Over the first decade of the 21st century, comics have emerged as a strong literacy tool both in the official school curriculum and in the after school movement. For example, the New York City Comic Book Museum has a curriculum entitled C.O.M.I.C.S. Curriculum - “Challenging Objective Minds: an Instructional Comicbook Series,” the first museum-approved educational program designed to bring comic books into the classroom.\(^1\) Comics are particularly motivating for reluctant readers, and also for English Language Learners. Pictures provide a context, and the stories introduce students to all the elements of fiction discussed in a Language Arts classroom.\(^2\) As vehicles for discussion, comics offer a gateway to more advanced works of literature discussed in middle school or high school.

In terms of the after school movement, comic book clubs have had a tremendous impact on students across the country. These clubs often have kids creating their own comics. Consequently, students move from passive consumers of texts to active producers of knowledge. As Michael Bitz writes, “Children are critically thinking about their roles in society and community by developing creative stories about themselves, their neighborhoods, and their identities as urban youths—what they experience, how they view themselves, how they interact with peers, and how they struggle with daily hardships.”\(^3\)

Graphic novels, extended, self-contained comic books, have evolved out of comics to offer the curriculum a new vehicle for teaching literacy and engaging reluctant readers. Stephen Weiner writes about the growth of the graphic novel and its value to the classroom in the Bold Books for Innovative Teaching section of the English Journal.\(^4\) Weiner writes:

Well-done graphic novels offer teachers another tool to be used in the classroom and can enrich the students’ experiences as a new way of imparting information, serving as transitions into more print intensive works, enticing reluctant readers into prose books and, in some cases, offering literary experiences that linger in the mind long after the book is finished (115).

In fact, I want to argue in this paper that graphic novels are not just transitions to more advanced prose works, but that graphic novels, in themselves, are comparable to the best prose works. Furthermore, graphic novels offer advanced literacy skills to a wide range of students, not just reluctant readers, but equally, regular and advanced placement students. Even more so, graphic novels now belong in the undergraduate college curriculum.

Graphic novels are also ideally situated to meet the core principles of media literacy education (www.namle.net/core-principles). In this paper, I will identify how a group of graphic novels address these core principles while also suggesting how the graphic novel can be used as an advanced literacy tool in the English or Language arts classroom.

Over a three year period, I surveyed my Introduction to Literature students at Rensselaer Polytechnic Institute (RPI). RPI features a strong math, science and engineering program. Literature is a general education elective. Nonetheless, students approach literature with enthusiasm. At the conclusion of each term I asked students to rate the books they had read in class in order of interest and value to the class. Each term I offered a different graphic novel as the course’s culminating reading. These texts ranged from Neil Gaiman’s Sandman and Cancer Vixen to Maus and Persepolis. Over the three year period, which would include 6 classes (approximately 160 students), 94% of the
students chose the graphic novel as their favorite text of the year. Based on student interest and the graphic novel’s value as a discussion vehicle, I proposed, and now occasionally, teach a summer course called The Graphic Novel.

In what follows, I will outline some practical lessons for using a few terrific graphic novels in the classroom. My own course has demonstrated that an entire term can easily be filled by the graphic novel. Additionally, the extraordinary popularity of graphic novel adaptations for the film industry suggests the possibility of an entire course, or at least part of a course, on Film and the Graphic Novel. A few of the lessons below feature the film version of a graphic novel.

Maus: Active Inquiry and Critical Thinking

Winner of the Pulitzer Prize, Art Spiegelman’s two-volume allegory of his father’s survival of concentration camps has done more to promote the graphic novel than any other story. This non-fictional, part autobiography, part story of the father-son relationship, borders on different genres. Spiegelman uses postmodern narrative techniques to tell a historical, evidence-based story. The best way into this novel is to read the first volume, Our Cancer Year, in its telling of a serious story in a comic style. Her character’s vibrant color and New Yorker style is exhilarating in its telling of a serious story in a comic style. Her survival tale is in the mode of Sex and the City and appeals to students not just for its stylishness and wit, but equally for the documentary detail about the nature of breast cancer and its treatment. A good way to examine these stories is to have students examine the nature of autobiography itself. The following assignment applies to any of the above novels.

1. In The Art of the Comic Book, Robert Harvey argues that the author’s use of the cat and mouse allegory reinforces Nazi propaganda and stereotypes. Explain whether you agree or disagree with his argument.
2. Does the use a graphic novel format and cartoon drawings demean the holocaust? Briefly explain your answer.
3. What is a hero and who is the hero of Maus?
4. Explain an example of postmodernism in Maus.
5. How does author attempt to establish the authenticity of the story he tells?

These questions really get at the initial media literacy core principle: Media Literacy education requires active inquiry and critical thinking about the messages we receive and create. How are students to understand Spiegelman’s allegorical figures? On one level, these animal figures appear to convey racist ideas and support Nazi propaganda. Such images could, potentially, adversely influence how a student perceives the text. Consequently, the text demands critical thinking as a skill necessary to deconstruct racial images and reassemble those animal images as complex symbols for Jewish resistance to Nazi stereotypes. Students need to examine their own biases and where that bias comes from.

