

VAASL CONFERENCE 2020



USING GRAPHIC NOVELS IN THE LIBRARY

With Librarian Amanda Rising



TODAY'S GUIDE

WHAT WE'LL TALK ABOUT

Our Readers

Helpful Tools

Graphic Novel Recommendations





Every child is an artist.


PABLO PICASSO



WHAT ARE GRAPHIC NOVELS?

SHARE YOUR IDEAS!

How do you feel about them? Have you always felt that way? Are they "real" books?



ASHLYN, AGE 10

MY INSPIRATION!

Taught me that graphic novels ARE real books!

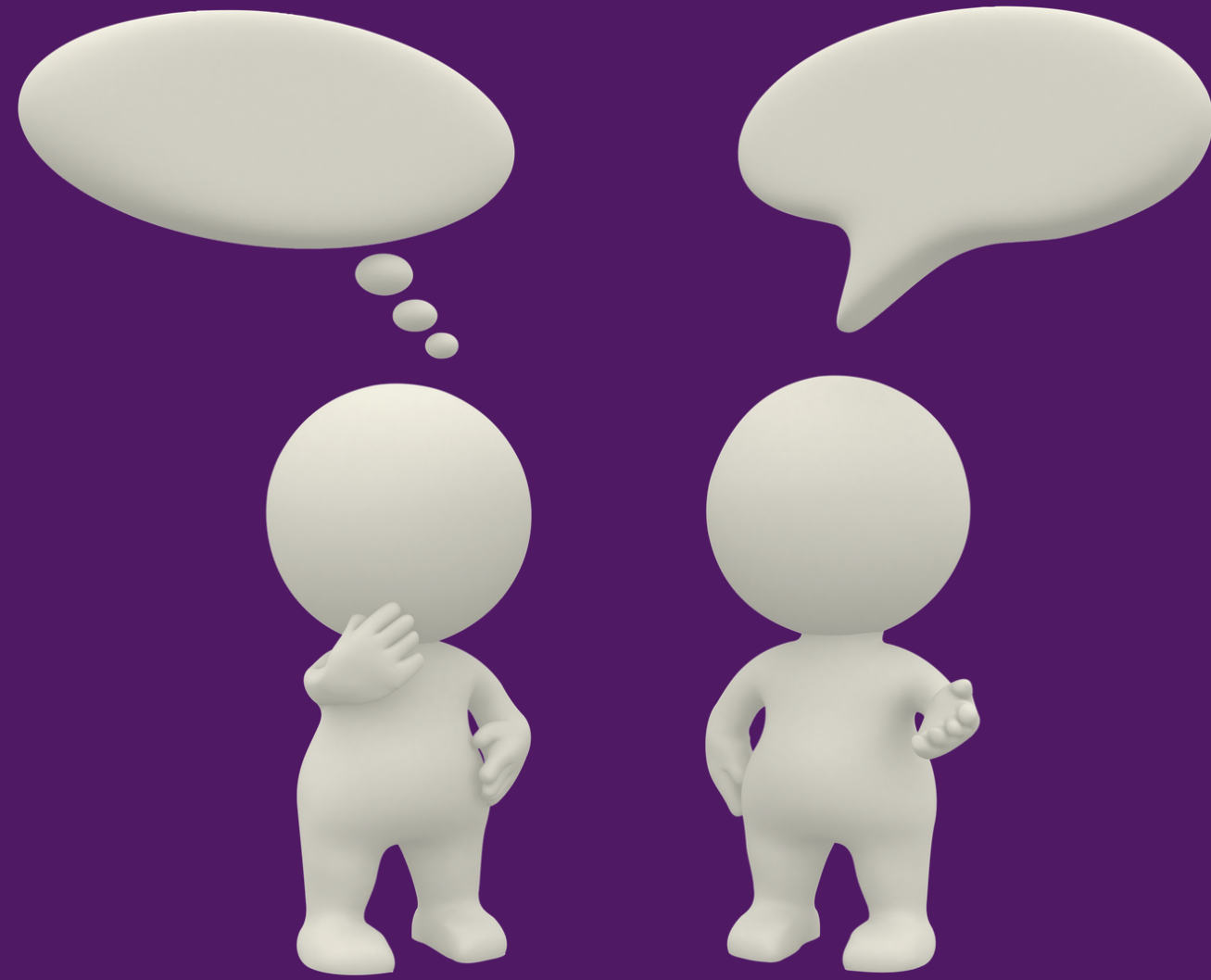


Amanda Rising

@disneyrising

Designing dream libraries is so much fun that even my kid loves it! Especially the spiral staircase to the reading room... [#LUSLIB670](#)





COMMUNICATION

Introverted and extroverted kids seek social experiences

HERO STORIES

Everyone needs someone to believe in



HERE'S A FUN FACT

8 OUT OF 10

STUDENTS HERE HAVE AN
ART-RELATED HOBBY



WHY GRAPHIC NOVELS?

EXPRESSION

All students need to get emotions out

FUN

Illustrations are just interesting!

CONNECTION

Characters become just as close to readers as in traditional books



ON GRADE LEVEL

Some difficulty, but not a great deal

ADVANCED

Can read just about anything

BELOW GRADE LEVEL


Struggling to keep up

RELUCTANT

Could be any of the above!



