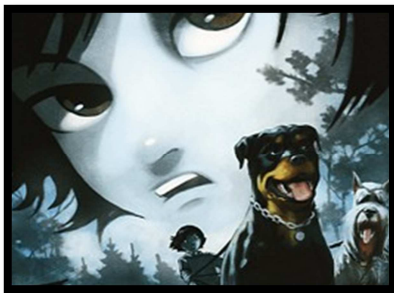




GRAPHIC NOVELS



STUDENT BOOKLET

NAME: _____

GROUP: _____

BEFORE READING

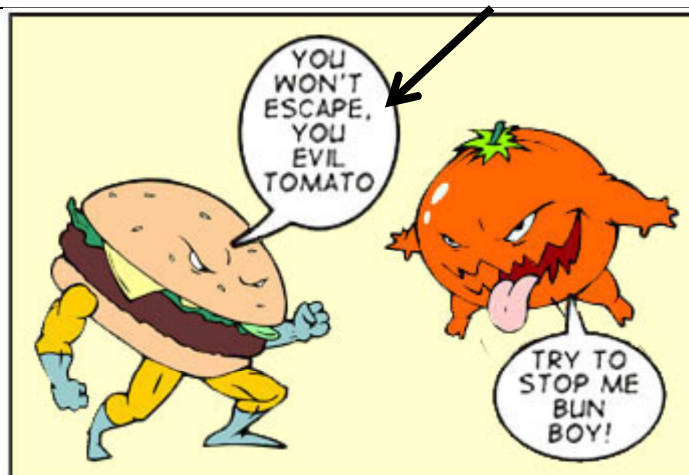
WHAT ARE GRAPHIC NOVELS?

Graphic novels are books written and illustrated in the style of a comic book. A graphic novel is a series of illustrations - "sequential art" which, when viewed in order, tell a story.

PART 1:

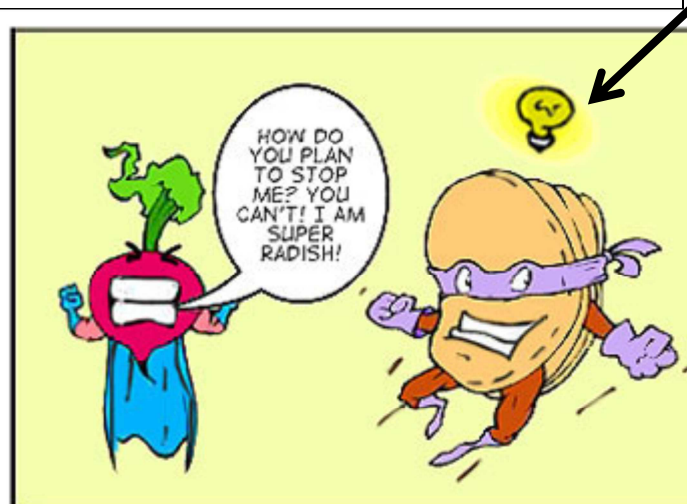
A) VOCABULARY TO GET YOU STARTED!

BALLOON: Object used to contain the dialogue characters in comics speak. Also called speech balloons or bubbles. Balloons are frequently rounded but can take many shapes.



EMANATA: Text or icons that represent what's going on in the character's head. For example:

- ? to indicate confusion
- ZZZZZ to indicate sleeping
- A light bulb to indicate an idea.
- @#\$%* to indicate anger.
- Beads of sweat to indicate nervousness.



NARRATORY BLOCK: Rectangles or squares in which a narrator or a character from the story shares special information with the readers. Also known as narrative box or voiceover. The box usually narrates something that is happening or that happened before the scene in the panel. In this example the narratory block describes what is happening in the scene.

HAVING BROKEN THE VASE, SUPERCRAAB SNEAKS OFF TO CAUSE TROUBLE ELSEWHERE...

