

Random Acts of Continuing Education

Graphic Novels
Participant Guide

January 7, 2010



south dakota
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With Jasmine Rockwell

WELCOME

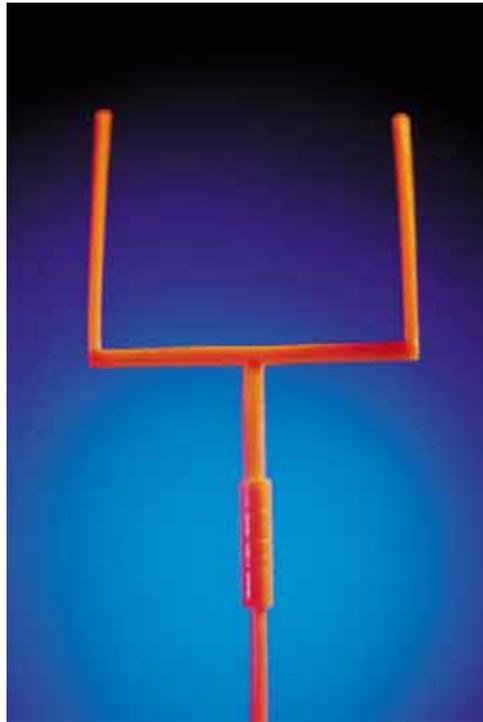
Welcome and congratulations for selecting this professional development opportunity! By the end of this class, you will have learned the basics of what graphic novels are, why they can be a useful and valuable part of your library collection, and how to find titles that are appropriate for your collection.

Be sure to print this guide as it will assist you in today's workshop and be a helpful tool in the future. Remember that your participation in today's workshop is a key factor in how much you learn.

Again, thank you choosing this webinar and we hope you will continue to learn with us in the future!

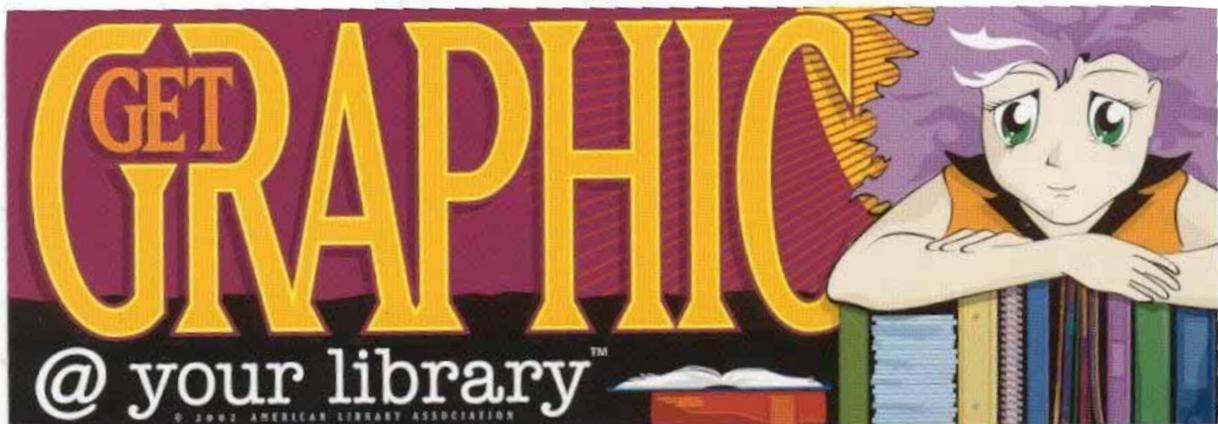
Sincerely,

Jasmine Rockwell
Children's & Youth Services Coordinator
South Dakota State Library



Today's Goals:

- Identify common objections to graphic novels
- Discuss why graphic novels are useful and valuable
- Identify how to find potential titles
- Discuss graphic novels in your library



Common objections to Graphic Novels

What have you heard? Fill in your answers:



