

Teaching **Graphic Novel Text Features**

Using *The Epic Origin of Super Potato* from the **Super Potato Series**

Features that help students understand how an text is organized:

FEATURE

Title page

Contents Page

Chapter name, heading, or subheading

Panel

Speech Balloon

Page number

PURPOSE

Confirms title, author’s name, and publisher

Identifies the topics to be presented and their order

Helps students identify main topics on a quick pass through the text

Gives students a way to follow the sequence of a story. Students can think of these parts of a graphic novel page as movie scenes or paragraphs. Panels should be read from left to right and top to bottom.

Tells students who is speaking or thinking. A tail attached to the balloon points to a speaker. Sometimes the border of the balloon shows how the words are spoken. A solid border means the words are spoken out loud. A dashed border might mean a silent thought or whisper. Balloons should be read in descending order. That is, within the same panel, students should read the left-hand or higher balloon first.

Helps students with sequence of ideas and aids in using the index

Visual aids that help students understand texts:

VISUAL AID

Illustration

PURPOSE

Shows the action of a graphic novel story

Features that point out important or additional information:

FEATURE

Bold print

Italic Print

Graphic novel caption

Sound effect

Label

PURPOSE

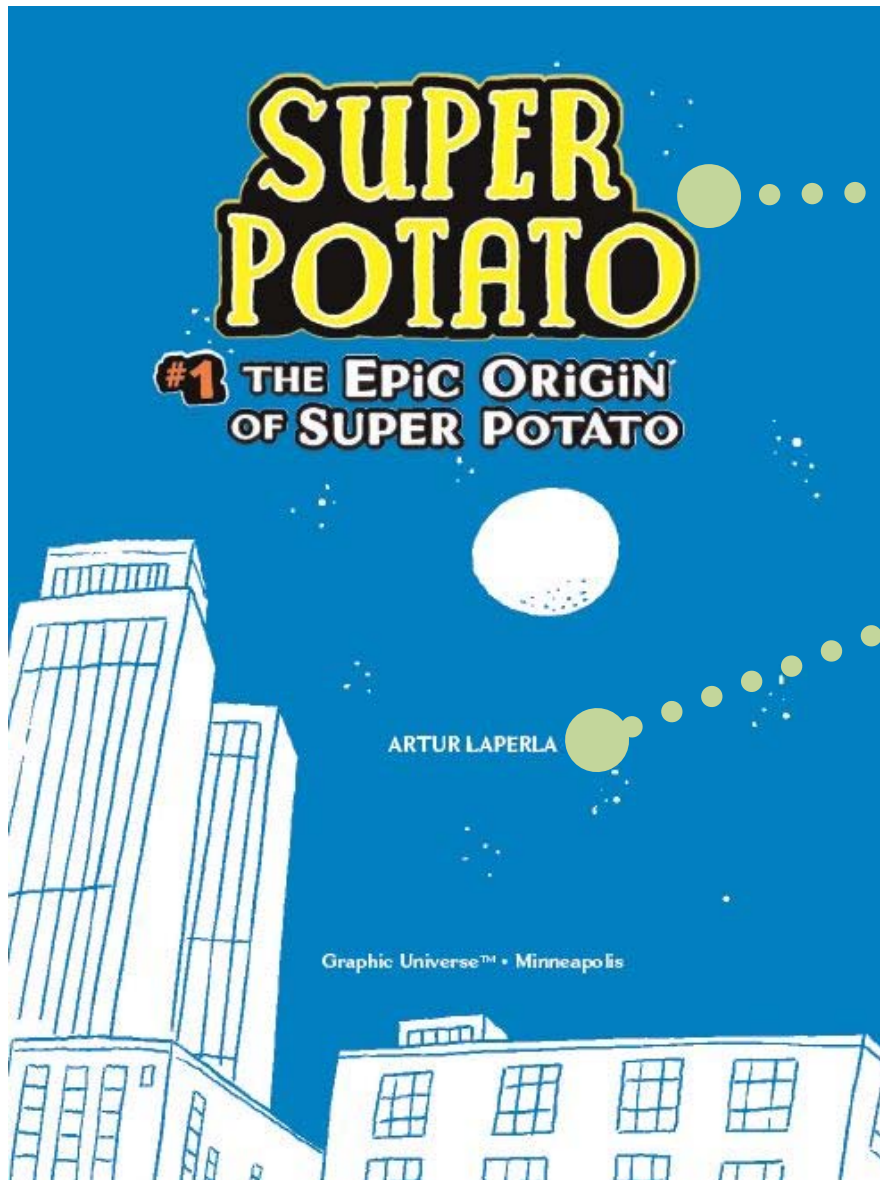
Tells students a word is new and important

Tells students the word is supposed to stand out. It may be for emphasis or because it is a book name, newspaper, movie title, foreign word, or the directional for a photo or illustration.