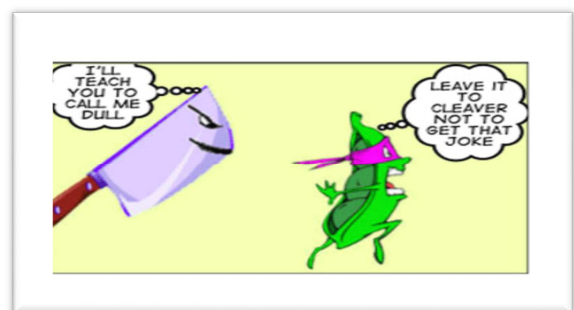


SOUND EFFECT: Words that indicate a sound that accompanies the comic panel. Examples:

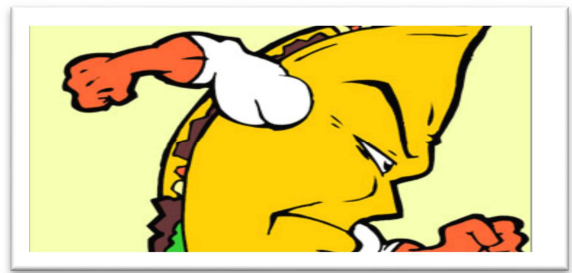
- BANG
- WHAM
- POW
- BOING
- Etc.



THOUGHT BALLOON: Objects used to contain a character's thoughts. These text containers are sometimes called **THOUGHT BUBBLES** because of the trail of little bubbles that connect the thought balloon to the character in the comic. The thought balloons reveal what the characters are thinking as they complete the actions in the panel.



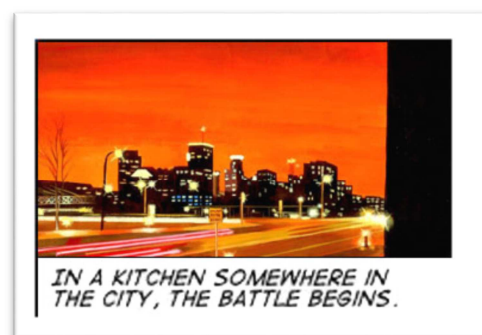
BLEED: Images that run outside the border of the panel. In this example, the top and bottom of the taco as well as the taco's left arm bleed outside of the comic panel. When an image runs outside the panel on all four sides it is called a *full bleed*. Comic book covers frequently use a full bleed. A bleed focuses the reader's attention on a specific action.



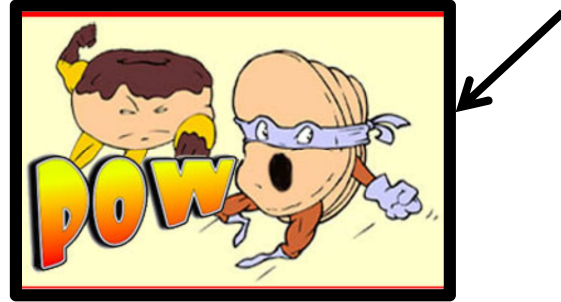
CLOSE-UP: Images that are shown in a large view. Frequently, close-ups focus on a character's face, but they can be used to highlight anything. This example shows a close up of the face of the evil tomato from the comic.



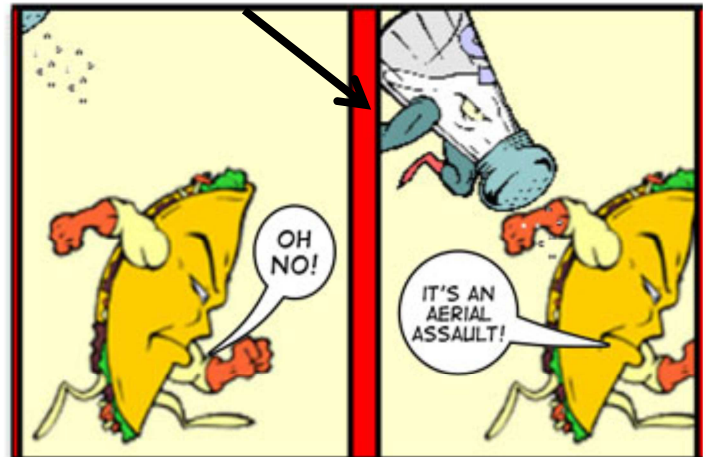
LONGSHOT: Images that show objects or characters in very small scale. Frequently, extreme longshots are used to show a full landscape or a crowd of characters.



PANEL OR PANEL FRAME: The edges or outlines of the comic page.



GUTTER: The space between the panels of the comic.



