

Let's Get Graphic!

Choosing Graphic Novels for Classroom Use

Course Syllabus

TINT (The Innovative Northwest Teacher)
2 Quarter Hour Graduate Credit
Instructors: Brooke Schmidt and Ashley Smith

Submit assignments to: tintbhs@gmail.com

Graphic Novels can be a powerful teaching tool, which enables students to develop literacy skills while reading highly engaging literature. In this course you will find out how graphic novels could support your reading and writing program by increasing your students' enjoyment and motivation. You will become familiar with different types of graphic novels and how to choose ones that relate to your curriculum. Upon completion of this course you will have high quality graphic novel based lessons that are ready for immediate use. Grades K-12

To receive an A for this class you need to submit quality assignments that show a deep level of thought and appropriate amount of time spent working on the materials. We will respond to your assignments with a reflection.

Assignment 1.

Introduction

Submit an introductory paragraph about yourself. Tell me about where and what you teach and why you picked this class. Have you read many graphic novels? What are your initial impressions of using graphic novels with your students?

Getting Started

Read the three articles provided that describe the characteristics of a Graphic novel. Write a one page response detailing what stood out to you. What will you look for in a graphic novel?

Article 1: [What are Graphic Novels? Buffalo/Eric County Library](#)

Article 2: [What Is Considered a Graphic Novel? Stories as Comics](#)

Article 3: [Graphic Novels for Young Kids. Reading Rockets](#)

Video Resources

There are a lot of good video resources online about using Graphic Novel for teaching literacy skills. I have made a YouTube Playlist with 7 such videos on a range of topics. Spend a few hours watching the videos there are the most meaningful for you and most connected to what you teach. Submit a page describing what you watched and the ideas that were presented.

[YouTube Playlist](#)

Assignment 2

Get Graphic

Random House has created an educator's guide using graphic novels. Choose a graphic novel and create a plan for how you will use this graphic novel with your students. Describe what you will do and include samples of activities you will use.

[Get Graphic](#). Random House

Guide to Teaching Graphic Novels

Scholastic Magazine provides a guide to teaching graphic novels that lists five tips for making graphic novels effective in your classroom. [Scholastic Article](#)

Submit: Research ways to introduce graphic novels to your students. Write a reflection explaining how these five tips will help you. How will you introduce graphic novels to others?

More Than Comics

Read article by Bill Boerman-Cornell [More than Comic Books](#)

This article was written 10 years ago but details how graphic novels can encourage students to build strong reading skills through imagination.

Source: Association for Supervision & Curriculum Development

Submit: Write a response detailing what you found useful from this information.

Assignment 3

Choose 4 more optional assignments from the list of 11 options below. For each assignment send a written response describing what you learned and how you will apply your learning to your teaching. Answer any other question posed for each assignment.

Option 1: Lesson Plans

Tim Smyth, author of Teaching with Comics and Graphic Novels, has appeared on the PBS Newshour. He shared ideas for using graphic novels as a learning tool. Explore his website, read the articles provided, write a description of what you found helpful and list at least 3 books you could use to teach a specific topic.

[Tim Smyth Website](#)

[Social Studies](#)

[9/11 LessonPlan](#)

Option 2: Comics Teacher

Spend a few hours watching videos by the "Comics Teacher". He has some videos that teach you about elements of comics etc and others that teach you about using them as teaching tools. You can pick which of his videos to watch. Write a reflection about what you learned.

[Comics Teacher Playlist](#)

Option 3: Scott McCloud. Understanding Comics TED Talk

Watch [2009 TED talk by Scott McCloud](#), one of the early pioneers in creating comics/graphics. Write a page telling what you thought of his talk. Does the information provided support how you will choose graphic novels to share with students? What will you do now as a result of this viewing?

Option 4: Making Comics

In 2006, Scott McCloud wrote and illustrated a book telling how to make comics by creating a comic. [Making Comics](#) Spend some time looking at what he created and write a response from what you found helpful, interesting or noteworthy.

Option 5: Difference between Graphic Novels and Comics

Read the article from PEDIAA and write a list of differences between graphic novels and comics.

[What is the Difference Between Graphic Novel and Comic - Pediaa.Com.](#)

Option 6: Professionals

Spend a few hours reviewing and reading what professionals say about using graphic novels in the classroom. Briefly summarize this research. Give specific examples and strategies. Here are a few suggestions:

[Roundtable](#)

Option 7: Reluctant Readers

Submit a list of graphic novels that can be used for reluctant readers. Describe what you found useful from this information.

[Top Graphic Novels for Reluctant Readers | Scholastic](#)

Option 8: Getting to Know Graphic Novels

Read the article "Getting to Know Graphic Novels" from Penguin Australia. Write a response detailing what you found useful from this information.

Submit a description of what you look for in a graphic novel, how you choose them and from where you get suggestions.

[Getting to Know Graphic Novels](#)

Option 9: Graphix

[Scholastic provides a website](#) where they tell about popular graphic novels, authors and show trailers and videos . Spend some time seeing what they have to offer and tell what stood out to you.

Option 10: Teaching with Comics and Graphic Novels

Blogs can keep us informed and up to date on all things graphic novels. Read these blog suggestions and send a list of ideas that stood out to you.

[The Truth About Teaching With Comics and Graphic Novels](#)
[Graphic Novel Resources](#)

Option 11: Pinterest

Pinterest.com is a great way to organize and bookmark suggestions of ways to use graphic novels. Submit a link to the Pinterest board that you create along with a description of some of the graphic novel resources that you pinned to it. Here is my board to get you started:

[Graphic Novel Pinterest](#)

Assignment 4

Benefits of Reading Graphic Novels

In 2022, [Markham library published a list](#) of benefits in reading graphic novels followed with recommendations of great graphic novels for kids and adults. Read the article and submit a description of your thoughts on this article and what is relevant to you. Pick at least three suggested books and tell what you think of them, how you might use them

Assessment

Design an assessment activity to use at the conclusion of your graphic novel study. It might be a checklist including standards met during work. It might be an exit questionnaire. Submit a copy of this plan.

Reading Log

Create a reading log that lists the titles of the graphic novels you have read for this class and will reference in the future. Your reading log should include at least 5 graphic novels. For each one list the title, author/Illustrator, summary and explain why you chose this book and how/if you will use it in the classroom.

Suggestions:

[NPR](#)

[Creative Blog](#)

[Teaching Expertise](#)

Reflection:

Submit: What sort of changes will you make to your curriculum as a result of taking our class? What next step are you most excited to take? What Graphic Novels will you share with your students for sure?

Thanks For Choosing Our Class!