School, but things don’t always go quite as he plans... and 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.

★ “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

“Big, bright, funny, page-turning.”—Kirkus Reviews



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Chronicles**

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PB: 978-0-439-90322-6
\$10.99

**Knights of the Lunch Table #2:
The Dragon Players**

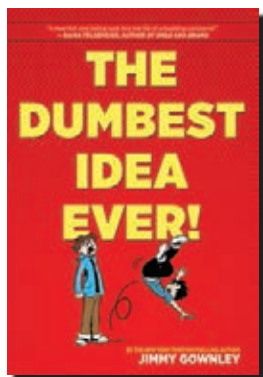
PB: 978-0-439-90323-3
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**Knights of the Lunch Table #3:
The Battling Bands**

PB: 978-0-439-90318-9
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THE DUMBEST IDEA EVER!

by Jimmy Gownley



224 pages • 6" x 9"
Ages 8–12 • Full-Color
HC: 978-0-439-29811-7
\$24.99
PB: 978-0-439-29819-3
\$12.99

Renowned comics creator Jimmy Gownley shares his adventures as he grows from an eager-to-please boy into a teenage comic book artist. This is the real-life story of how the DUMBEST idea ever became the BEST thing that ever happened to him.

Jimmy Gownley has been nominated for the Eisner Award thirteen times. In 2001 his hit series *Amelia Rules!* was released amid a flurry of rave reviews. He cofounded the organization Kids Love Comics, which promotes comic books and graphic novels as a valuable tool for literacy and education.



Art © 2014 Jimmy Gownley

**COMING
FALL 2015!**



Goosebumps

by R.L. STINE

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Ages 7–12 • Full-Color

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PB: 978-0-439-85782-6 • \$9.99



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SUNNY SIDE UP

by Jennifer L. Holm
Illustrated by Matthew Holm

From the groundbreaking and award-winning sister-brother team behind Babymouse comes a middle-grade semi-autobiographical graphic novel about figuring out your family.

Author **Jennifer Holm** is a three-time recipient of the Newbery Honor and together with illustrator **Matthew Holm**, cocreated the hit graphic novel series *Squish* and the Eisner Award-winning *Babymouse*.



Art © 2015 Matthew Holm



304 pages • 7" x 9"
Ages 8–12 • Full-Color
HC: 978-0-545-56541-7
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SPACE DUMPLINS

by Craig Thompson

Visionary graphic novel creator Craig Thompson brings all of his wit, warmth, and humor to create a brilliantly drawn story for all ages. Set in a distant yet familiar future, *Space Dumplins* weaves themes of family, friendship, and loyalty into a grand space adventure.

Craig Thompson is an Eisner Award-winning graphic novelist best known for his books *Good-Bye*, *Chunky Rice*, *Blankets*, *Carnet de Voyage*, and *Habibi*. Thompson has received four Harvey Awards, three Eisner Awards, and two Ignatz Awards.



Art © 2015 Craig Thompson

ABOUT THIS GUIDE

This guide was adapted by Robin Brenner 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.

Robin Brenner is the Reference & Teen Librarian at the Brookline Public Library. As the Editor-in-Chief of *No Flying, No Tights*, author of the Eisner Award-nominated *Understanding Manga and Anime*, and an active member of YALSA, she has been working with and advocating for comics in libraries for over twelve years. She has served on a wide range of awards committees including Great Graphic Novels for Teens, the Boston Globe-Horn Book Awards, the Michael L. Printz Award, and Will Eisner Comics Industry Awards.

This edition of this guide was published in January 2015.

