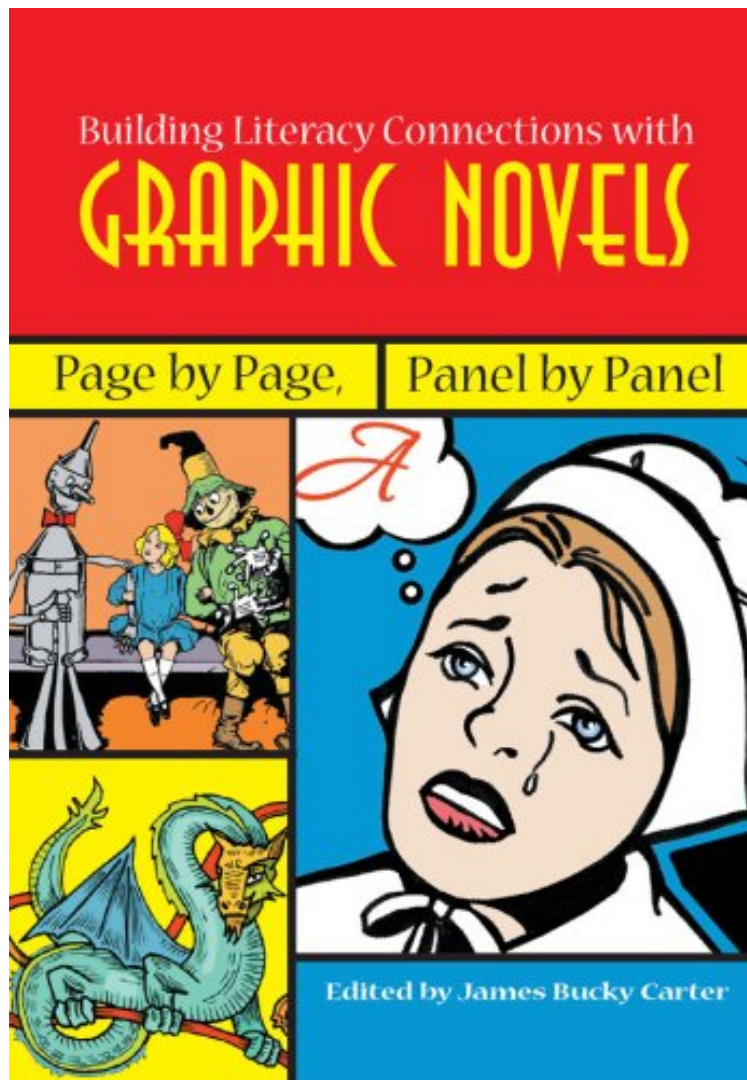


(Read now) Building Literacy Connections with Graphic Novels: Page by Page, Panel by Panel

Building Literacy Connections with Graphic Novels: Page by Page, Panel by Panel

*From National Council of Teachers of English
DOC | *audiobook | ebooks | Download PDF | ePub*



DOWNLOAD



+

READ ONLINE

#462393 in Books 2007-04-03 2007-04-03Original language:EnglishPDF # 1 9.75 x .50 x 6.751, .70 #File Name: 0814103928164 pages | File size: 36.Mb

From National Council of Teachers of English : Building Literacy Connections with Graphic Novels: Page by Page, Panel by Panel before purchasing it in order to gage whether or not it would be worth my time, and all praised Building Literacy Connections with Graphic Novels: Page by Page, Panel by Panel:

3 of 3 people found the following review helpful. I loved this bookBy RBarranI bought this book because the title caught my attention. I was intrigued with the idea of using graphic novels to build literacy. Reading this book was like awakening from a deep sleep, completely refreshed and energized to face the day ahead. The articles were well

presented, and offered encouragement to any teacher who is willing to take on the task of using graphic novels as a teaching aide. The book is not a "how to" book, as one reviewer indicated. What it does is to share experiences of teachers who implemented aspects of teaching graphic novels in their classrooms, what they did and how it turned out. I thoroughly enjoyed reading the articles and didn't scan through for pertinent facts as I normally would have. "Building Literacy Connections with Graphic Novels Page by Page, Panel by Panel" is a must read for all high school language arts teachers. 2 of 2 people found the following review helpful. Useful By Elvin Ortiz Just like the Visual Literacy book, this text also provides enough justification to use graphic novels in the classroom. Each chapter provides lessons or suggested activities that can be done in the classroom with prominent graphic novels. Examples of these are Beowulf, Persepolis, Fagin the Jew, Spiderman, among others. It is very important for the editor as well for the contributors to this text to connect the graphic novel with curriculum endorsed texts. For example, Fagin the Jew is connected to Oliver Twist, and X-Men adventure with Dante's Inferno, or The Amazing True Story of a Teenage Single Mom with Scarlett Letter. In this manner, the authors constantly persuade us that many of these graphic novels are as valid in the classroom as any of the canonical texts. Convince schools of the value of graphic novels is Mr. Bucky Carter's crusade. By the way, I bought the Beowulf graphic story with the intention of using it in the classroom thanks to this book. I highly recommend it. 0 of 0 people found the following review helpful. Five Stars By Erika Clark Arrived in a timely manner and was as described in product description.

As teachers, we're always looking for new ways to help our students engage with texts. James Bucky Carter and the contributors to this collection have found an effective approach: use graphic novels! Carter and his contributors tap into the growing popularity of graphic novels in this one-of-a-kind guidebook. Each chapter presents practical suggestions for the classroom as it pairs a graphic novel with a more traditional text or examines connections between multiple sources. Some of the pairings include The Scarlet Letter and Katherine Arnoldi's The Amazing "True" Story of a Teenage Single Mom; Oliver Twist and Will Eisner's Fagin the Jew; Young adult literature and Marjane Satrapi's Persepolis; Dante's Inferno and an X-Men story; classic fantasies (Peter Pan, The Wizard of Oz, and Alice in Wonderland) and Farel Dalrymple's Pop Gun War; traditional and graphic novel versions of Beowulf. These creative pairings open up a double world of possibilities--in words and images--to all kinds of learners, from reluctant readers and English language learners to gifted students and those who are critically exploring relevant social issues. A valuable appendix recommends additional graphic novels for use in middle and high school classrooms. Packed with great ideas for integrating graphic novels into the curriculum, this collection of creative and effective teaching strategies will help you and your students join the fun.