

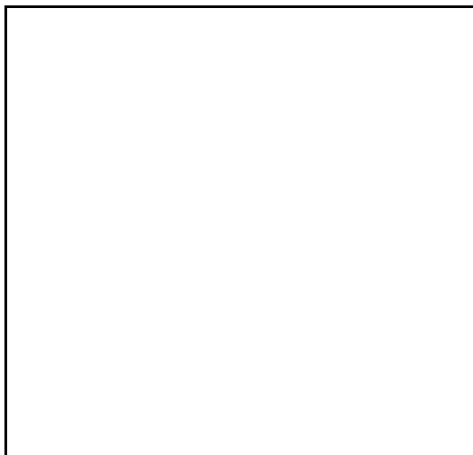
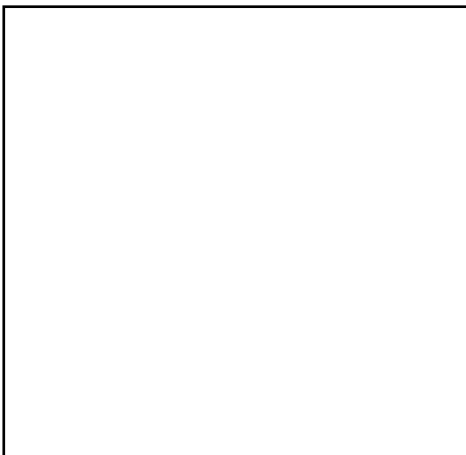
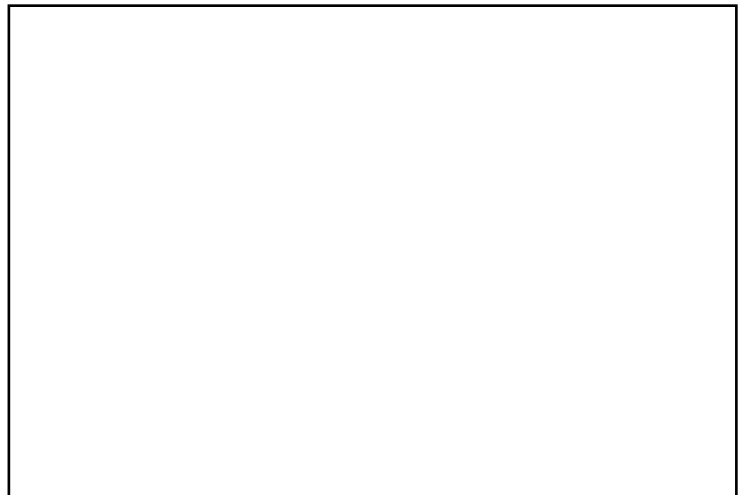
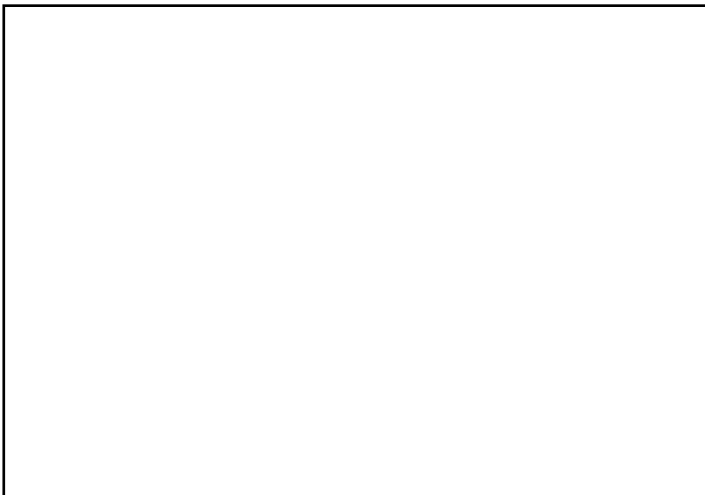
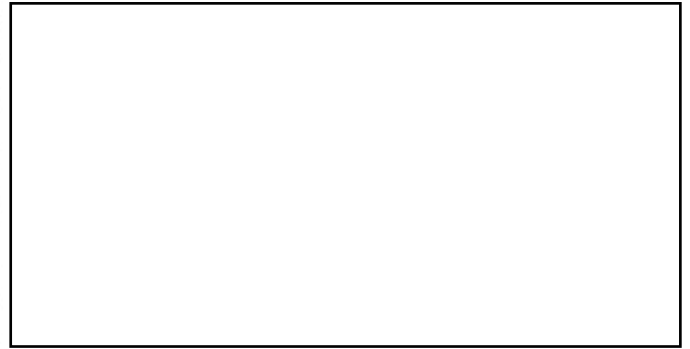


TEACH WEEK

DOG MAN STORY STARTER

Write and draw your own Dog Man graphic novel! We've started the story for you by filling in the first panel, but what happens next? Brainstorm ideas, then write and draw your story in the empty panels below.