OPEN PANEL: Panels where one or more, or even all, of the sides of the comic panel are open to show dramatic effect. Open panels are also known as borderless panels.



B) SCAVENGER HUNT

In your graphic novel find the following:

	PAGE NUMBER
BALLOON	
NARRATORY BLOCK	
SOUND EFFECT	
THOUGHT BALLOON	
BLEED	
CLOSE-UP	
LONGSHOT	
PANEL OR PANEL FRAMES	
GUTTER	
OPEN PANEL	

Exchange with a partner and show your findings.

C) POST-IT ACTIVITY

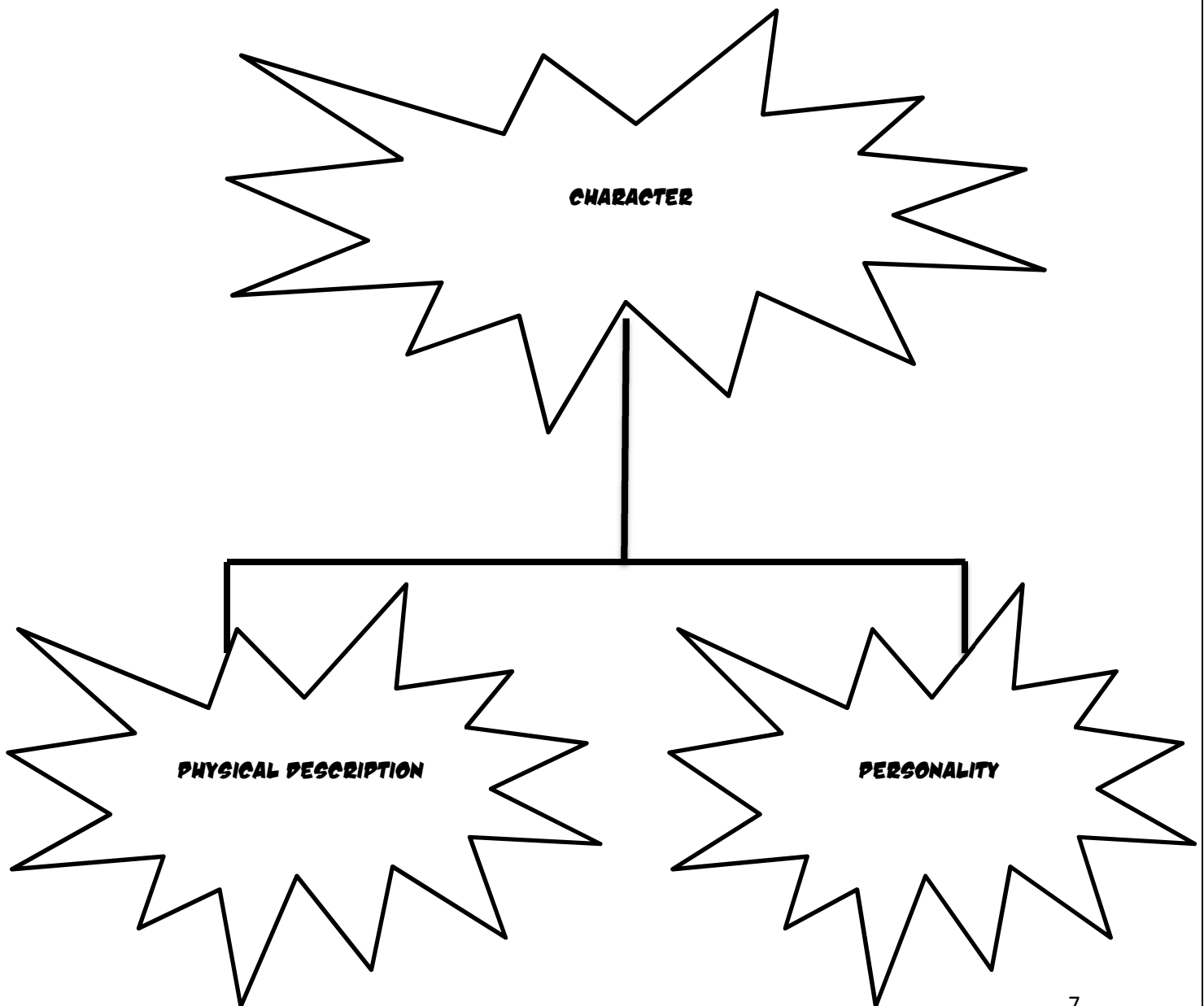
Using a “post- it”, look at your graphic novel and without reading it, for every picture that makes you think of something in your personal life, write it on the “post-it” and stick it on the picture. Be prepared to explain why you used a “post-it” on that particular picture.

