

DEPARTMENT: ENGLISH

NAME OF COURSE: GRAPHIC NOVELS

PREREQUISITE: None

GENERAL DESCRIPTION OF COURSE

Graphic novels are beginning to earn a place of respect in the classroom because the graphic format has grown to encompass many thought-provoking ideas while providing a powerful medium for storytelling. Students will analyze the text of the novels as they would in any traditional literature class. Students will also examine how the author utilizes artwork to convey a message. The graphic novel appeals to a variety of learning styles, and it allows us to approach literature in a very different manner than most English classes.

MAJOR TOPICS COVERED

- **THE HISTORY OF GRAPHIC STORY TELLING**
- **THE CONNECTION BETWEEN WORDS AND IMAGES**
- **THE GRAPHIC NOVEL AS A MEMOIR**
- **THE GRAPHIC NOVEL AS POLITICAL COMMENTARY**
- **THE GRAPHIC NOVEL AS FICTION**
- **THE CONNECTION BETWEEN THE GRAPHIC NOVEL AND FILM**

WORKS

- *A Contract with God* by Will Eisner
- *Maus: My Father Bleeds History* by Art Spiegelman
- *Maus: And Here My Troubles Began* by Art Spiegelman
- *Persepolis: The Story of Childhood* by Marjane Satrapi
- *Persepolis: The Story of Return* by Marjane Satrapi
- *V for Vendetta* by Alan Moore
- *The Dark Knight Returns* by Frank Miller
- *Watchmen* by Alan Moore

REQUIREMENTS

- Reviews and major papers appropriate to units of study
- Oral presentations on graphic artists and writers
- Outside reading projects
- Active participation

GRADING PROCEDURES

Assessments will be in the form of papers, projects, class participation and homework assignments. Students will also create their own graphic novels using a program known as ComicLife.