Narrates or describes information relevant to the story that can’t be learned through art or speech balloons

Tells students the sounds goes with an action. A sound effect is usually presented in a different lettering style and is not in a balloon.

Identifies important points of interest in a diagram or photograph



TITLE: This is the title of the book. It tells you what the book is about.

AUTHOR

TITLE PAGE: This is the first page of the book. It tells you what the name, or title, of the book is. It also tells you who wrote the book. This person is called the author.

GRAPHIC NOVEL CAPTION:

This is boxed text within a panel. Captions narrate or give information relevant to the story that can't be learned through speech balloons or art.

SPEECH BALLOON: This is a rounded shape that holds the dialogue of one of the characters in a graphic novel story. A tail points to the character who is speaking. A solid balloon border means the words are spoken out loud. A dashed balloon border might mean a silent thought or whisper. A jagged border might indicate another type of speaker.

ILLUSTRATION:

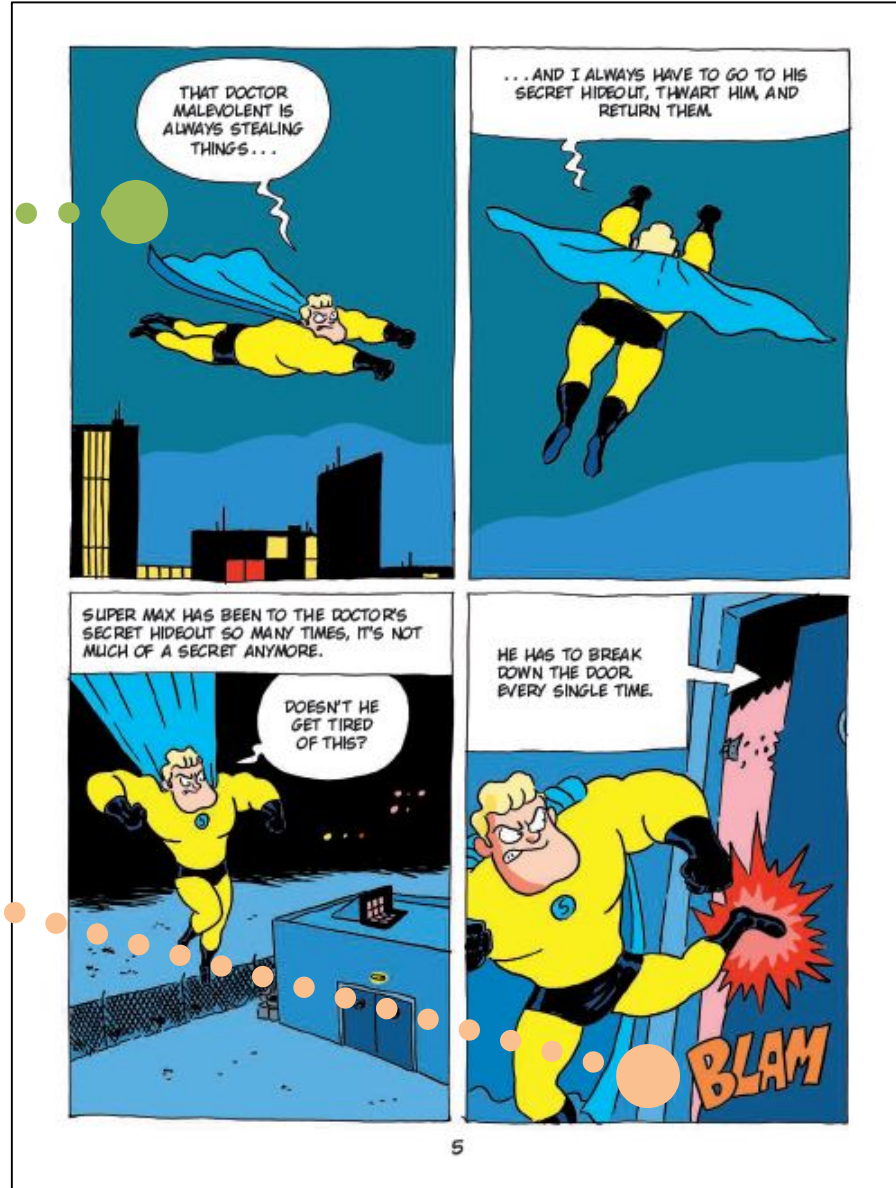
The artwork in a graphic novel shows the action in a story.

