

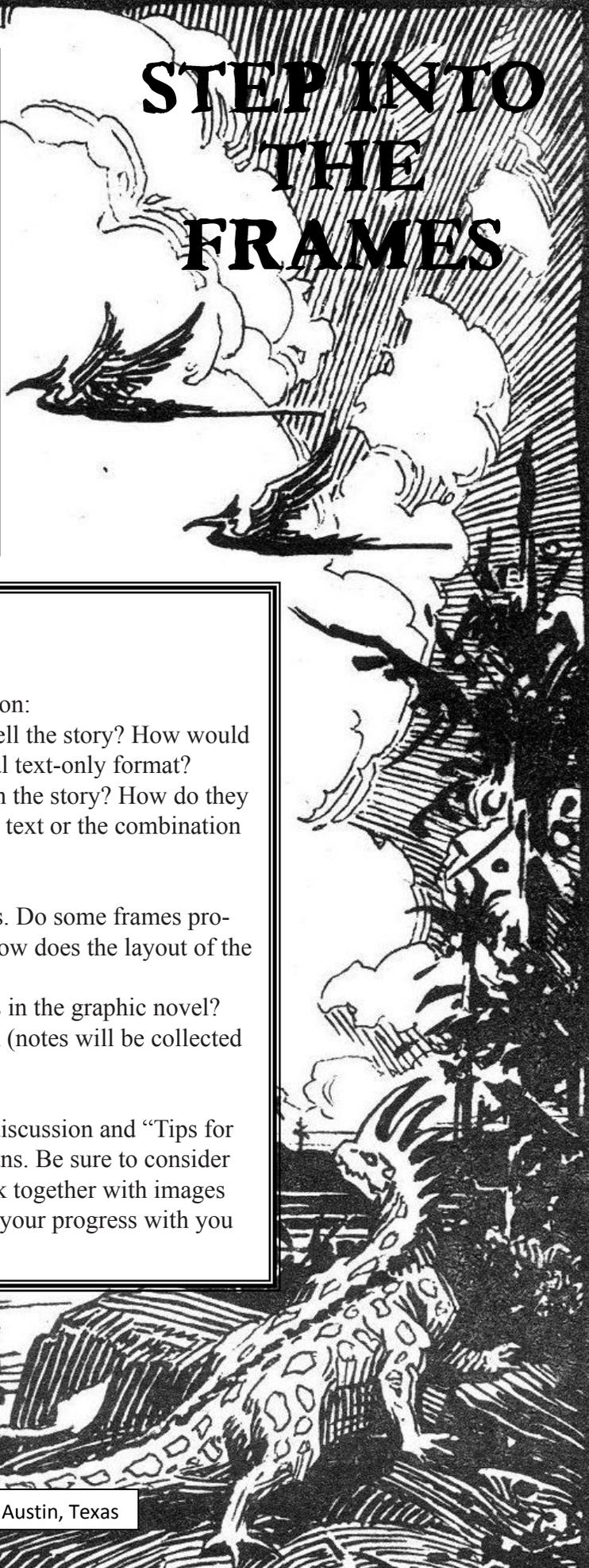
Wednesday/Thursday, May 15/16

Learning the Language of Graphic Novels

1. As a group, read and discuss the handout that contains the vocabulary of graphic novels. Find an example or two of each. Record the page numbers where each example is found.
2. Read the first section of your graphic novel silently.

Homework: Begin work on your graphic novel excerpt. Read and consider “Tips for Writing Your Own Graphic Novel.” Come up with a concept and tentative story line. Bring an outline or set of preliminary sketches that can act as a rough draft for what you will create.

STEP INTO THE FRAMES



Friday/Monday, May 17/20

Graphic-Text Interplay in Graphic Novels

1. Read the second section of your graphic novel.
2. Use the following questions to guide your discussion:
 - How do the words and images work together to tell the story? How would the story be different if it were told in a traditional text-only format?
 - Look for text-less panels. What is their purpose in the story? How do they function differently from ideas conveyed through text or the combination of image and text?
 - Look for insets. What is their purpose?
 - Notice the pattern that each series of frames takes. Do some frames proceed vertically or take up more than one page? How does the layout of the frames affect/create plot, mood and tone?
 - What is the role of dialogue, thoughts and sounds in the graphic novel?
3. Be sure to take notes during your group discussion (notes will be collected for a grade).

Homework: Use the ideas generated in your group discussion and “Tips for Writing Your Own Graphic Novel” to revise your plans. Be sure to consider the way in which dialogue, thoughts and sounds work together with images and their layout to create plot, mood and tone. Bring your progress with you to class.

EXPLORE THE WORLD INSIDE

Tuesday/Wednesday, May 21/22

Literary Devices in Graphic Novels

1. Finish reading your graphic novel
2. As a group, review and discuss the list of literary devices. Find as many examples of each as possible. In your group discussion notes, record the literary devices you encountered, the page numbers where each is found and a brief explanation of its significance or impact on the story.

Literary Devices List

metaphor, simile, foil, onomatopoeia, oxymoron, paradox, allegory, doppelganger, hubris, hyperbole, hyperreality, dynamic character, static character, flashback, foreshadowing, personification, allusion, irony, vivid imagery, dialect, symbolism, parallelism, euphemism, epiphany, ambiguity

Homework: Decide which literary devices will be used in your graphic novel. Integrate them into your draft.

Thursday/Friday, May 23/24

Theme (Otherness and the Other) in Graphic Novels

1. As a group, read and discuss the article entitled "Otherness and the Other." Use the ideas presented in the article to analyze your graphic novel. Be sure to consider the guiding questions at the bottom of the page. Be sure to take notes during your group discussion (notes will be collected for a grade).
2. Make a list of other themes that your graphic novel contains. Find text or images that support those themes. Make note of their page number with the theme to which each applies.
3. Prepare for your group presentation. A good presentation will contain the following:
 - Brief description of the plot/content of your graphic novel.
 - Analysis of the way in which each of our 4 guiding topics (Language of Graphic Novels, Graphic-Text Interplay, Literary Devices, Theme: Otherness and the Other) applies to your graphic novel.
 - Evidence that supports your points.

Homework: Be sure that your graphic novel includes a strong sense of theme that is apparent to readers. Bring revised version to class. Complete the final draft of your graphic novel. Be prepared to share it with the class.



**HOUSTON,
WE'RE ALMOST
THERE.**



Tuesday/Wednesday, May 28/29

Group Presentations, Individual Presentations

Thursday/Friday May 30/31

Group Presentations, Individual Presentations