Types of Readers



**"COMICS ARE
THE GATEWAY
DRUG TO
READING."**

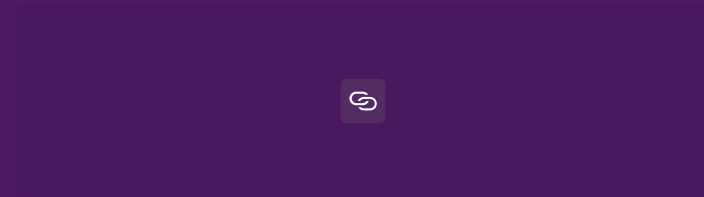
JUDD WINICK

**"GRAPHIC
NOVELS FILL THE
GAP..."**

KRISTEN TWOMEY

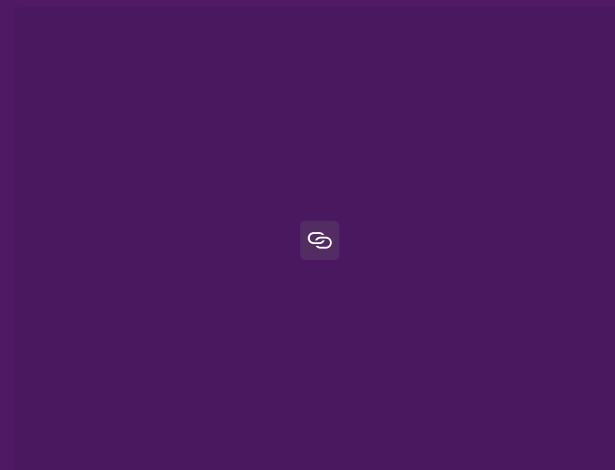


Helpful Tools



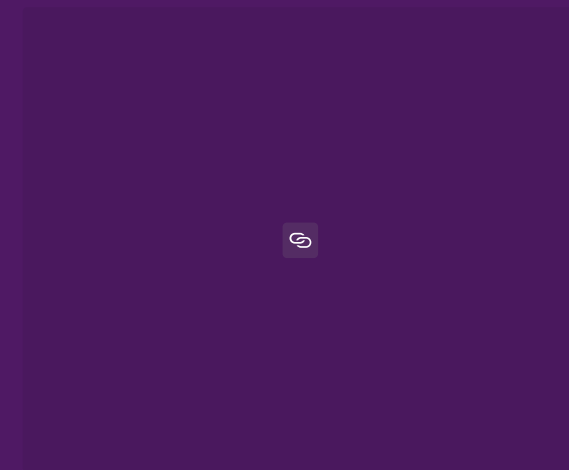
POWTOON

My favorite!



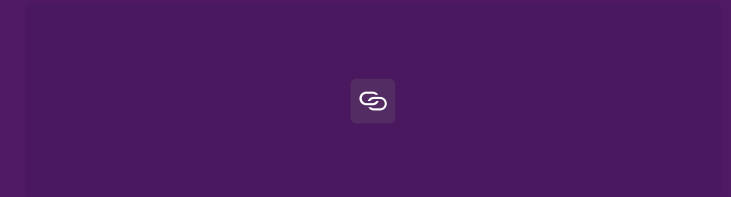
MOOVLY

For staff and
students



ANIMAKER

Super easy



PENCIL2D

Live action mixed
with animation

TOOLS

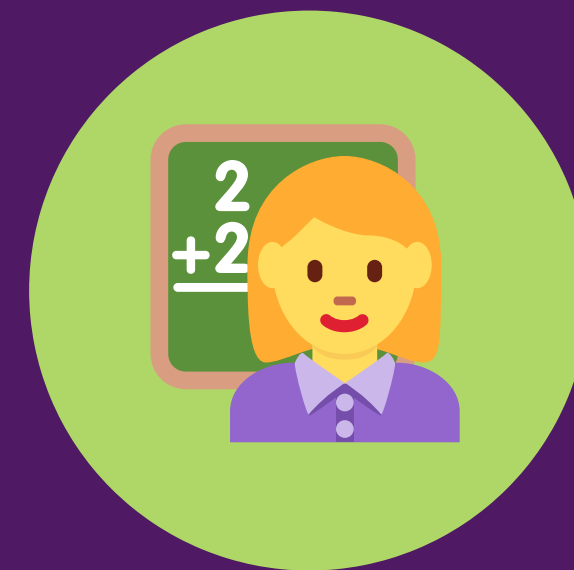
HOW CAN WE USE THEM?



Book Talks



Video Creations



Instructions



Collaborations

***WHAT GRAPHIC
NOVELS WOULD YOU
RECOMMEND?***

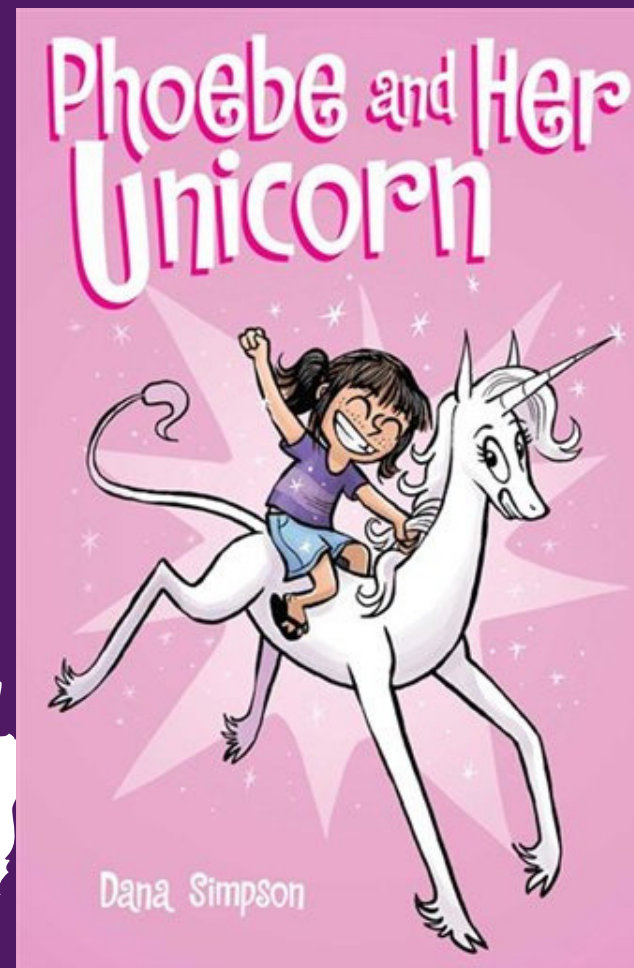
AND FOR WHAT GRADE LEVELS?