4 Main objection categories:

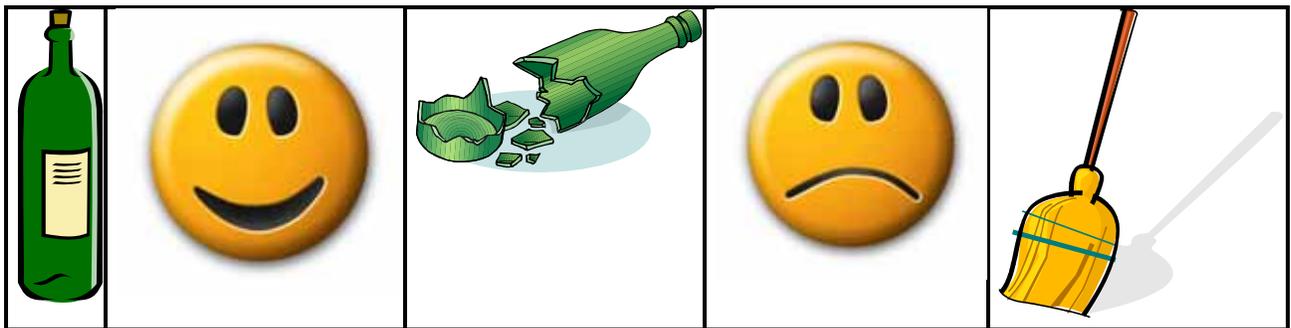
- **Only for kids:** _____
- **Full of violence and explicit sex:** _____
- **Only superheroes:** _____
- **Aren't "real" books:** _____

"Graphic Novels 101: FAQ," Robin Brenner. The Horn Book Magazine. Boston: Mar/Apr 2006. Vol. 82, Iss. 2; pg. 123, 3 pgs.

Vocabulary Word: SEQUENTIAL ART

Definition: pictures set in a _____ to tell a story

Example:



Graphic Novels as useful and valuable books

- _____ readers
 - Combination of less text, narrative support from images, and a feeling of reading “the norm”
- Visual _____
 - build the story themselves where words are scarce
- Active _____ by the reader
 - reader must make the connections
- High _____ content
 - twice the vocabulary as the average children's book and three times the vocabulary of a conversation between an adult and child

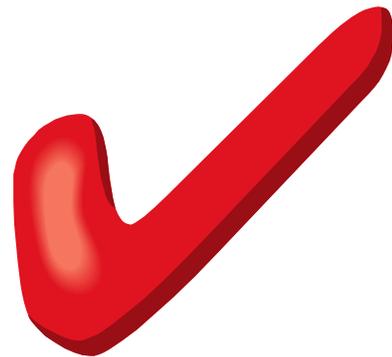


Finding what you need



Where to start: What genres are popular at your library with children and young adults? Check all that apply

- Fantasy
- Realistic fiction
- Science fiction
- Western
- Romance
- Historical fiction
- Non-fiction
- Humor
- Horror
- Action/Adventure



Graphic Novel Sources

Starting places:

Websites

For genres: No flying, No tights

<http://www.noflyingnotights.com/>

For non-fiction: Stone Arch Books & Junior Library Guild

<http://www.stonearchbooks.com/>

<http://www.juniorlibraryguild.com/books/home.dT>

Classics: Graphic Classics

<http://www.graphicclassics.com/>

Award winners: YALSA

<http://www.ala.org/ala/mgrps/divs/yalsa/booklistsawards/greatgraphicnovelsforteens/gn.cfm>

General: Scholastic Graphix, Papercutz

<http://www.scholastic.com/graphix/>

<http://www.papercutz.com/index2.html>

State Library

- [Developing and Promoting Graphic Novel Collections](#) by Steve Miller
- [The Readers' Advisory Guide to Graphic Novels](#) by Francisca Goldsmith
- [The Librarian's Guide to Graphic Novels for Children and Tweens](#) by David S. Serchay
- [Graphic Novels in Your Media Center: A Definitive Guide](#) By Allyson A. W. Lyga with Barry Lyga
- [Getting Graphic: Using Graphic Novels to Promote Literacy with Preteens and Teens](#) by Michele Gorman

Now you can start searching!



Once you have your new graphic novels

What will you do with them?

Cataloging: fiction goes with fiction, non-fiction goes with non-fiction.

What else?

Display! Promote! Make them findable!



Questions?

Comment?

Emotional Outbursts?

Contact Information

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