In fact, students can investigate an entire belief system around the very genre of comic books and explore how Maus either reinforces beliefs about comics as limited, juvenile fictional forms or challenges the traditional definition of comics, and turns that definition on its head. For instance, the character Vladimir often practices racial stereotypes in the present, while simultaneously, his past self resists and transcends the stereotypes meant to reduce the Jewish mice.

Another series of short essay type questions forces students to investigate the complex relationship between the story’s two volumes. The smash success of volume I presented Spiegelman with some unique challenges for volume II. The author’s continual blurring of the past and present to create a complex contemporary narrative that allows students to explore how postmodern authors deal with history.

1. Art Spiegelman recounts a racist incident from his college days in “Getting in touch with my inner racist.” How does racism inform the writing of Maus?
2. Discuss the relationship between the past and the present in chapter 2 of Maus II “Auschwitz or Time Flies.”
3. How does Artie’s success from the publication of Maus I influence his writing of Maus II?
4. Discuss the relationship between image and text in any chapter from Maus II.
5. Describe what you learned about the holocaust from reading Maus and how the story affected you.

The third question addresses the fifth core principle: Media Literacy recognizes that media are part of culture and function as agents of socialization. The second volume of Maus begins with the artist’s struggle to come to grips with the success of the first volume. By the time of the second volume’s publication, the first volume has achieved the status of media sensation. Has the author unwittingly contributed to the merchandizing of the holocaust? How does one represent trauma? What happens when one profits off historical tragedy? These complicated ethical questions require students to engage Maus as a cultural product and agent of socialization. Ultimately, the text allows the teacher to pursue the question of historical representation. How do we read images inscribed within a historical tragedy. How does storytelling alter historical images and how the audience must process such images mediated as they are by popular culture? In understanding the effects of media on our understanding of history, Maus established a multilayered text for media literacy.

The Autobiography: Media Literacy as Constructed Knowledge

Autobiography appears to be a predominant theme of graphic novels; from Alison Bechlet’s highly literate Fun Home1, to Ariel Schrag’s “eighteen” to our own understanding of history, Maus established a multilayered text for media literacy.

Assignment: Discuss one of the following Potential, Our Cancer Year or Fun Home as a bildungsroman.

In terms of public health, the following two lessons address the value of graphic novels as social documents and social awareness teaching tools.

Reading
My Cancer Year by Harvey Pekar and Joyce Brabner

Guiding Question(s)
Do you know anyone who has suffered from cancer? How do you cope with a life threatening illness? How can you help someone who has cancer?

Level
High school and college

Assignment
Create a public service announcement on the importance of cancer screening

Outcome
As a result of this assignment, students will be able discuss the warning signs, and preventive measures of the most common forms of cancer.

Extension activity
Create a board game on cancer awareness

Marianne Hirsch outlines the characteristics of a bildungsroman in “The Novel of Formation as Genre”:2

a. A Bildungsroman is, most generally, the story of a single individual’s growth and development within the context of a defined social order. The growth process, at its roots a quest story, has been described as both “an apprenticeship to life” and a “search for meaningful existence within society.”

b. To spur the hero or heroine on to their journey, some form of loss or discontent must jar them at an early stage away from the home or family setting.

c. The process of maturity is long, arduous, and gradual, consisting of repeated clashes between the protagonist’s needs and desires and the views and judgments enforced by an unbending social order.

d. Eventually, the spirit and values of the social order become manifest in the protagonist, who is then accommodated into society. The novel ends with an assessment by the protagonist of himself and his new place in that society.
Retelling the superhero's story is a trademark of some great graphic novels. Frank Miller's *The Dark Knight Returns* reinvents Batman for a new generation.

These stories are ideal teaching tools for investigating public messages about illness and its effect on individuals. Students can examine socially constructed narratives, students cite panels. The new role of art director allows students to focus on how a graphic novels' art contributes to the story in some unique fashion.

In a fashion similar to Miller, Alan Moore's classic story *Watchmen* questions the entire notion of superheroines in a deconstructive take on the role of heroism in a post modern world of mutually assured destruction. I like to teach this very complex story using a version of Harry Daniels' *Literature Circles*. Instead of passages, students cite panels. The new role of art director allows students to focus on how a graphic novels' art contributes to the story in some unique fashion.

A final great retelling of a popular story is Mark Millar's reimagining of *Superman*. His story *Superman: The Red Son* re-imagines the superman myth as if superman were born in the former Soviet Union. This strategy of retelling a foundational story from a new perspective promotes students' critical thinking skills. Students are now able to imagine different possibilities arising out of a slight change in circumstances and imagine alternate histories. This critical practice allows them to consider different options when making a decision and also allows students the ability to rethink history.

