

Teaching with Graphic Novels, Comics, and Manga

GRAPHIC NOVELS

American Born Chinese by Yang, Gene Luen and Pien, Lark. New York: First Second, 2006. PN 6727 Y36

Three interrelated stories about the problems of young Chinese Americans trying to participate in popular American culture.

The Complete Maus by Spiegelman, Art. New York: Pantheon Books, 1997 DS 135 P63 S68

Presents Art Spiegelman's novel, which describes the Holocaust experiences of his father, Vladek Spiegelman.

The Complete Persepolis by Satrapi, Marjane. New York: Pantheon Books, 2007. PN 6747 S24 P47

The story of Marjane Satrapi's childhood and coming of age in Tehran during the Islamic Revolution.

Gaijin: American Prisoner of War by Faulkner, Matt. New York: Disney Hyperion Books, 2014. D 769.8 A6 F39

After the attack on Pearl Harbor in 1941, a thirteen-year-old California boy who is half Japanese is sent to an internment camp. Story based on the history of the author's great-aunt.

Hikaru no Go: Volume 1 by Yumi Hotta and Takeshi Obata. San Francisco: VIZ Media, 2004. On order

Manga story of a Japanese boy who finds an old Go board in his grandfather's attic—and the ghost of an ancient Go master trapped inside.

Peasant and the Devil and Other Stories by Grennan, Simon and Sperandio, Christopher. Seattle: Seattle Art Museum and Fantagraphics Books, 1998. PAM TR 654 G73

A collection of five short fairy tales presented in cartoon fashion and inspired by the role-playing art of Cindy Sherman.

Sita's Ramayana by Arni, Samhita and Chitrakar, Moyna. Toronto: Groundwood Books, 2011. BL 1225 S57 A7

This graphic novel version of The Ramayana shifts the point of view to a woman's perspective.

Stories of Shiva by Chandrakant, Kamala, Kavadi, P. B. and Pai, Anant. Mumbai: Amar Chitra Katha, 2012. PN 6790 I4 C4

Includes stories of Shiva and Ganesha in a graphic form.

Trickster: Native American Tales: A Graphic Collection by Dembicki, Matt. Golden, CO: Fulcrum, 2010. E 98 F6 D4

Twenty trickster stories from various Native American traditions.

RESOURCES FOR EDUCATORS

Books & Educator Guides

Comics and Sequential Art: Principles and Practices from the Legendary Cartoonist by Eisner, Will. New York: W.W. Norton, 2008. PN 6710 E37

Eisner refines the art of graphic storytelling into clear, concise principles that every cartoonist, comic artist, writer and filmmaker needs to know.

Enfu: Cute Grit by Taya, Ken. Seattle: Chin Music Press, 2014. PN 6710 T39

Showcases the popular Seattle video-game artist Enfu's work, including comic books, smart phone games, apparel design, and more.

Framed Ink: Drawing and Composition for Visual Storytellers by Mateu-Mestre, Marcos. Culver City, CA: Design Studio Press, 2010. PN 6710 M38

Using his experiences from working in the comic book industry, movie studios, and teaching, Marcos introduces the reader to a step-by-step system.

Mastering Manga with Mark Crilley by Crilley, Mark. Cincinnati, OH: Impact, 2012. NC 1764.5 J3 C75 Vol. 1

Gives basic instructions and examples teach skills for drawing manga.

Picture This: How Pictures Work by Bang, Molly. Boston: Little, Brown and Company, 2000. NC 960 B29

Using the tale of Little Red Riding Hood as an example, Molly Bang uses boldly graphic artwork to explain how images—and their individual components—work to tell a story that engages the emotions.

Pop Manga: How to Draw the Coolest, Cutest Characters, Animals, Mascots, and More by D'Errico, Camilla and Martin, Stephen W. New York: Watson-Guption Publications, 2013. NC 1764.5 J3 D47

Renowned manga artist and comics creator Camilla D'Errico's beginner's guide to drawing her signature Japanese-style characters.

Teaching Early Reader Comics and Graphic Novels by Monnin, Katie. Gainesville, FL: Maupin House, 2011. LB 1528 M66

Engage even the youngest readers with standards-based lessons and strategic approach to teaching comics and graphic novels to early readers.

