

What Is a Graphic Novel?

your story to life!

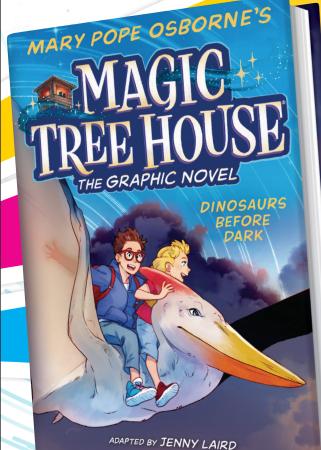
Graphic novel n. 1: a book-length work in comics form; can be fiction or nonfiction; can be any genre; must be long enough to have a spine.

2: a storytelling format with pictures and words!

3: The best way to read a book!

THE GRAPHIC NOVE

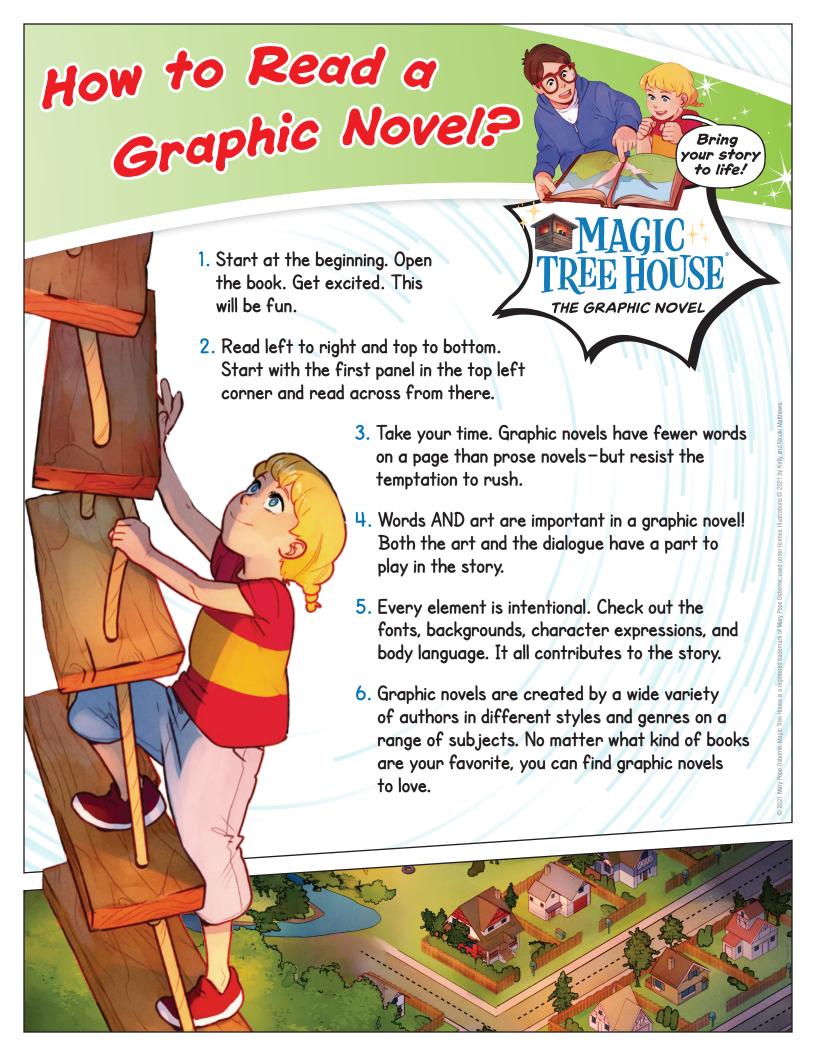
We Love Them! Here are a few reasons: Graphic novels are great at teaching kids how to interpret, understand, and take meaning from a picture—important skills for navigating everyday life and the world around them!



ILLUSTRATED BY KELLY & NICHOLE MATTHEWS

Because of their visual nature and reduced text, graphic novels are great for any kind of reader, but especially helpful for those who struggle with text. They can help kids learn how to express what they are feeling by seeing it

Quality Stories, Less Words Like prose books, graphic novels have complex characters and stories. The images tell the story just as much as the text. giving readers a chance to develop their visual literacy and creative critical-thinking skills.





Panel: A single drawing (often contained within a border, often rectangular) that consists of one moment of a story.



Gutter: The space between comics panels; the gutter indicates a transition between two moments of the story.

Word balloon/speech balloon: Comic characters' dialogue is shown in a word balloon, often oval, with a tail that points at the speaking character's mouth.

Thought bubble: Comic characters' thoughts are shown in a thought bubble, often cloud-shaped, with small cloud puffs that form a trail between the bubble and the character's head.

Text box: Narration, especially narration not done by a character present in the panel, and captions in a comic are often depicted in a box.

Sound effect: Non-speech sounds (for example, Crash!) re frequently incorporated into the artwork rather than being depicted in balloons or boxes.

Emanata: Symbolic icons used in comics to indicate specific emotions, moods, or movement. Examples include speed lines (indicating motion), sweat drops (indicating fear; stress, or surprise), stars (indicating injury), and lots more.

MAGIC TREE HOUSE

Looking for additional resources and activities that use graphic novels? Check out ReadWriteThink.org, NCTE's graphic novel units and activities!