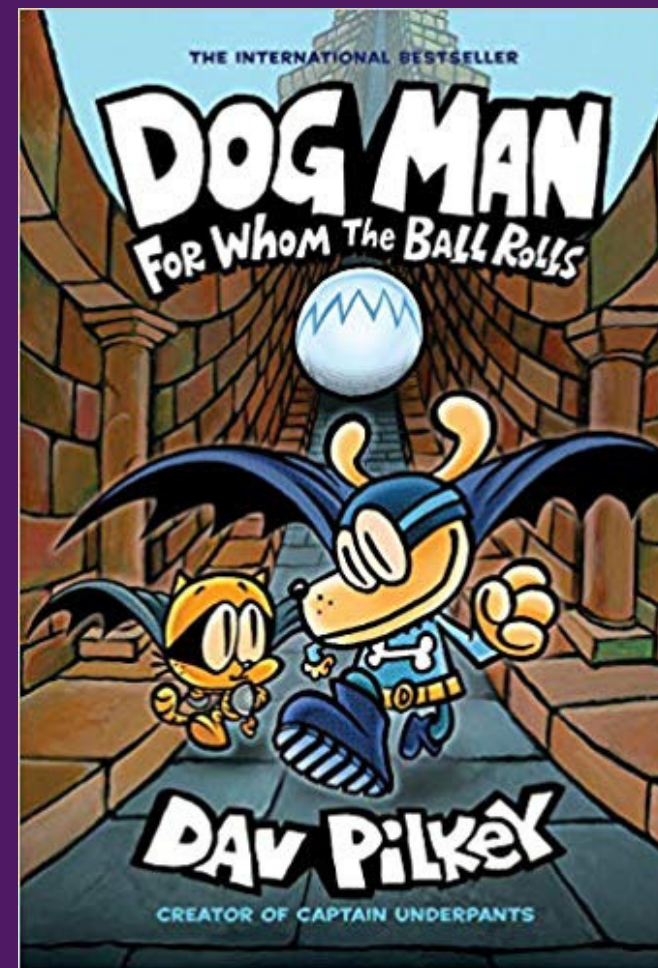
ELEMENTARY

GRADES K-5 (ISH 😊)

PHOEBE AND HER
UNICORN SERIES



DOG MAN SERIES



AQUICORN COVE



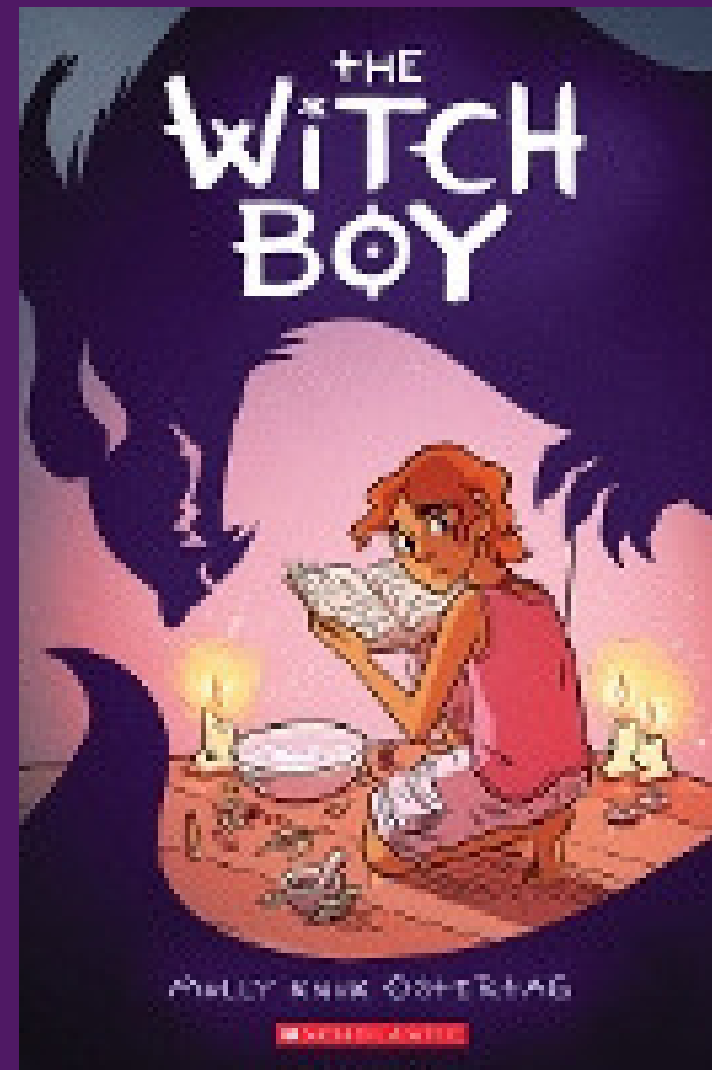
ELEMENTARY

GRADES 1-5 (ISH 😊)

