RESOURCES FOR CREATING AND USING GRAPHIC NOVELS IN YOUR CLASSROOM

FOR MAKING COMICS AND GRAPHIC NOVELS

Books that explain the process:

- *The Drawing Lesson: A Graphic Novel That Teaches You How to Draw* by Mark Crilley. Berkeley, CA: Watson-Guptill Publications 2016. This book takes kids and aspiring artists of all ages through their own personal drawing lessons. It covers drawing what you see, shading, understanding light and shadow, checking proportions, and putting sketches and compositions together for a final product. Grades 4+
- *How to Make Awesome Comics* by Neill Cameron. New York, NY: Scholastic Inc. 2017. Professor Panels and Art Monkey take young readers from brainstorming ideas to creating art and text to tell awesome stories about robots, pirates, monsters, heroes and villains. They help teach how to tell funny stories and dramatic stories. They even detail how to create awesome endings. Grades 2-5.
- Making *Comics: Storytelling Secrets of Comics, Manga and Graphic Novels* by Scott McCloud. New York, NY: HarperCollins, 2006. This is a graphic novel details how to write with pictures and make choices about moment, frame, image, words, and the flow of panels. It also discusses tools techniques and technologies to help as well as helping to understand different comic genres and styles. Grades 6+
- *Understanding Comics: The Visible Art* by Scott McCloud. New York, NY: HarperCollins, 1993. This book (in a graphic novel format) discusses the origins of comic and then details the art of reading and understanding comics. It discusses different types of panels, text balloons, gutters, the use of line and texture to tell the story, the use of color and determining time frames, and the art of showing versus telling. Grades 6+
- *Will Eisner's Comics and Sequential Art: Principles and Practices from the Legendary Cartoonist* by Will Eisner. New York, NY: W.W. Norton & Company, 1985, 2008. Grades 10+
- *Wordplay: Write Your Own Crazy Comics* by Chuck Whelon. New York, NY: Dover Publications 2011. To date there are two volumes of paperback books containing over 60 pages of black and white full-page comics with empty dialogue balloons for readers and writers to fill in. They can be used for wordplay and language use as well as for developing character, tone, pacing, and sequencing.

Web tools to help create comics and graphic novels

- PIXTON (web) - https://www.pixton.com/
- Comic Live (Mac) – http://plasq.com/downloads/comic-life-desktop/
- Comic Creator (Windows) – http://summitsoft.com/products/comic-creator/
- Clip Studio Paint (Manga Studio) (Mac/Windows) – http://my.smithmicro.com/

FOR CREATING STORYBOARDS

- StoryBoard Pro (by Atomic Learning – found at: https://www.atomiclearning.com/k12/en/storyboardpro) is designed to give teachers, students and home movie makers the tools they need to plan, plot, and create video (or graphic novel) projects. They help guide users on selecting shot types; on importing video, still picture and sound clips; how to create, save and import templates; and print blank storyboard worksheets for brainstorming ideas.
- Storyboard Fountain (for Mac found at: http://storyboardfountain.com/) – focuses on going from script to visuals.
- StoryboardThat (found at: http://www.storyboardthat.com/) offer special versions for teachers and classroom use with a fourteen day free trial.
- Canva – storyboards (found at: https://www.canva.com/create/storyboards/) scroll down the opening page and it tells you how to build your storyboard in five simple steps.

ADDITIONAL LINKS AND RESOURCES FROM SUGGESTED READING LISTS TO LENDING LIBRARIES

- Our Website
- For articles and web posts on how comics are beneficial in schools and classrooms; for classroom resources when using comics in the classroom; for suggested reading lists (pre 2009); and additional tools , lesson plans, and more (pre 2009), please visit: http://www.teachingdegree.org/2009/07/05/comics-in-the-classroom-100-tips-tools-and-resources-for-teachers/
- School Library Journal, "Good Comics for Kids" is a collaborative blog covering kids' comics written by a group of librarians, parents and writers for readers to age 16 Find it at: blogs.slj.com/goodcomicsforkids
- cbldf.org/using-graphic-novels-in-education This is a column written by Meryl and Talia. Each post takes a close look at one graphic novel. Each post contains a summary and overview of the book, discusses themes

and age appropriateness, contains lesson suggestions and additional online links and resources, and contains paired reading suggestions.