

WEST ISLIP PUBLIC SCHOOLS
ENGLISH LANGUAGE ARTS
SUMMER READING PROGRAM 2017

Assignment for Students Entering Grade 9

Students entering 9th grade have been assigned *two* books: **Graphic Novel & Free Choice.**

Did you know that one of the most popular graphic novel series begins with *Diary of a Wimpy Kid: Greg Heffley's Journal*? Graphic novels are book-length fiction text with comic strips on every page and a story line that continues across the text. Graphic texts are rapidly growing in number and popularity.

Assignment # 1: Read a **GRAPHIC NOVEL** of your choice.

As you read your graphic novel, focus on the following characteristics of a graphic novel.

Characteristics of a graphic novel:

- Similar to comic book but longer
- Panels are like paragraphs
- Dialogue in speech bubbles uses first person
- Text boxes tell part of the story & are in first or third person
- Print features (like boldface type) create mood and tell reader how to read it aloud
- Usually read left to right and top to bottom but may vary
- Often uses all uppercase text
- Artwork as important as text
- Text and art inseparable
- Gutters (white spaces) between panels have meaning
- Gutters often leave reader to infer what happened
- Has a full story from beginning to end
- Like fiction, with characters, story problem, and problem resolution
- Wide range of story lines

As you read your chosen graphic novel, try to use the close reading strategies listed below:

- Interpret a large number of visual images
- Move through the text top to bottom & left to right
- Follow a sequence of actions shown in art
- Recognize and use onomatopoeic words to follow the action
- Infer what happens between the panels
- Infer action and information from dialogue
- Use imagination to bring the text to life
- Infer the story from images within minimal text or dialogue only
- Infer character traits from facial expressions and dialogue
- Infer feelings from character's expressions and plot

- Notice how the writer has communicated through the combination of visual images and text
- Distinguish characters and learn about them through dialogue even when they are not named
- Understand and use the conventions of graphic novels (speech and thought bubbles, narrative boxes, lettering, gutters and panels, pictures) and be able to process them automatically
- Derive meaning of words from graphics
- Notice how pictures and text work together to communicate meaning
- Notice the style and size of panels, and relate to the importance of the information or the action taking place
- Notice the style and mood of the illustrations
- Notice the aspect of the writer's or illustrator's style
- Notice the use of color and line

Assignment # 2: Read a **BOOK** of your *choice*.

In September, you will be creating your own graphic novel using the "Free Choice" book you read over the summer. In order to create your own graphic novel, **you will need to bring the graphic novel you chose (or a few photocopied pages) to class as a mentor text to assist you** in following the steps that a professional writer/illustrator uses. The complete assignment will be distributed in September.