WHILE READING

PART 2:

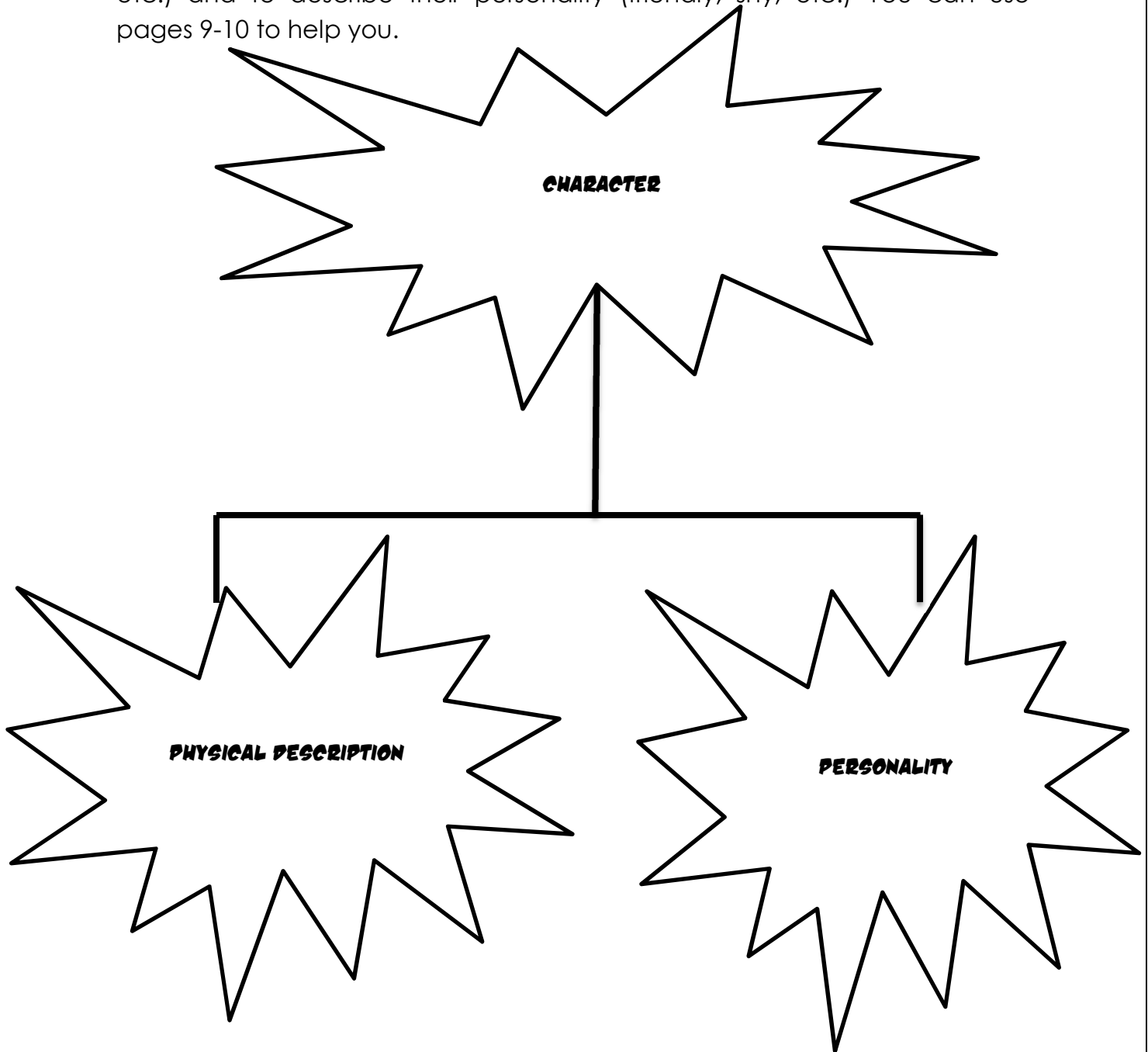
MAPPING

Use the diagram below to describe 2 of the main characters in the graphic novel. Use adjectives to describe the characters physically (tall, brown eyes, etc.) and to describe their personality (friendly, shy, etc.) You can use pages 9-10 to help you.