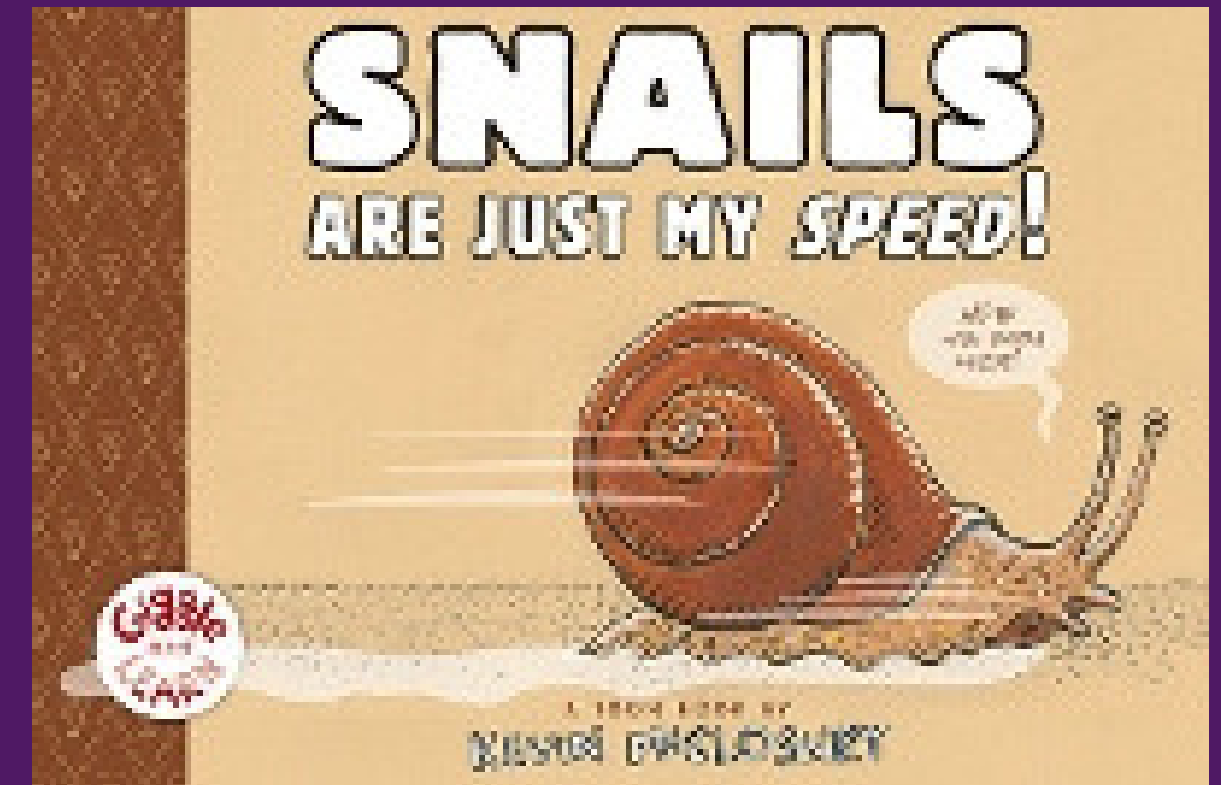
SPARKS!



THE WITCH BOY



SNAILS ARE JUST MY SPEED!

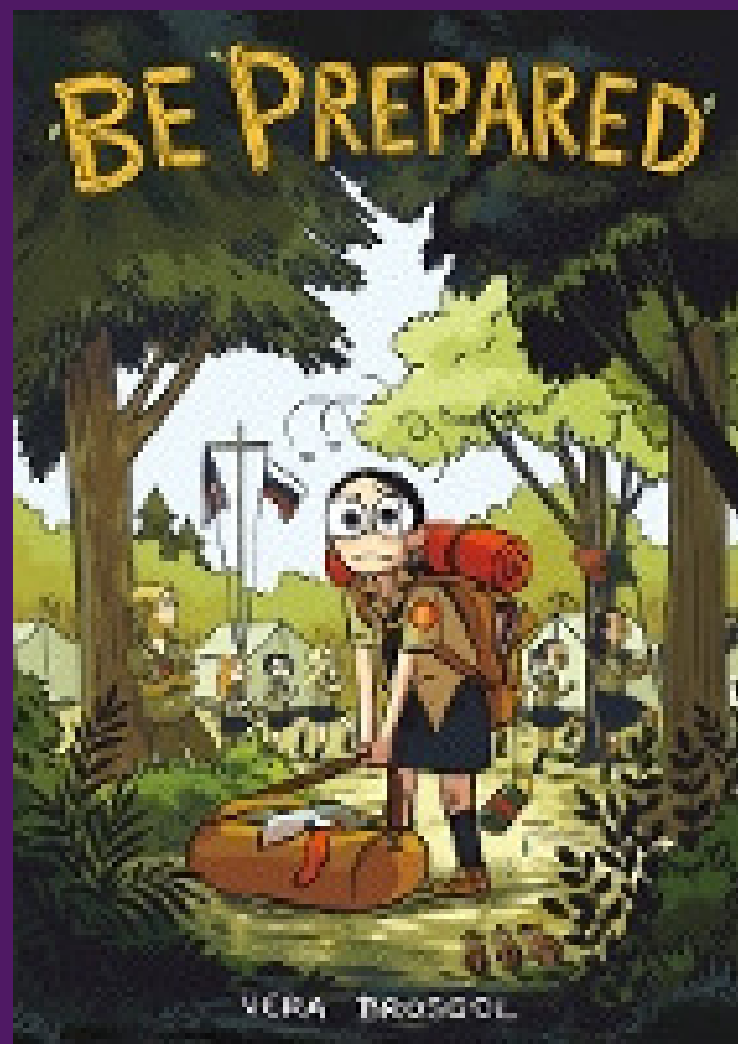


MIDDLE

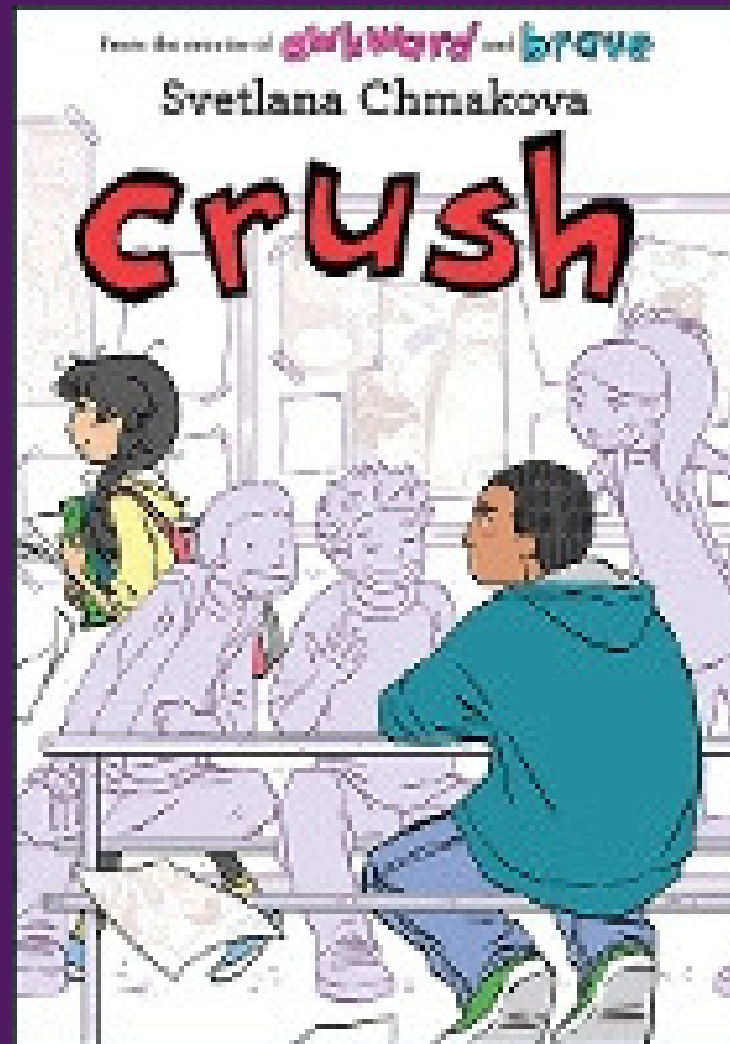
GRADES 6-8 (ISH 😊)