Film Adaptations or Multiple Literacies

Much of the popularity of graphic novels results from the frequency with which graphic novels are adaptable to film. The graphic novel provides the perfect medium for core principle number two: media literacy education develops informed, reflective and engaged participants essential for a democratic society. Super heroes, a common feature of comics, often represent and defend democracy. That has been the super hero's role since 1939, but contemporary writers like the aforementioned Alan Moore, Frank Miller, and Mark Millar all question the popularly received notion of the superhero as a democratic icon. The Comedian, for example, operates as an arm of questionable U.S. foreign policy. These writers turn flat iconic images into very nuanced, morally ambiguous characters. What happens to our ideas of democracy when the super hero, for instance, now stands as a leader of the U.S.S.R. What does an imaginative world without super heroes look like? The above novels all help students to terms with the meaning of democracy and how democracy is achieved.
Richard Mayer has discussed multimedia learning as a dual processing mode of understanding. His ideas about multimedia learning apply to reading graphic novels as films.

There are numerous instances of graphic novels and their film versions including such powerful works as the History of Violence. I have found the easiest and most productive way into a discussion of a graphic novel and its film adaptation is to have students complete a simple Venn diagram. They put the similarities of the novel and film into the intersecting circle and the differences in the outer circles. You then place the completed diagram on an overhead and you have the basis for a rich discussion on how film transforms and reinterprets a graphic novel. I have done this with Ghost World and many other instances where the mediums overlap. You can also use the diagram to launch other extended activities such as the one below.

In learning about film noir, students learn that what appears shockingly new often repeats the familiar but forgotten classics of western culture.

**Conclusion**

This paper has shown how the graphic novel can be used in the English classroom. The graphic novel has emerged from its roots in comics to become a full-fledged literacy genre. Graphic novels motivate reluctant readers, engage powerful social issues, and present rich opportunities for multiple literacies. The combination of text and image addresses different learning styles and helps prepare students for the increasing prevalent form of multimedia learning necessary by today’s visuals. The graphic novel offers lessons in advanced literacy that engages students’ critical thinking to the same degree as the classics traditionally taught in the classroom. Moreover, the intersection of the graphic novel and film provides for some rich interdisciplinary teaching.

As demonstrated above, the graphic novel is an ideal vehicle for teaching core principles of media literacy. In fact, in use of both print and image demands the use of multiple literacies in approaching the genre. Moreover, these multiple literacies demand the critical thinking skills indispensable to an informed citizen in today’s global world.

Let me conclude with the thoughts of a recent student. I used the young adult novel Life Sucks in an Introduction to Literature class. This graphic novel can easily be taught in the high school classroom and even, perhaps, with some modification, middle school. In fact, another advantage of graphic novels is their applicability to different age groups. Life Sucks by Jessica Abel capitalizes on the rich discourse in popular culture around vampires. This popular phenomenon is another motivating factor in selecting graphic novels for the classroom. Anyway, as home work I asked students to comment on the theme, the importance of a selected passage, and the value of the art work. A student named Katherine responded in the following ways:

*Katherine:*

One of the main themes of the graphic novel is the idea of the outsider. The humans whom Dave and Jerome encounter when they attend the fashion show consider themselves part of a counterculture, participating in the vampire culture because they feel as though they themselves are outsiders, but only Dave and the other vampires truly know what it means to be ostracized from society. Dave himself is an outsider among vampires, as he does not kill humans for food.

This comment captures the archetypal theme of the outsider and shows how students commenting on popular cultures can capture classic literary themes. The student goes on to address one of the novel’s key passages.

The panels on page 46 are especially important to the story because they mark the first real interaction between Dave and Rosa. Although they had already met when Rosa and her friends came to the Last Stop while Dave was working, Rosa’s giving Dave a ride home to help him escape the sunlight marks their first encounter and the deepening of Dave’s infatuation with her. The panels on page 186 are equally important. Dave has asked Ruda to rescue Rosa from Wes and has resumed his duties at the Last Stop. In these panels Dave is interviewing a potential employee and the scene mirrors the panels in which Dave recounts how Ruda turned him into a vampire. It serves to end the novel but also leaves the reader as it is the beginning of the new employee’s life as a vampire.

Again, the student’s perceptions ring true of classic literature just as they capture the deep structure of a popular graphic novel. The graphic novel begs for close reading of this kind, and a close reading combined with keen observation of artistic detail and the structural elements of a story. This type of reading necessarily extends the concept of literacy beyond print to include image and the discourse of popular culture. I continue to find student insight into fiction greatly enhanced by exposure to the graphic novels and I enthusiastically endorse this new genre for mandatory inclusion in senior level English or Introductory college literature courses. Furthermore, the graphic novel is an exceptional tool for media literacy education. The form advances the core principles of media literacy education and expands the understanding of literacy to its limits. Hopefully, the practical lesson plans described in this paper one avenue for this exciting new literary form in the classroom.

*An earlier version of this paper was presented at the 2009 National Council of Teachers of English conference in Philadelphia, Pennsylvania.*

**Notes**


10 Harvey Pekar and Joyce Brabner, Our Cancer Year (New York: Running Press, 1994).


12 Marianne Hirsch, “The Novel of Formation as Genre:
Between Great Expectations and Lost Illusions,” *Genre* 12, No. 3 (Fall 1979): 293-311.


14 Frank Miller, Klaus Janson, and Lynne Varley, *The Dark Knight Returns* (New York: DC Comics, 2002).