MAPPING

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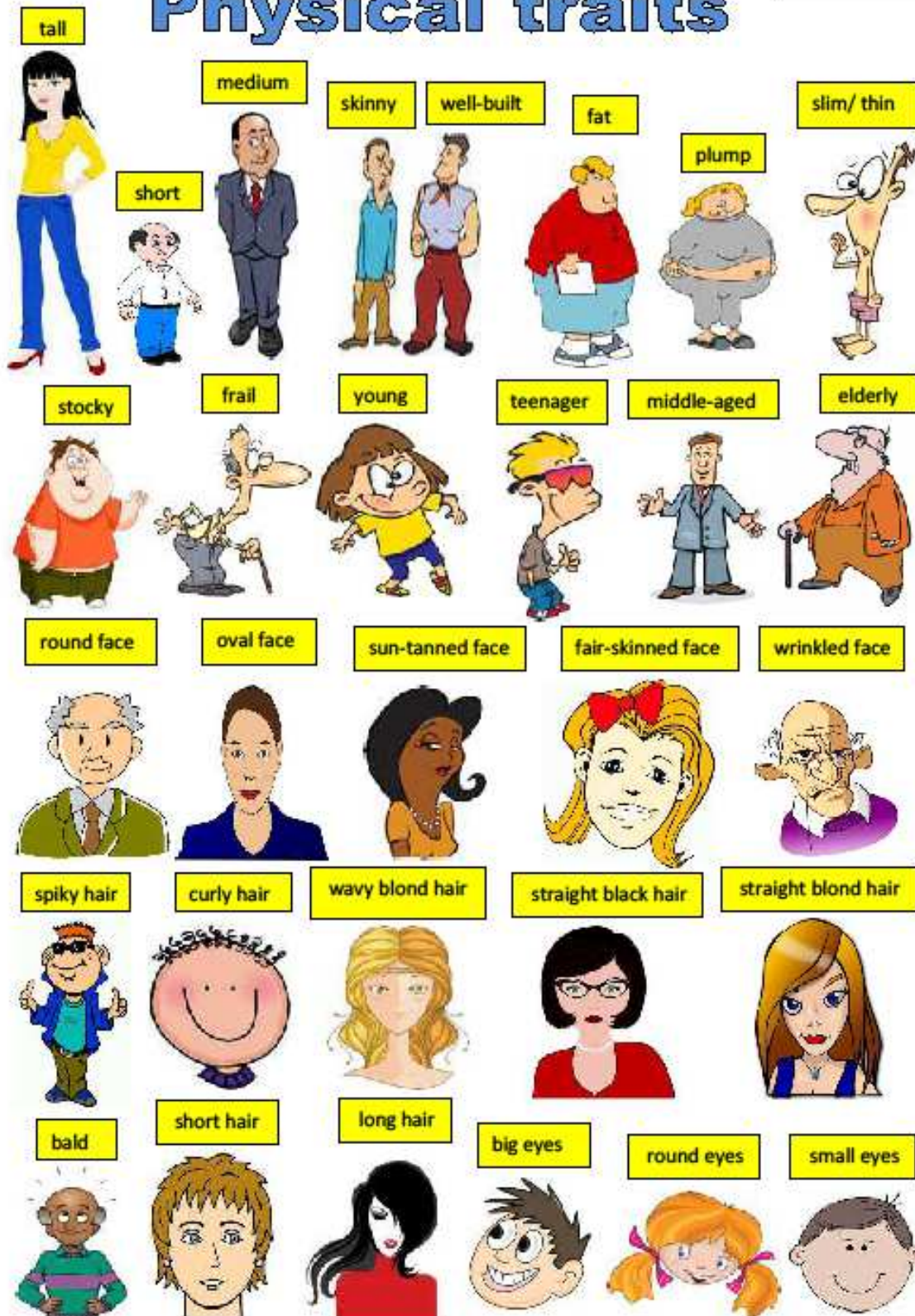
A List of Character Traits