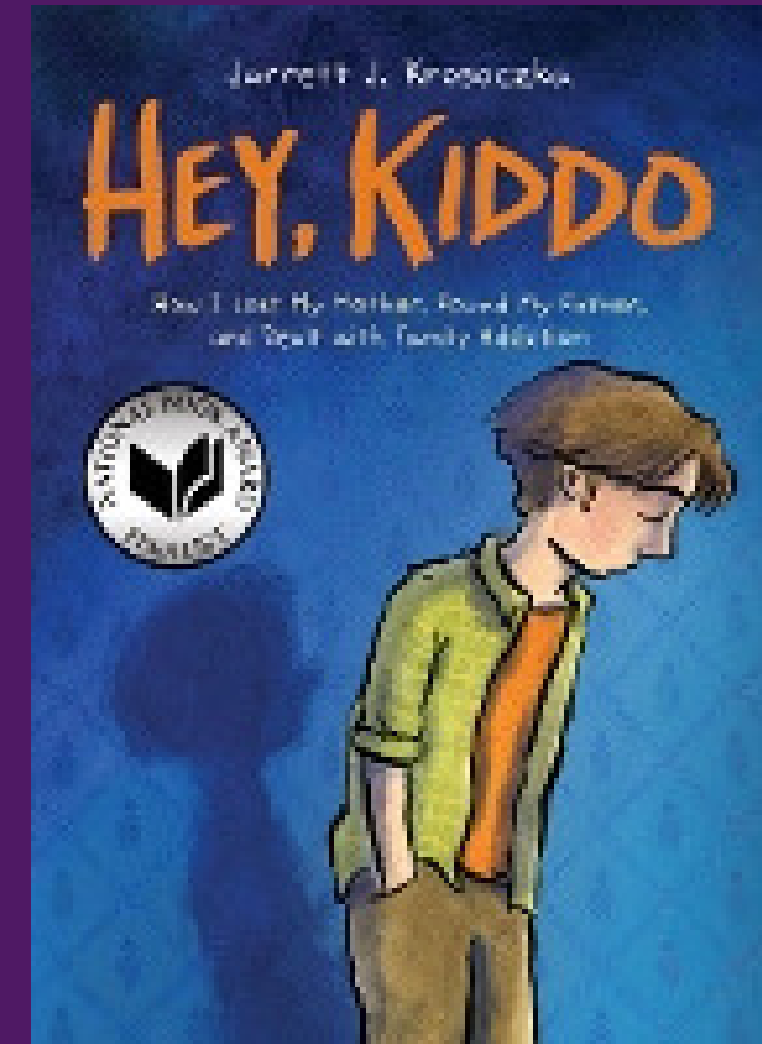
BE PREPARED



CRUSH



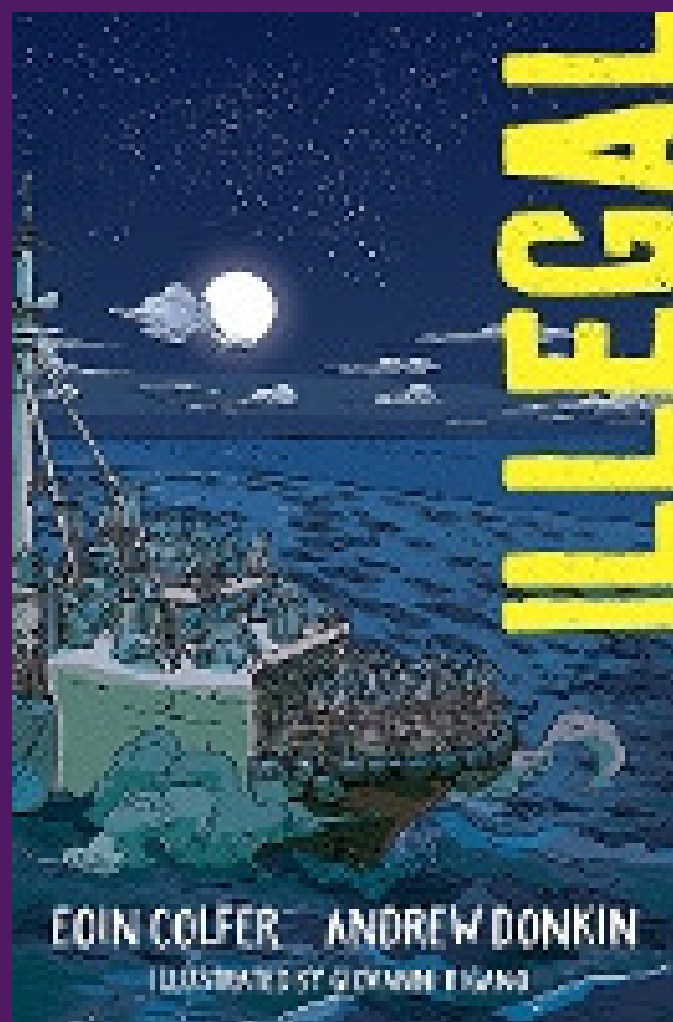
HEY, KIDDO



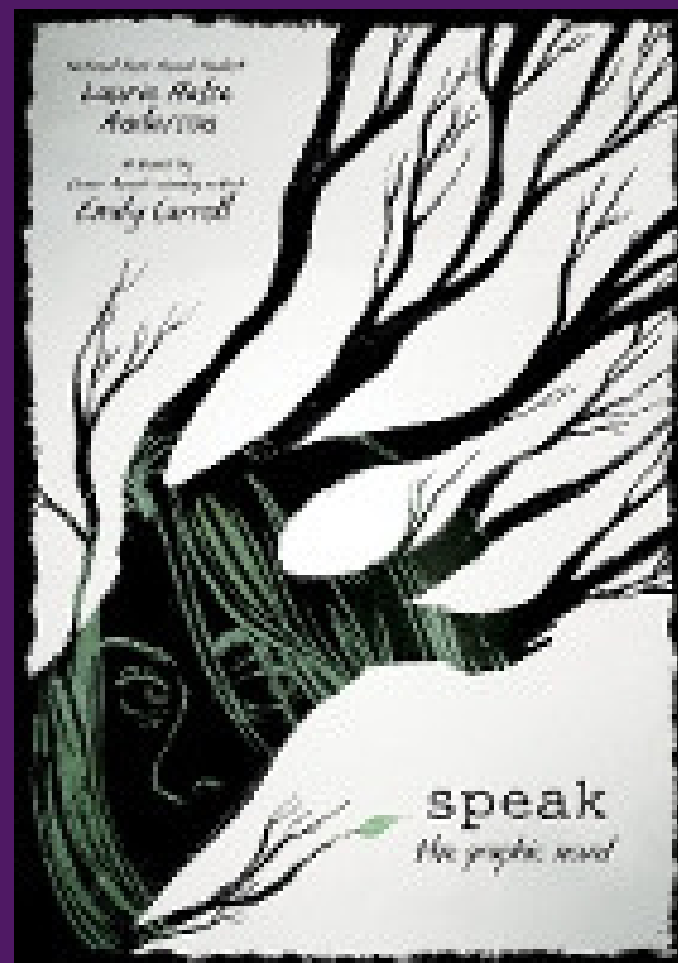
MIDDLE

GRADES 6-8 (ISH 😊)