ORIGINAL DOG MAN GRAPHIC NOVEL BY:



Use these additional titles to inspire you to create even more great artwork and stories!



get drawn in
SCHOLASTIC

Compare your story with the original in *Dog Man: Lord of the Fleas*, pages 132–133.

www.scholastic.com/teachgraphix

REPRODUCIBLE

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GET STUDENTS ENGAGED!

- ✓ Learn how to incorporate graphic novels into your daily curriculum
- ✓ Get creative and have students write and draw their own panels and comics
- ✓ Inspire students to share their creations and knowledge with others
- ✓ AND MORE!!!



BUILD YOUR GRAPHIC NOVEL COLLECTION TODAY

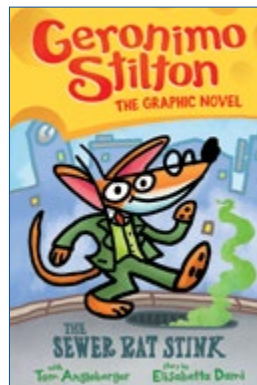
Many educators have reported great success when they have integrated graphic novels into their curriculum. Teachers are discovering that graphic novels—just like traditional forms of literature—can be useful tools for helping students critically examine aspects of history, science, literature, and art.



Owly #1
Andy Runton



BSC Little Sister #1
Ann M. Martin / Katy Farina



Geronimo Stilton #1
Elisabetta Dami
and Tom Angleberger



Cat Kid Comic Club
Dav Pilkey



**Bunbun & Bonbon:
Fancy Friends**
Jess Keating

Find a graphic novel for every reader at [scholastic.com/teachgraphix](https://www.scholastic.com/teachgraphix) with downloadable resources and activities!



get drawn in




TEACH **graphix** WEEK

BENEFITS OF GRAPHIC NOVELS

Graphic novels do not and aren't intended to replace other kinds of reading—it's **not an either-or choice**. Engaging in multiple book formats encourages readers to think critically about how stories work across different types of storytelling.

Graphic novels can be any genre and tell any kind of story, just like their prose counterparts. The format is what makes the story a graphic novel, and usually includes text, images, word balloons, sound effects, and panels. **The benefits of including these texts in your classroom go far beyond getting kids excited**—using graphic novels can increase and support reading comprehension, fluency, confidence, vocabulary building, and critical thinking.

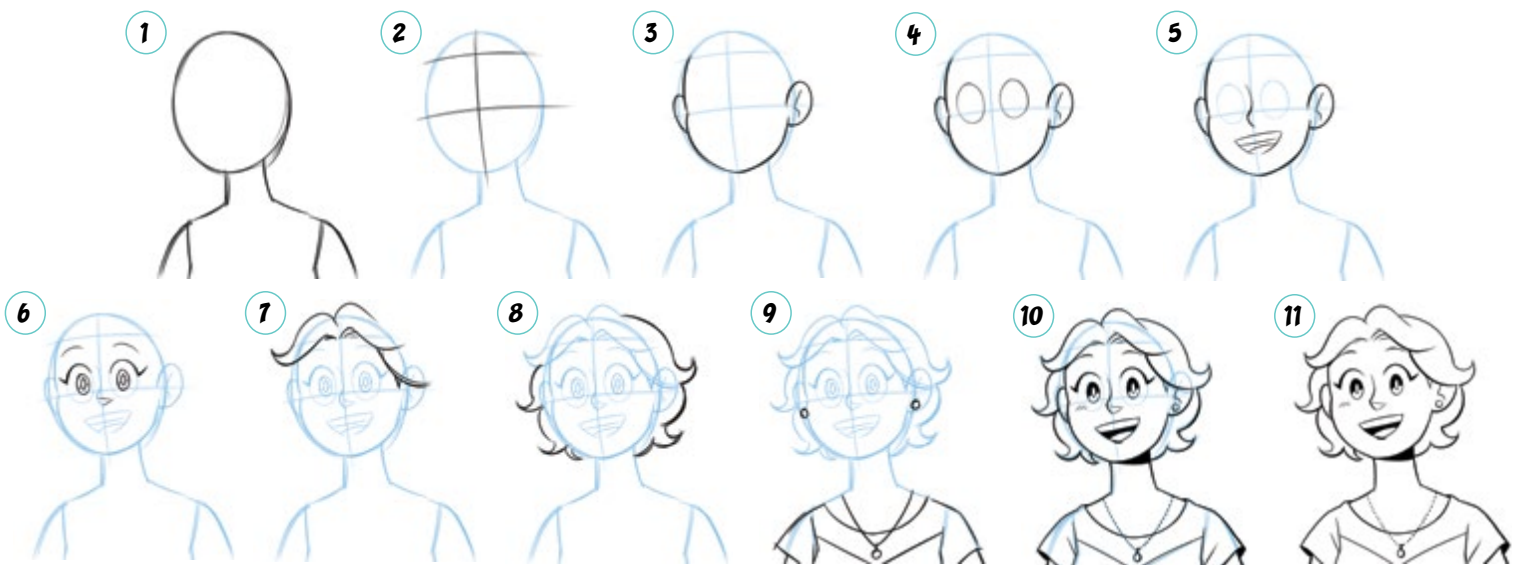
With graphic novels, your students **can compare how they receive and comprehend information** through written narrative versus wordless visuals. They can analyze how information about character is derived from facial and bodily expressions and about **meaning and foreshadowing** from the pictures' composition and viewpoint.

