

Books to Treasure 2023 Lesson Starter

- What is a Graphic Novel?
- Books (Just some examples of popular graphic novels for this age group—add more!)



- In a Nutshell

This lesson could fit into a unit about genre and format. It introduces them to the different aspects of a graphic novel: panels, gutters, illustrations, speech bubbles, thought bubbles. It also provides different examples of popular graphic novels for early elementary school and even has them create a few of their own panels. This lesson can go really well when talking about story elements and figurative language such as plot, character, onomatopoeia, theme, etc. I have also provided some additional resources to help when explaining the benefits of graphic novels!

- Do This

1. Show students examples of graphic novels by doing a mini book tasting or just showing pages on the projector or during a circle time-like activity. Use Narwhal's School of Awesomeness and some of the other book examples I listed.
 - a. Attached is a resource to find graphic novels for elementary grades from ALSC.
2. Go over vocabulary and have students match the parts of a graphic novel.
3. Practice using Words for Action and Illustrations as Words.
 - a. You could go over the example together, create one whole group, and have students create their own.
4. Have students brainstorm their own story using Map it Out!
 - a. If time permits, have students create a couple of panels using their story!

5. Possible extensions:
 - a. Each student writes a graphic novel that you can copy and staple to send home or keep the novels in your classroom library!
 - b. Host a book tasting event using different graphic novels. [Here is an example](#) from a middle grades book tasting that you could adapt for elementary!
- **Use This**

[Resource for the benefits of graphic novels through discussion of *Bone*](#)

[ALSC's graphic novels lists](#)

Graphic Novels Printable