active	compassionate	exciting
adventurous	competitive	fair
affectionate	conceited	faithful
afraid	concerned	fidgety
ambitious	confident	fierce
angry	confused	foolish
annoyed	conscientious	friendly
anxious	considerate	frustrated
argumentative	cooperative	funny
astonished	courageous	generous
attentive	cowardly	gentle
babyish	critical	glamorous
bewildered	cross	gloomy
bored	cruel	greedy
bossy	curious	grouchy
brave	dangerous	happy
brilliant	daring	hateful
busy	dependable	helpful
calm	determined	hopeful
capable	discouraged	hopeless
careful	dishonest	humorous
cautious	disrespectful	ignorant
charismatic	doubtful	imaginative
charming	eager	immature
cheerful	easygoing	impatient
childish	efficient	impolite
clever	embarrassed	impulsive
clumsy	energetic	inactive
cold-hearted	enthusiastic	independent

He/She **is**
He/She **has**

Physical traits



PART 3:

READERS THEATRE

1. With the team reading the same graphic novel as you, look on pages 4-5 of the graphic novel, where all the characters are identified, and assign a character to each person in the group. Don't forget to assign someone to be the narrator. If there are more characters than members of your group, you can choose more than one character.
2. Read a chapter as a group while each person reads the text associated to their character.

Remember:

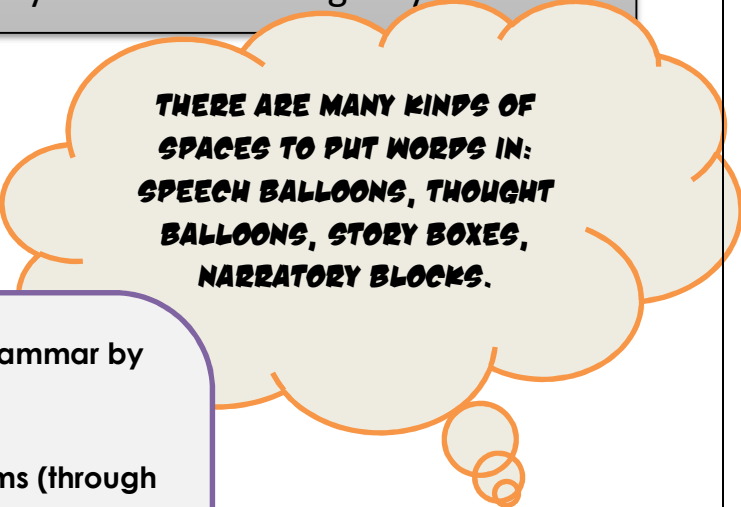
- Make sure to look at the punctuation.
e.g. **!** Means read with enthusiasm. **?** means that it is a question, therefore intonation should sound like a question.
 - Read from left to right, top to bottom. Make sure to read the dialogue in order.
3. When you are finished reading your chapter you can repeat the exercise a second time, switch roles or read another chapter.



FINAL TASK: WORDLESS BOOK COMES TO LIFE

C3: WRITES AND PRODUCES TEXTS

- Choose a comic strip that you like (from the ones presented to you by your teacher).
- Create a story using the prompt found at the bottom of the page of the comic strip.
 1. Look at the pictures.
 2. Brainstorm your ideas.
 3. Write a draft. Use appropriate punctuation.
 4. Correct your draft using all your resources.
 5. Fill in the panels on the comic strip. Make sure your captions fit with the pictures.
 6. You can choose to add colours to your story.
 7. Refer to evaluation rubric that your teacher will give you.



THERE ARE MANY KINDS OF SPACES TO PUT WORDS IN: SPEECH BALLOONS, THOUGHT BALLOONS, STORY BOXES, NARRATORY BLOCKS.

- ✓ Practise sentence structure and basic grammar by writing dialogue and narration.
- ✓ Understanding the use of slang and idioms (through characterization and dialogue)
- ✓ Using punctuation: asking questions (?), expressing emotions (!)
- ✓ Working on spelling, contractions and short forms.
- ✓ Sequencing ideas.