These books require readers to be **actively engaged in the process of decoding** and comprehending a range of literary devices, including narrative structures, metaphor and symbolism, point of view, the use of puns and alliteration, intertextuality, and inference. **Reading graphic novels can help students develop the critical skills** necessary to read more challenging works, including the classics.



Use the following questions, prompts, and activities with your students to get them involved in learning more about graphic novels!

HOW TO DRAW STACEY FROM **THE BABY-SITTERS CLUB** BY GALE GALLIGAN





TEACH **graphix** WEEK

READ AND DISCUSS

In groups or individually, choose a graphic novel to read and analyze, using the following questions as prompts for discussion or written response:

- Graphic novels typically contain some or all of the following: panels, word balloons, sound effects, motion lines, narration, and background colors. Find examples of as many of these elements as possible in this book.
- How do you read a graphic novel? Panel by panel? Pictures first and then text? Text first and then pictures? There is no single “right” way. Compare your approach with a classmate’s.
- Find examples in the story of an exciting moment, a tense moment, and/or a funny moment. How does the artist encourage the reader to turn the page? What’s different visually when the page is turned? How does the dramatic pause before the page turn and the visual shift once you’ve turned the page affect your sense of what’s happening in the story?
- Find a page in your graphic novel where not all of the panels are the same size. What effect do various sizes and numbers of panels per page have on the pacing of the story in this scene? How would the story feel different if it were told in a different number of panels? Why do you think an artist would choose to use different sizes, shapes, and numbers of panels?
- Each panel in a graphic novel is similar to a single frame or shot in a movie. Find a spread where there are multiple perspectives of an image or scene. From what angle are you viewing each one? What are you seeing in each panel, and what’s not being shown? Are you seeing a close-up or a distant view? How does the perspective of each image add to the events of the story?
- Every element of a graphic novel adds to the story—the amount of white space on the page, the size of the panels, the perspective of the images, even the size and placement of the speech bubbles. In the graphic novel you chose, are some words in bold type? Are some phrases broken into multiple bubbles? How can you tell if voices are coming from outside the panel? What else do you notice about the art and text and how they work together on the page? How do these elements add to your understanding of this scene?

SHARE AND CELEBRATE

ARTISTS ALLEY

At comics conventions across the country, artists and creators have space in what’s called an “Artists Alley,” where they show their art, comic books, and graphic novels, and sometimes create art on-site too! In your group, classroom, grade, or school, plan an Artists Alley showcase—in groups or individually, create stand-alone pieces of art, sketches, drafts of graphic novels, or fully colored images to display on a table in front of your space or on the walls. Invite other students, families, and/or members of your community to tour the space, ask questions about your art, and maybe even get inspired to create some of their own art as well!

GREAT GRAPHIX BOOK CLUB

Start a graphic novel club with fellow students who especially enjoy this literary form. At monthly meetings, encourage members to book talk graphic novels they’ve read since the last meeting. Create “Great Graphics!” forms for students in the club to fill out to recommend individual titles. Post them in the school library for other students to see.

