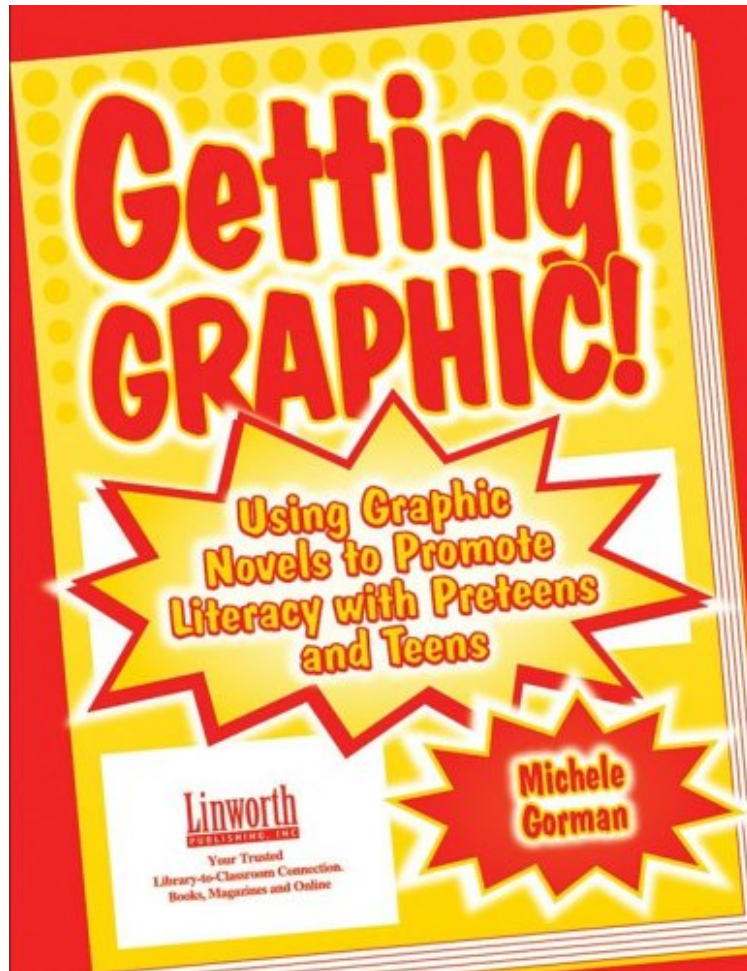


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Getting Graphic!: Using Graphic Novels to Promote Literacy with Preteens and Teens (Literature and Reading Motivation)

Michele Gorman

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Michele Gorman : Getting Graphic!: Using Graphic Novels to Promote Literacy with Preteens and Teens (Literature and Reading Motivation) before purchasing it in order to gage whether or not it would be worth my time, and all praised Getting Graphic!: Using Graphic Novels to Promote Literacy with Preteens and Teens (Literature and Reading Motivation):

3 of 3 people found the following review helpful. Getting GraphicBy Jane JergensenGorman, Michele. 2003. Getting Graphic!: Using Graphic Novels to Promote Literacy with Preteens and Teens. Worthington, OH: Linworth Publishing, Inc.Graphic novels appeal to preteens and teens, but are not always appreciated for their literary value by adults. Getting Graphic is a tool for librarians and teachers that want to promote the use of graphic novels and comics in the library and classroom.The first few chapters of Getting Graphic introduces the graphic novel and talks about the