Graphic Novel Themes

Series and Author (alphabetical by title)	Age Range	Mystery or Supernatural	Fantasy	Science Fiction	Action/Adventure/ Thrills	Reality-Based Stories	Historical	Humor
THE ADVENTURES OF OOK AND GLUK by Dav Pilkey	Ages 7-10				★			★
THE ADVENTURES OF SUPER DIAPER BABY SERIES by Dav Pilkey	Ages 7-10				★			★
THE AMULET SERIES by Kazu Kibuishi	Ages 8-12		★		★			
THE ARRIVAL by Shaun Tan	Ages 12-14	★	★					
THE BABY-SITTERS CLUB SERIES by Ann M. Martin, adapted by Raina Telgemeier	Ages 8-12					★		
BAD ISLAND by Doug TenNapel	Ages 8-10	★	★		★	★		
THE BIRD & SQUIRREL SERIES by James Burks	Ages 7-10				★			★
THE BONE SERIES by Jeff Smith	All Ages		★		★			★
BREAKING UP: A FASHION HIGH GRAPHIC NOVEL by Aimee Friedman, illustrated by Christine Norrie	Ages 15-17					★		★
CARDBOARD by Doug TenNapel	Ages 11-13		★			★		★
CHICKENHARE by Chris Grine	Ages 8-10		★		★			
CITY OF LIGHT, CITY OF DARK by Avi, illustrated by Brian Floca	Ages 8-12		★					
THE CLEOPATRA IN SPACE SERIES by Mike Maihack	Ages 8-12			★	★			★
COPPER By Kazu Kibuishi	Ages 4-18		★					
DETECTIVE BLUE by Steve Metzger, illustrated by Tedd Arnold	Ages 4-8	★	★					★
DOGS OF WAR by Sheila Keenan, illustrated by Nathan Fox	Ages 8-12					★	★	
DRAMA by Raina Telgemeier	Ages 10-14					★		★
DRAWING FROM MEMORY by Allen Say	Ages 10-13					★	★	
THE DUMBEST IDEA EVER! by Jimmy Gownley	Ages 10-14					★		★

Find the right graphic novel for readers of all ages here!

Series and Author (alphabetical by title)	Age Range	Mystery or Supernatural	Fantasy	Science Fiction	Action/Adventure/ Thrills	Reality-Based Stories	Historical	Humor
GHOSTOPOLIS by Doug TenNapel	Ages 10-14	★	★					
THE GOOD NEIGHBORS SERIES by Holly Black, illustrated by Ted Naifeh	Ages 12-14	★	★					
THE GOOSEBUMPS GRAPHIX SERIES by R.L. Stine, illustrated by various artists	Ages 8-12	★			★			
INTO THE VOLCANO by Don Wood	Ages 8-10				★	★		
THE JULIAN RODRIGUEZ SERIES by Alexander Stadler	Ages 7-10				★	★		
THE KNIGHTS OF THE LUNCH TABLE SERIES by Frank Cammuso	Ages 7-10					★		★
LOST & FOUND: THREE by Shaun Tan	Ages 4-8	★	★					
THE LOST BOY by Greg Ruth	Ages 8-12	★	★			★		
THE MAGIC PICKLE SERIES by Scott Morse	Ages 7-10				★			★
THE MISSILE MOUSE SERIES by Jake Parker	Ages 8-12			★	★			
THE PILOT & HUXLEY SERIES by Dan McGuinness	Ages 7-10				★			
QUEEN BEE by Chynna Clugston	Ages 8-12					★		
SIDEKICKS by Dan Santat	Ages 8-12			★	★			★
THE SILVER SIX by AJ Lieberman and Darren Rawlings	Ages 8-12			★	★			
SISTERS by Raina Telgemeier	Ages 8-12					★		★
SMILE by Raina Telgemeier	Ages 8-12					★		★
THE STAR WARS: JEDI ACADEMY SERIES by Jeffrey Brown	Ages 8-12			★				★
TOMMYSAURUS REX by Doug TenNapel	Ages 8-12			★	★			

Visit http://tradedcatalog.scholastic.com/lu_genres/5 for a full listing of titles and available formats.



Graphic Novel Fans Speak Out!

“Comics is a language. It’s a language most people understand intuitively.”

