

Best Graphic Novel for 9-12 Year Olds

Are you looking for some ways to encourage your pupils to engage more deeply with the graphic novels in their age category? You might like to try one of these brilliant ideas!

Slow Looking



What?

Children can be tempted to rush through graphic novels, but using the slow-looking technique encourages readers to look more deeply. It can allow them to notice details, shift perspectives and look again, and compare their observations to those of others.

Objectives?

- Use discussion in order to learn; pupils should be able to elaborate and explain clearly their understanding and ideas.
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How?

- Pick a key scene from the novel.
- Display on an interactive whiteboard or provide copies for each pupil.
- Spend 30 seconds looking at the page then list 10 words or phrases describing what they see.
- Repeat and list ten more things.
- Did we all see the same things?
- Did children notice different things according to their experiences and expectations?
- The children could then use their observations to write a narrative describing what they saw.

Comic-strip side stories

What?	Objectives?	How?
<p>The children are going to use inference and prediction to create comic-strip side stories based around one of the graphic novels. They might want to create an origins story for the main protagonist, a new adventure for a favourite character, or a sequel following on from previous events in the graphic novel.</p>	<ul style="list-style-type: none">- Drawing inferences such as inferring characters' feelings, thoughts and motives from their actions, and justifying inferences with evidence.- Predicting what might happen from details stated and implied.- Participate in discussions about books that are read to them and those they can read for themselves.	<ul style="list-style-type: none">- Decide which graphic novel or character they want to explore.- Look at the actions and motives of that character. Infer why they are behaving how they are. How did they come to be like that? (origins story) OR make predictions as to what might happen to them next (side story.)- If the pupils want to write a sequel use clues from the text to predict what might happen next in the story and get creating!

Fan Art Exhibition

What?

Host an exhibition where pupils can showcase their own fan art produced in response to the graphic novel. They might like to create a sculpture, draw a picture, create digital art, or perhaps even sew an outfit!

Objectives?

- To create sketch books to record their observations and use them to review and revisit ideas.
- to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]

How?

- Encourage pupils to look closely at the graphic novels in their category.
- Which book is their eye immediately drawn to? Is it the colours? The style? The shapes?
- Who is their favourite character? What is their favourite setting or object from the novel?
- Use the above questions to help pupils decide what their fan art may be based on.
- Create some thumbnail sketches of their chosen subject to inform a larger-scale piece of artwork. Experiment with a range of media before making a final decision.