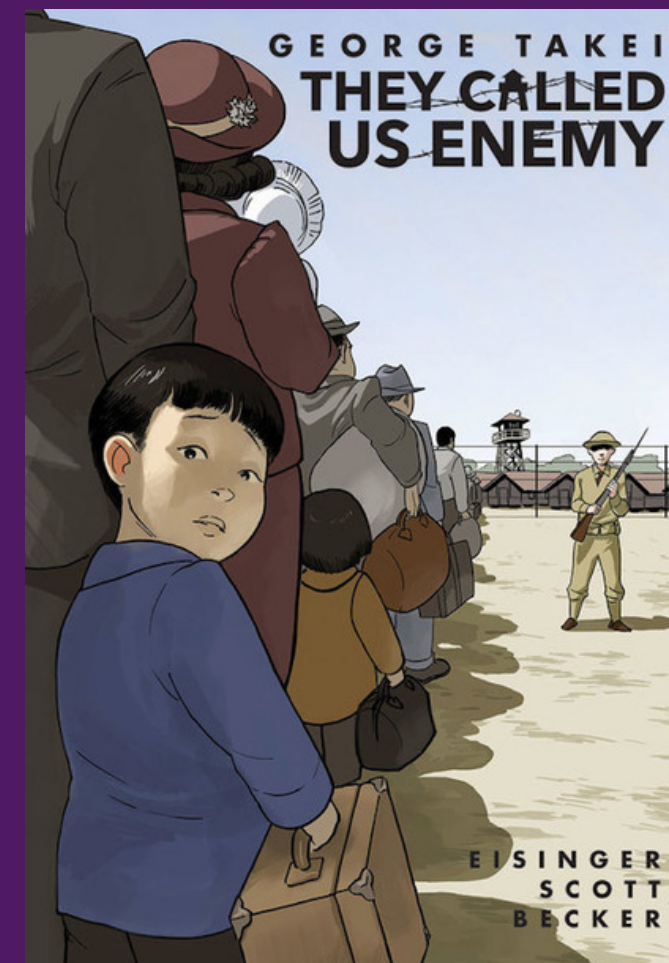
ILLEGAL



SPEAK: THE GRAPHIC NOVEL



THEY CALLED US ENEMY

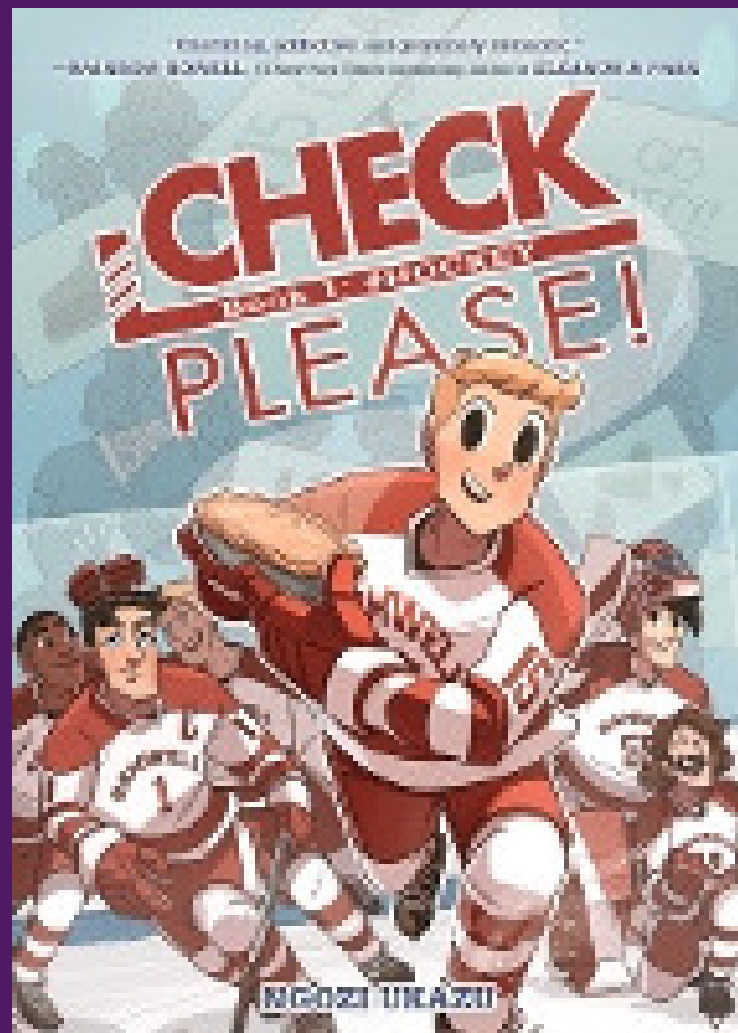


HIGH

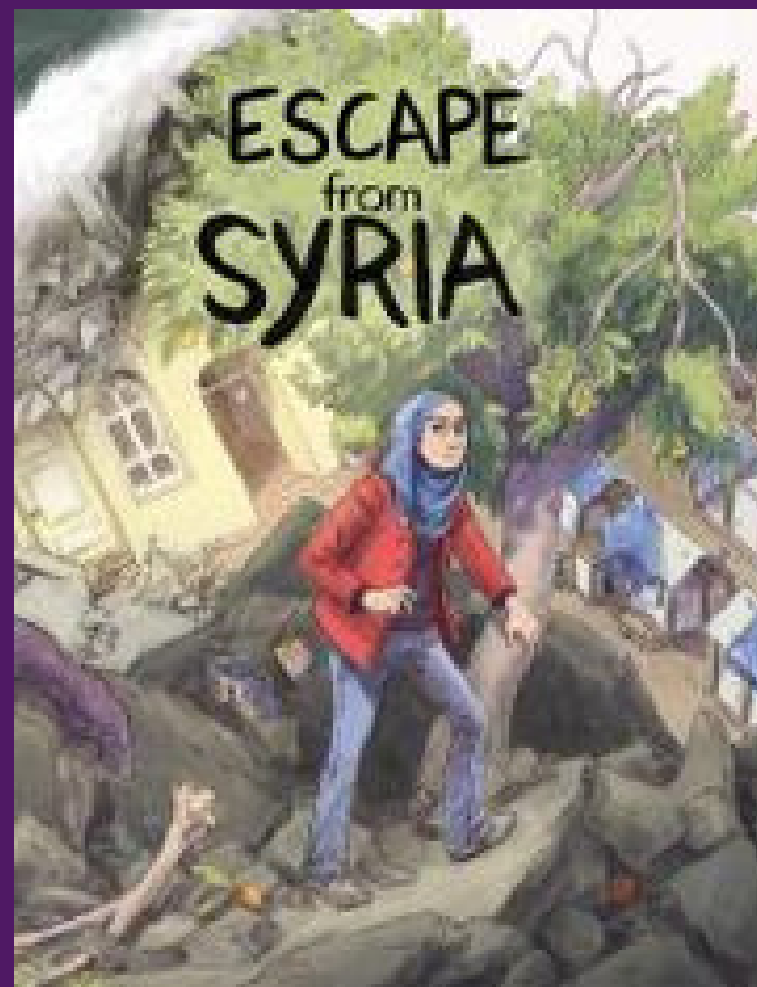
GRADES 9-12 (ISH 😊)



CHECK PLEASE!



