Collection Development (Special Topics) Bibliography
Graphic Novels


**Summary:** In this story of two friends, one a bit more carefree than the other, Ernesto sets off to see the world while Peter, content with his tree and own patch of sky, is left behind. Peter decides to find his friend and moves out of his comfort zone to do so. A great story of friendship and bravery.

**Curricular Use:** Introduction of story structure would work well to discuss the clear beginning, middle, and end of this graphic novel.

**Audience:** Grades PreK-2 would find this graphic novel to be of the appropriate level.


**Summary:** Simone is back in this quick read. It follows Simone, a small blonde girl, who is just a monster to... well monsters, through short comics. The monsters find everything gross, ooey, and gooey to be delicious and adorable while disgusted by things like human food and scared of sweet Simone. Each page is its own story, keeping is short and engaging for emerging readers.

**Curricular Use:** This would be a great resource to discuss Fiction and Non-Fiction.

**Audience:** Grades PreK-1 would find this graphic novel to be appropriate and engaging. Emergent readers will find the illustrations useful!


**Summary:** Akissi is a curious, adventurous girl gets into all kinds of mischief. Growing up in the Ivory Coast, she encounters much of the same topics students encounter here in the US. These short stories are relatable in that they show concerns with family (parents and siblings), pets, friends, bullying, and more while sharing a glimpse of what it’s like to grow up in the Ivory Coast. Akissi is sassy and strong, proving to be a positive representation of characters of color. Bonus! This graphic novel includes recipes and a how-to on African braids.

**Curricular Use:** This could be useful when introducing speech bubbles, dialogue, and Realistic Fiction.

**Audience:** Grades 2+ would find this appropriate, someone looking for diverse and/or strong female characters.

**Summary**: The Cardboard Kingdom is set in the summertime in a neighborhood full of diverse characters; children of varying genders, physical abilities, and backgrounds come together to create imaginative worlds out of cardboard. We encounter monsters, kings, queens, knights, robots, and more. These kids truly know how to use their imaginations while still dealing with real life kid issues like divorcing parents, bullies, and family issues. The focus on kindness and cooperation makes for a great read.

**Curricular use**: This text would work well when looking at collaboration and kindness in the classroom or perhaps for Guidance lessons.

**Audience**: Students in grades 3+ would find this graphic novel to be of interest and at the appropriate level, reader looking for diversity in texts or to see themselves reflected.


**Summary**: In this instant action graphic novel, our strong female protagonist, Clem, and her brother Digory, a robot, have left the orphanage together. Clem is eager to go on another archeological dig, but things take a turn when Digory is hurt badly. He’s fixed by an old friend, but now the two are living in this man’s debt. To repay him they enter the Ironwood Race recovering stolen artifacts, but the other racers don’t have great intentions for the artifacts. Will they be able to pull it off?

**Curricular use**: This would be an excellent choice to introduce or incorporate Science Fiction into the classroom.

**Audience**: Fans of Science Fiction, Grades 4+, those looking for strong female protagonists.


**Summary**: Flipping between fantasy and human world, we meet Edmund and his *Changeling*, someone who was glamoured to look just like him after they were switched as babies. Edmund has always known he doesn’t belong in the world in which he’s growing up, but hasn’t told anyone. When they meet, they aren’t sure what to do, but then when an evil sorceress, Hawthorne, takes over they realize that this could be bad for everyone. This author and illustrator creates an action packed story to thrill readers.

**Curricular use**: This would be an excellent choice for a Fantasy unit.

**Audience**: Students in grades 4+, those who feel like they don’t belong.