role it plays in libraries and classrooms. A brief history is given which covers the past, present, and future of graphic novels. The educational benefit of graphic novels is touched upon in chapter 2. Gorman includes research from Stephen Krashen that graphic novels are beneficial for young people who read English as a second language or for those who read on a lower reading level than their peers. (p. 11) Chapter 3 deals with graphic novels and the curriculum. Gorman points out that the benefit of using graphic novels is to bridge the gap between what students want and what schools require. (p. 15) There are many graphic novels available that address topics of history, politics, science, literature, and social issues that will complement areas of study. A listing of titles broken down by topic and level is included. Skeptics of the literary value of graphic novels will be surprised to find that many contain standard literary devices, such as foreshadowing, point of view, irony, flashback, symbolism, satire, allegory, and allusion. Librarians will be interested in chapters 4 - 6. Collection development and bibliographic control of a graphic novel is discussed in detail. Issues involving cataloging, shelving, and maintenance are also addressed. Chapter 5 focuses on the promotion of graphic novels in the library setting. Several programming ideas are provided as well as a superhero questionnaire, body template for students to create their own superhero, and a superhero trivia contest. An extensive annotated bibliography is included in Chapter 6. The bibliography is divided into different recommended lists: 50 Graphic Novels for an Intermediate Collection, Top 10 Graphic Novel Series, and 10 "Safe" Graphic Novels for Even the Most Conservative Libraries. The lists were created to help librarians develop a sizable and diverse core collection of graphic novels for their libraries. (p. 45) A collection of supplementary material is included at the end of the book. Appendix A lists a glossary of terms. For someone not familiar with the terminology of graphic novels, this glossary is a must. A resource guide of professional review resources is listed in appendix B. Journal articles, books, and online resources are included. A listing of publishing companies and distributors is available in appendix C. This is a great resource for anyone wanting to build their graphic novel collection. Before adding graphic novels to a collection, the collection development policy needs to be reviewed. If graphic novels are not addressed, appendix D has a sample collection development policy which includes a section on incorporating graphic novels. Getting Graphic is a must-buy for librarians that need guidance in purchasing and promoting graphic novels. The author has thoroughly researched graphic novels to provide a comprehensive guide that provides not only bibliographic lists but details on how those books can be integrated into the curriculum. 3 of 3 people found the following review helpful. An excellent introduction for teachers and librarians. By Patrick Jonesto the world of graphic novels. Gorman delivers exactly the kind of info that busy teachers and librarians need: lots of annotated lists (including ten "safe" graphic novels), some context, and issue related to selecting, maintaining, and promoting a graphic novel collection. There's a great glossary of terms (only lack a pronunciation guide for terms related to Japanese animation), a guide to resources, and even a nice guide to publishers and distributors. On top of all this are some illustrations / covers from graphic novels, plus an illustration of the author drawn as a Librarian Superhero. Gorman does a superhero task of advocating and explaining the need for graphic novels in school and public libraries. 1 of 2 people found the following review helpful. This book Rocks! By Joe McKay While new on the scene, Michele Gorman shows great promise as a literary mastermind. Her first book tells it like it is. Harry Potter, watch out. If you are a teacher, or parent, trying to reach your kids on a literary level, this book is definitely for you. I just can't wait for her next publication.

Get a little graphic in your library! Jumpstart a literary adventure for your young adult audience and watch reading enthusiasm soar! An introductory guide to graphic novels for both school and public librarians. Learn how to entice your students into the library for a literary adventure that will awaken their passion for reading.

From School Library Journal This title serves as an introduction to the world of fiction and nonfiction comics. Collection-development policies are addressed as well as cataloging, shelving, and maintaining these heavily circulating books. Gorman provides ideas for the genre's integration into classroom curriculum and suggests promotional activities for school and public libraries. An annotated bibliography of "50 Graphic Novels" suitable for readers in sixth grade and up is an added bonus to start a new collection or add to an existing one. A list of 10 "safe" graphic novels is included for even the most conservative libraries. This book is a great resource for staff development and for anyone looking for a reason to justify the purchase of these books. -Kathleen A. Nester, Downingtown High Ninth Grade Center, PA Copyright Reed Business Information, a division of Reed Elsevier Inc. All rights reserved. From Booklist Despite much trepidation from librarians, reading specialists, and teachers, graphic novels are now widely considered their own genre of literature. Gorman's book, an excellent introductory guide, eases the transition for school and public librarians who work with children ages 10 through 18. The first few chapters provide a good foundation of knowledge, arguing to skeptics that graphic novels have literary value for both reluctant and accomplished readers. Additional chapters deal specifically with collection development and provide listings of graphic novels with grade levels, summaries, and ordering information. Details on how they can be integrated into the curriculum are provided throughout. A glossary of terms and a resource guide complete the book. A must-have first resource for school and public libraries that are considering adding graphic novels to their collections but are unsure how to proceed. RBBCopyright American Library Association. All rights reserved "This is a nuts and bolts

professional resource that doubles as an introductory guide to the graphic novel format, as well as a collection development tool for school and public librarians. The introductory chapters focus on defining the graphic novel and demonstrate the literary merit and cross-generational appeal of this format. Another chapter presents an historical overview of comic books and graphic novels. The remainder of the book moves in a different direction, focusing on incorporating these novels in the curriculum. Of special interest to librarians will be the chapter on collection development issues and bibliographic control, as well as programming and outreach. The book also includes lists of recommended titles. This book is an essential professional resource for both school and public librarians who want to be well informed on this new genre. Put this title on your "must buy" list. Glossary. Highly Recommended." - Library Media Connection