Teaching with Graphic Novels, Comics, and Manga

GRAPHIC NOVELS

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

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

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

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.

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.

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.

Twenty trickster stories from various Native American traditions.

RESOURCES FOR EDUCATORS

**Books & Educator Guides**

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

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

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.

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

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

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.

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.

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

Media (CDs/Videos/Posters)

The Image Revolution by Meaney, Patrick, et. al. Sequist 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.

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

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.

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.

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.

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