—Bill Griffith

creator of *Zippy* and other underground comics

“I have an agenda: I’m secretly trying to inspire kids to create their own stories and comics, and I don’t want them to feel stifled by ‘perfectionism’.”

—Dav Pilkey

author and illustrator of the *Captain Underpants* series

“There is no barrier and no glass ceiling. I have role models who came before me, and feel like I’m in a position to lead by example. A young girl reading comics today does not have to wonder if there is a place for her in this industry!”

—Raina Telgemeier

author of *Smile*, *Drama*, and *Sisters*

“Words and pictures are yin and yang. Married, they produce a progeny more interesting than either parent.”

—Dr. Seuss

author and illustrator of the bestselling *Green Eggs and Ham*, *The Cat in the Hat*, and many more

ABOUT GRAPHIX

In 2005 Scholastic launched Graphix with the publication of the full-color edition of *BONE #1: Out from Boneville*. Graphix is dedicated to publishing engaging, age-appropriate graphic novels for children and teens. Supported by librarians, teachers, and most important, kids, Graphix titles have become bestsellers around the globe and continue to receive awards and critical acclaim, including multiple Eisner Award wins and nominations, a Stonewall Book Award (*Drama*), a Boston Globe-Horn Book Award Honor (*Smile*), an Edgar Allan Poe nomination (*The Lost Boy*), eight *New York Times* bestsellers to date (*Amulet* by Kazu Kibuishi; *BONE #1: Out from Boneville* by Jeff Smith; *Dogs of War* by Sheila Keenan and Nathan Fox; *Smile*, *Drama*, and *Sisters* by Raina Telgemeier; *The Lost Boy* by Greg Ruth; and *Rose* by Jeff Smith and Charles Vess), and three *USA Today* bestsellers (*BONE #9*, *Sisters*, and *Amulet #6*).

Celebrating 10 Years!

graphix

“Why do musicians compose symphonies and poets write poems? They do it because life wouldn’t have any meaning for them if they didn’t. That’s why I draw cartoons. It’s my life.”

—Charles M. Schulz

cartoonist and creator of *Peanuts*

“I determined to never talk down to the reader. I insisted on using college-level vocabulary. If a kid didn’t know what a word meant, he’d get it by the use in the sentence by osmosis. If he had to go to a dictionary, that’s not the worst thing in the world!”

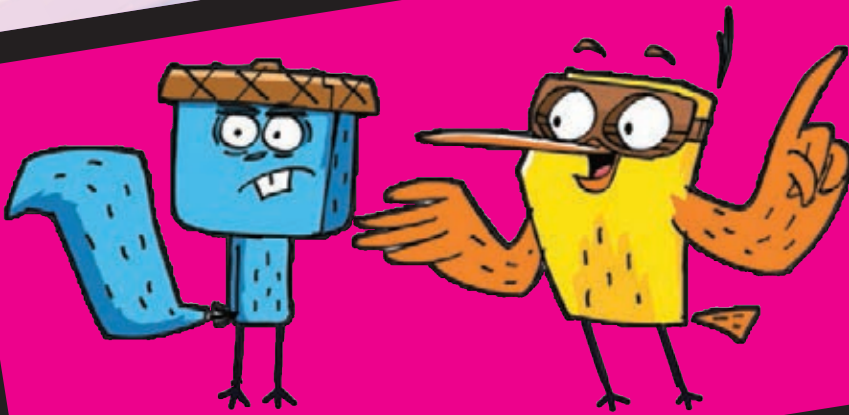
—Stan Lee

comic book writer, editor, publisher, and former president and chairman of Marvel Comics

“Comics have been decried as fostering illiteracy. It’s tosh. It’s snobbery and it’s foolishness. There are no bad authors for children, that children like and want to read and seek out, because every child is different. They can find the stories they need to, and they bring themselves to stories.”

—Neil Gaiman

author of *The Sandman*, *American Gods*, *Coraline*, and the Newbery Award-winning *The Graveyard Book*



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Celebrating 10 Years!



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