

Contents

Foreword	vii
Acknowledgments.	ix
Introduction	xi
1 Comics and Curriculum: Getting Started with Graphic Novels	1
2 Criteria, Curriculum, and Conundrums	11
3 Here You Come to Save the Day: Building Your Graphic Novel Collection.	23
4 Introducing Graphic Novels to Your Colleagues and Students	31
5 Manga 101.	37
6 Superhero Graphic Novels: A Super Way to Lure Readers	43
7 Comics and Curriculum: Strategies and Lesson Plans	47
8 More Powerful Than a Locomotive: Teaching English Language Arts with Graphic Novels	51
9 The Write Stuff: Teaching Writing with Graphic Novels	65
10 Connecting with the Classics: Graphic Novel Adaptations	71
11 Legendary Resources: Traditional Literature in Graphic Novels.	83
12 Biographies and Autobiographies: Memoirs, Manga, and More.	91
13 Science-Based Graphic Novels in Schools: A Successful Experiment	101
14 Don't Know Much about History: Teaching Social Studies with Graphic Novels.	111
15 Vote Yes!: Using Graphic Novels to Teach Political Science.	123
16 Nonstandard Deviation: Math Plus Graphic Novels	131
17 Picture This: Teaching Fine Arts with Graphic Novels.	139
18 Coming of Age with Comics: Social Issues in Graphic Novels	147

Appendix 1 A Suggested Core List of Graphic Novel Titles for Middle School Students	151
Appendix 2 A Suggested Core List of Graphic Novel Titles for High School Students	155
Index	159