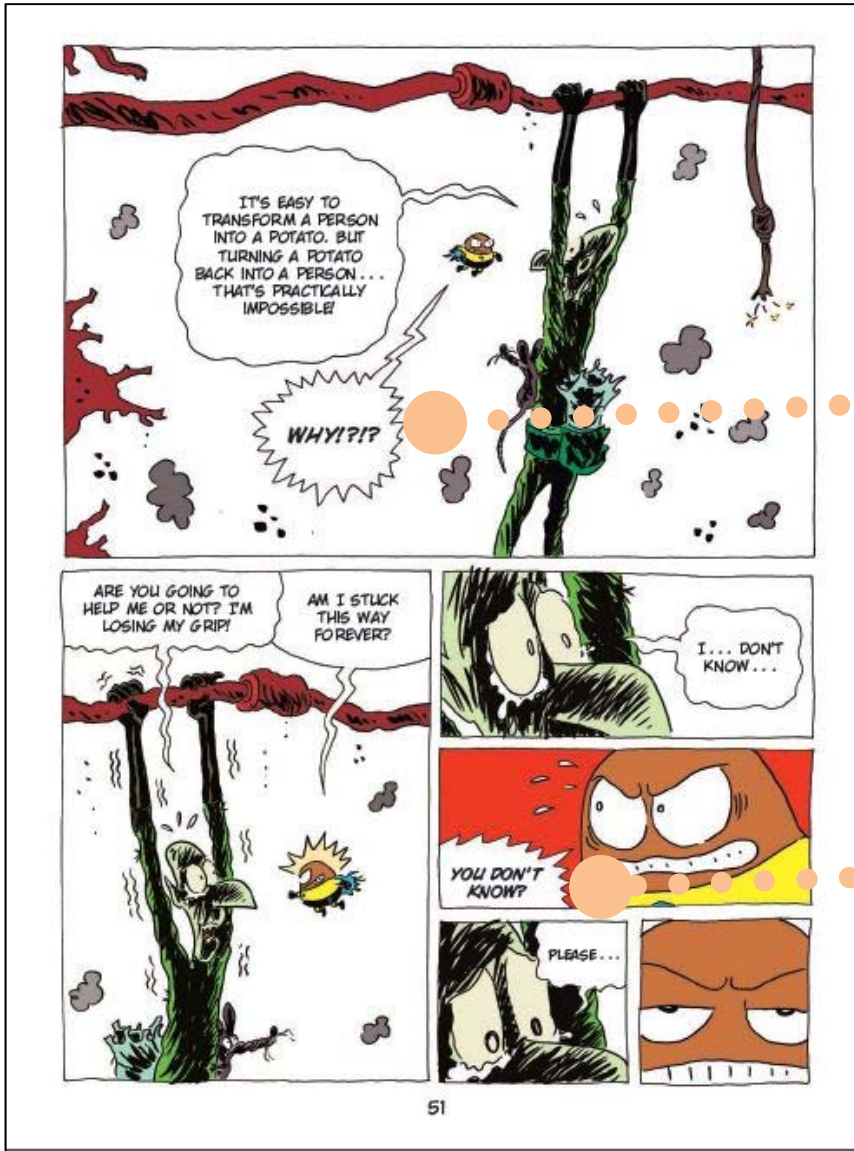


PANEL: This is a section of a comic book page that has its own image and text. Panels are like movie scenes that show you the sequence of story. Within a panel, you should read the left-hand or higher balloon first.

SOUND EFFECT:

This tells you the sound of an action going on in a panel. The sound is usually in a different type style than speech balloons.





ITALIC PRINT:

This type is slanted to make a word or phrase stand out. Italicized words may be used to show important words.

BOLD PRINT:

Words in bold print have thick, black letters. In graphic novels, bold print means these words are important.



PAGE NUMBERS: Page numbers are on the lower part of most pages in a book. They tell you how far along you are in a book.