ESCAPE FROM SYRIA



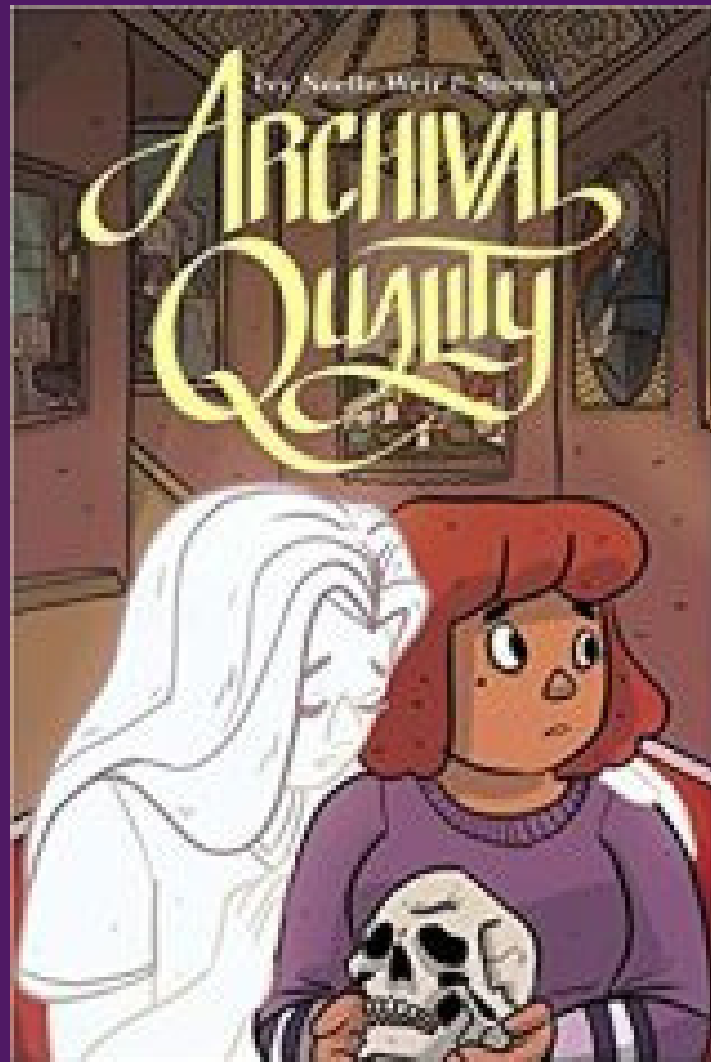
MARY'S MONSTER



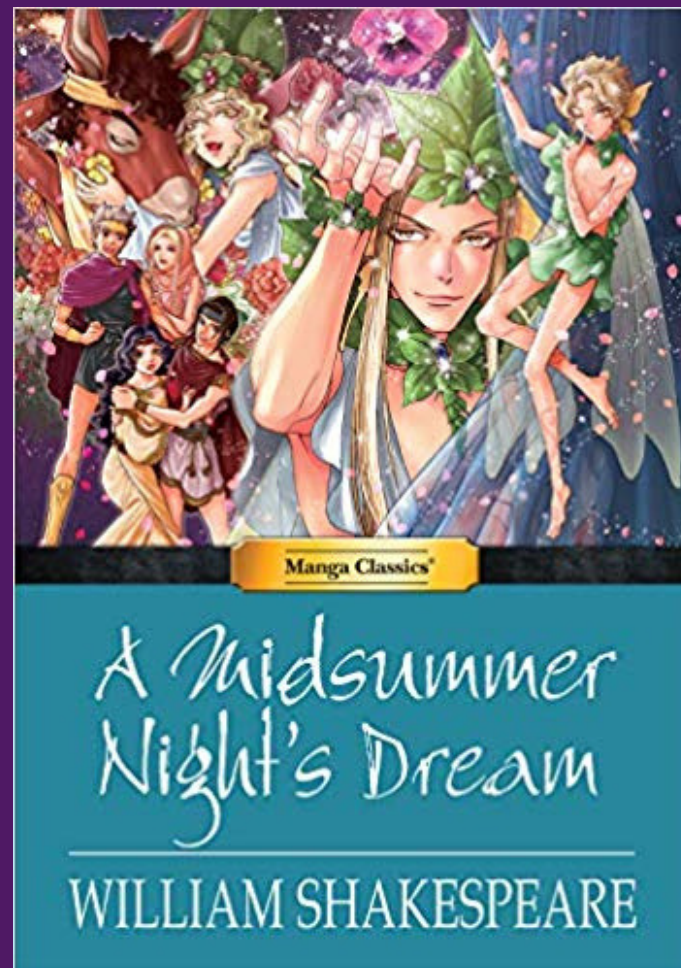
HIGH

GRADES 9-12 (ISH 😊)

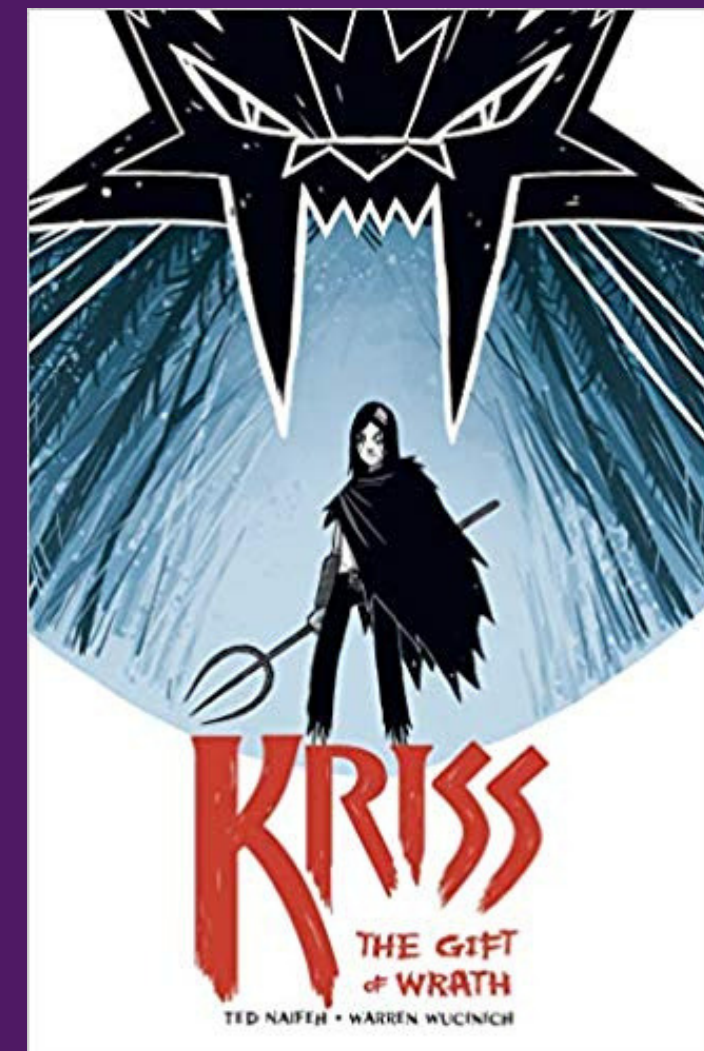
ARCHIVAL QUALITY



A MIDSUMMER
NIGHT'S DREAM



KRISS



"WHEN STUDENTS READ VISUAL NARRATIVES, THE ACTIVITY IN THE BRAIN IS SIMILAR TO HOW READERS COMPREHEND TEXT-BASED SENTENCES. HOWEVER, WHEN STUDENTS LEARN TO READ GRAPHIC NOVELS WITH AN ANALYTICAL EYE, DEPTH AND COMPLEXITY ARE ADDED TO THE READING PROCESS."

-LESLIE MORRISON



RESOURCES

YOU SHOULD READ THESE!

"WHY GRAPHIC NOVELS ARE STORYTELLING QUICKSAND FOR RELUCTANT READERS (IN A GOOD WAY)" BY JUDD WINICK

<https://www.readbrightly.com/why-graphic-novels-are-storytelling-quicksand-for-reluctant-readers/>

"BRIDGING THE GAP: GRAPHIC NOVELS AND RELUCTANT READERS" BY KRISTEN TWOMEY

<https://www.emergingedtech.com/2019/01/bridging-the-gap-graphic-novels-reluctant-readers/>

"THE RESEARCH BEHIND GRAPHIC NOVELS AND YOUNG LEARNERS" BY LESLIE MORRISON

<https://www.ctd.northwestern.edu/blog/research-behind-graphic-novels-and-young-learners>

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Thanks for coming!