Teaching Graphic Novels: Practical Strategies for the Secondary ELA Classroom by Monnin, Katie. Gainesville, FL: Maupin House, 2010. LB 1631 M66

Complete with examples from graphic novels and resource suggestions, this flexible resource takes the guesswork out of teaching with graphic novels.

Teaching the Graphic Novel by Tabachnick, Stephen Ely. New York: The Modern Language Association of America, 2009.

PN 6710 T33

The thirty-four essays in this volume explore issues that the graphic novel art form has posed for teachers at the university level.

Understanding Comics: The Invisible Art by McCloud, Scott. New York: HarperPerennial, 1994. PN 6710 M33

Praised throughout the cartoon industry by such luminaries as Art Spiegelman, Matt Groening and Will Eisner, this innovative comic book provides a detailed look at the history, meaning and art of comics and cartooning.

Using Content-Area Graphic Texts for Learning: A Guide for Middle-Level Educators by Jaffe, Meryl and Monnin, Katie. Gainesville, FL: Maupin House Publishing, 2012.

LB 1632 J34

Makes the case for using graphic novels as valid young adult literary texts that engage students and meet Common Core State Standards within the classroom.

Young Artists Draw Manga by Hart, Christopher. New York: Watson-Guption Publications, 2011. NC 1764.5 J3 H37

Provides step-by-step instructions for drawing manga heads and bodies as well as characters in styles including shoujo and bishounen.

Media (CDs/Videos/Posters)

The Image Revolution by Meaney, Patrick, et. al. Sequart Organization, 2014. VIDEO PN 6728 I4 M43

Tells the story of Image Comics, from its founders' work at Marvel, through Image's early days, the ups and downs of the 1990s, and the publisher's new generation of properties for the 21st century. DVD format. 82 min.

Making Art by National Gallery of Art. Washington, DC: National Gallery of Art, 2005. VIDEO N 8520 N37

Six videos from the National Gallery, including Roy Lichtenstein: The Art of the Graphic Image. DVD format. 25 min.

Will Eisner: Portrait of a Sequential Artist by Eisner, Will, et. al. Sequential Artist, LCC, 2010. VIDEO PN 6727 E35 K57

Biography of Will Eisner, one of the most influential people in American comics. DVD format. 96 min.

Outreach Activities

Arts of Asia: Stories Across Time and Place. Seattle: Seattle Art Museum, 2011.

www.seattleartmuseum.org/programs-and-learning/schools-and-educators/teacher-resource-center/suitcases

With objects representing stories from contemporary Korean art to ancient Indian sculpture, this suitcase explores the arts of Asia across cultures. Includes guide with looking questions and activity suggestions, along with prints and a CD of images from SAM's collection. References Japanese manga.

Origins: Myths, Histories and Stories of India. Seattle: Seattle Art Museum, 2012

www.seattleartmuseum.org/programs-and-learning/schools-and-educators/teacher-resource-center/suitcases

This suitcase uses objects related to SAM's collection to help students think critically about how we can understand Indian power structures through myth and stories. It includes an Educator Resource Guide with background information, looking questions, and activity suggestions introducing Indian stories and art-making practices. Contains a graphic novels of Indian stories.

Online Resources

Collections by the Seattle Art Museum.

www1.seattleartmuseum.org/eMuseum/code/emuseum.asp

Learn more about the works of art with SAM's online collections.

Anime and Manga: It's Not All Make Believe by Toni Levi, About Japan: A Teaching Resource, Japan Society.

http://aboutjapan.japansociety.org/content.cfm/anime_and_manga_its_not_all_make-believe

An article explaining background about anime and manga, with suggestions for how to incorporate these into the classroom.

Core Lists by the Graphic Novel Reporter.

www.graphicnovelreporter.com/core-lists

Recommendations of graphic novels and manga for different ages.

Diamond Bookshelf.

www.diamondbookshelf.com

Graphic novel resources for educators and librarians, which includes reviews of graphic novels and sample lesson plans.

Graphic Novel Resources for Educators by Get Graphic.

www.getgraphic.org/teachers.php

A variety of resources about graphic novels and manga for educators.