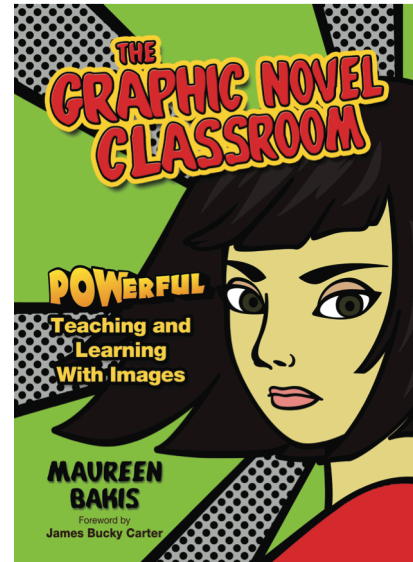


# The Graphic Novel Classroom: POWERful Teaching and Learning with Images

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**RRP:** \$32.95  
**Format:** 180 x 250 mm, 176 pages  
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**Learning Area:** English  
**Category:** Activities and Exercises;  
Assessment;  
Critical and Creative  
Thinking



## Summary:

Could you use a superhero to teach reading, writing, critical thinking and problem solving? While seeking the answer, secondary English teacher Maureen Bakis discovered a powerful pedagogy that teaches those skills and more. The amazingly successful results prompted her to write this practical guide that shows middle and secondary teachers how to incorporate graphic novels into their classrooms in order to:

- Teach 21<sup>st</sup>-century skills, including interpretation of content and form
- Promote authentic literacy learning
- Grow learners' competency in writing and visual comprehension
- Motivate students to create in multiple formats, including images
- Engage struggling as well as proficient students in reading

This comprehensive resource includes teaching and learning models, text-specific detailed lesson units and examples of student work. If you are looking for an effective, contemporary way to jump-start learning and inspire students to love reading, *The Graphic Novel Classroom* is the superpower you need!

## Supporting Resources:

- *Teaching Visual Literacy: Using Comic Books, Graphic Novels, Anime, Cartoons and More to Develop Comprehension and Thinking Skills* (CO5481)
- *Using Graphic Novels in the Classroom* (TCR5845)
- *Media Literacy: Thinking Critically About Visual Culture, Year 7–10* (WAL8594)

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