

## Getting Started with Graphic Novels

### A Selective Bibliography of Professional Resources

#### for K-12 Media Specialists and Educators

- Brenner, R. (2007). *Understanding manga and anime*. Westport, CT: Libraries Unlimited. This book gives the novice background information on selecting, working with, and advocating for manga and anime collections; and offers experienced librarians fresh insights and ideas for programming and collections.
- Carter, J.B. (2007). *Building literacy connections with graphic novels: Page by page, panel by panel*. Urbana, IL: National Council of Teachers of English. Presents practical suggestions for the classroom as it pairs a graphic novel with a more traditional text or examines connections between multiple sources.
- Cary, S. (2004). *Going graphic: Comics at work in the multilingual classroom*. Portsmouth, N.H.: Heinemann. A useful resource that provides librarians and teachers with a theoretical framework, handy responses to skeptics, a wealth of useful classroom activities, and plenty of recommended comics.
- Frey, N. & Fisher, D. (2008). *Teaching visual literacy: Using comic books, graphic novels, anime, cartoons, and more to develop comprehension and thinking skills*. Thousand Oaks, CA: Corwin Press.
- Goldsmith, F. (2005). *Graphic novels now: Building, managing, and marketing a dynamic collection*. Chicago, IL.: American Library Association. YA specialist, Goldsmith answers her colleagues' many questions about graphic novels.
- Gorman, M. (2003). *Getting graphic! Using graphic novels to promote literacy with pre-teens and teens*. Worthington, OH: Linworth Publishing, Inc. An introductory guide to graphic novels for both school and public librarians. Sequel is *Getting Graphic! Comics for Kids* (2008) Columbus, OH: Linworth Publishing.
- Lyga, A.W. & Lyga, B. (2004). *Graphic novels in your media center: A definitive guide*. Westport, CT: Libraries Unlimited. This ultimate guide to collecting and using graphic novels in a school library is written by an elementary librarian.
- McCloud, Scott (1993). *Understanding Comics*. New York: HarperCollins. Uses a graphic novel format to explain and analyze the medium of comic books themselves.
- Miller, S. (2005). *Developing and promoting graphic novel collections*. New York: Neal-Schuman Publishers, Inc. This comprehensive over-view of graphic novels and their use as reader development tools explores the evolution, categories, and genres of graphic novels.
- Thompson, T. (2008). *Adventures in Graphic: Using comics and graphic novels to teach comprehension, Grades 2-6*. Portland, ME: Stenhouse Publishers.

## Getting Started with Graphic Novels / A Selective Webliography

*Comic Books for Young Adults*

<http://ublib.buffalo.edu/lml/comics/pages>

*Comics in Education by Gene Yang*

<http://www.humblecomics.com/comicsedu/index.html>

*Comics in the Classroom*

<http://comicsintheclassroom.net/index.htm>

*Graphic Novels: Resources for Librarians and Teachers*

Dr. Pam Barron - Retired LIS Professor – UNCG

<http://www.uncg.edu/lis/faculty/barron/GraphicNovels/index.htm>

*Great Graphic Novels for Teens - YALSA*

<http://www.ala.org/ala/yalsa/booklistsawards/greatgraphicnovelsforteens/gn.htm>

*Librarian's Guide to Anime and Manga*

<http://www.koyagi.com/Libguide.html>

*No Flying! No Tights!*

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

## Getting Started with Graphic Novels / Review Sources

- *Booklist*
- *Horn Book*
- *ICv2* (<http://icv2.com>)
- *Library Journal*
- *Library Media Connection*
- *Publishers' Weekly*
- *School Library Journal*
- *VOYA (Voice of Youth Advocates)* - "Graphically Speaking"
- *Video Librarian*

**Don't forget to visit your local comics shop.**

**Free Comic Book Day is May 2, 2009.**

**<http://www.freecomikbookday.com>**