

Good Comics for Kids

Collecting Graphic Novels for Young Readers

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After looking around and not finding an online source for solid reporting on comics written for young readers, intrepid comics reporter and blogger Brigid Alverson reached out to a diverse group of well-respected authors, bloggers, and reviewers, and in April 2008 the Good Comics for Kids website was born.

Now hosted on the School Library Journal website (www.school-libraryjournal.com), Good Comics for Kids is a place where young readers, parents, teachers, and librarians can find information about new comics and graphic novels for children and teens. Since the beginning, the team has gotten as many questions about the what, how, and why of collecting graphic novels as they have gotten about the books themselves. Based on a presentation given at the American Library Association's 2010 Annual Conference held in Washington, D.C., this article answers those questions. In putting together this article, the team has drawn on their own experiences establishing, collecting, and using graphic novels in library settings, as well as the knowledge they have gained from their readers.

Today, articles and studies seemingly everywhere note how graphic novels benefit reluctant and experienced readers alike. And graphic novels are enjoying new visibility, thanks to nominations (and even wins) for such prestigious awards as the Printz, Sibert, Geisel, Alex, Hugo, Pulitzer, and even the National Book Award. But as



readers visit libraries to find graphic novels, they're discovering that many libraries are adding graphic novels only to their teen collections.

Even before graphic novels went mainstream, children loved them. Whether they are comic strips, comic books, single-panel comics, or full-length graphic novels, it's rare to find a child who won't give one a try. The format has moved far beyond superheroes and Snoopy.

Although comics for kids have been around for years, the market for graphic novels written specifically for children is fairly new, and many children's librarians are left wondering how to satisfy the demand for a format they may know little about. Let's begin by laying some groundwork.

What is a Graphic Novel?

A comic or graphic novel tells a story, either fiction or nonfiction, using sequential art. In *Comics and Sequential Art*, Will Eisner defines sequential art as "the arrangement of pictures or images and words to narrate a story or dramatize an idea."¹ In other words, graphic novels are a storytelling format, just like magazines or DVDs, and not a genre. There are as many genres and subgenres within the graphic novel format as there are within fiction (e.g.; mystery, science fiction, horror, medical drama) or film (e.g.; action/adventure, romantic comedy, documentary). And just as with fiction or film, there are graphic novels written and illustrated with children as the intended audience.

If you're met with skepticism from colleagues or parents, remember graphic novels and comics are not a replacement for other kinds of reading. They are one more option for readers,



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neither better nor worse than listening to an audiobook or diving in to a heavily illustrated DK Eyewitness title.

Readers use a different, complex process to read graphic novels. In a world layered with visual media, from picture books to television to the Internet to videogames, graphic novels require and encourage a facility with the interplay between words and pictures. Skill in processing sequential art helps young readers navigate all kinds of stories and learning experiences with ease.

There are several varieties of source material for graphic novels. Graphic novels are often collections of stories originally distributed as single-issue comic books. Today most modern superhero stories are intended for older audiences, so this variety is less commonly aimed at kids. Examples of comic book collections for kids include *Bone*, *Marvel Adventures*, the Courtney Crumrin series, and *Mouse Guard*.

This category can be stretched to include manga, as most Japanese comics are originally published chapter-by-chapter in monthly or weekly anthology magazines. (The word “manga” simply means “comics” in Japanese, and therefore is not a genre.) Some great manga titles for kids are *Yotsuba&!*, *Happy Happy Clover*, *Animal Academy*, *Ninja Baseball Kyuma*, and the mighty and all-powerful Pokémon series. The key is that all of these stories are serials, written via multiple installments.

Next are the reworkings of popular prose novels into graphic novel form. Examples include *Artemis Fowl*, *Alex Rider*, *Warriors*, and *The Baby Sitters Club*. The category can also include “animanga”—graphic novels created by screen-capping a television cartoon and adding word balloons. Tokyopop and, to a lesser extent, Del Rey and VIZ, have been doing this for quite a while with popular television series and animated movies. These are some of the most popular titles with reluctant readers and kids who won't read anything with which they aren't already familiar. Because they're already familiar with the brand, they are more likely to give the graphic novels (and reading!) a try.

Last, but not least, are what many people consider to be true graphic novels—long-form stories originally written and published in the graphic novel format. Examples include *Storm in the Barn*, *Croghan's Vengeance*, *Rapunzel's Revenge*, and the Salt Water Taffy series. Don't forget nonfiction and informational titles like *Zeus: King of the Gods*, *Clan Apis*, *To Dance: A Ballerina's Graphic Novel*, or the various collections put out by educational publishers. Most of these were created and published as stand-alone stories.

The important thing to remember is that whether originally published as a series or as a stand-alone work, the format is the same. Sequential art uses panels, word balloons, sound effects, and symbols to tell stories, and all of these origins result in the same reading experience.

Where do I Put the Books?

Some of the most commonly expressed barriers to creating a graphic novel collection focus on resources. How much

time will it take to create a collection? Where will the books be housed? Will graphic novels require special handling from catalogers and processing staff? Most of these worries can be alleviated by looking at the big picture.

Many public and school libraries already have collections that facilitate casual browsing; fiction, biographies, DVDs, magazines, and large print books are commonly found outside their Dewey ranges. A children's collection should be organized in the most user-friendly way possible, so it makes sense to have a browsing section that is format-specific.

Once the catalogers have established a category for graphic novels—the way they have for other browsing collections—getting the books shelf-ready isn't hard.

- After the decision to create a browsing collection has been made, the next step is to **find shelf space** for the books. Since most libraries don't have ranges of open shelving awaiting new collections, this step in the process will likely be time-consuming and require physical effort.
- **Start by identifying the location** of the new collection. A graphic novel collection will act as a draw for male readers, visual learners, television cartoon fans, reluctant readers, and other patrons who don't often frequent libraries. Don't hide the books in the back of the library behind the dictionaries! If a prime location isn't available, display the new collection as front-and-center as possible so that these underserved clients can find it.
- Once the location has been determined, **it's time to make space**. In general, librarians are aces at collecting things, but aren't great at letting things go. Now is the time to get over that fear. Start by weeding for condition or last time circulated. Doing this will often free up one to two bays of shelving; this is plenty of room to house a starter collection.
- Next, **decide how to shelve the books**. There are many different shelving variations, all of which have their pluses and minuses. Some libraries keep the graphic novel browsing collection consistent with the rest of their library, shelving fiction by author and nonfiction by Dewey call number within the graphic novel collection code. This system often works best in libraries where there is no graphic novel expert to help sort books by character name (e.g., keeping Spider-Man books together under “S” and books featuring Batman together under “B”).
- For libraries where there is someone knowledgeable about the format, shelving books by title or character family can work well. This way, readers who are looking for the next book in a series written by multiple authors (e.g.; Spider-Man or X-Men) are able to find what they are looking for easily.
- Nonfiction graphic novels should be included as part of the browsing collection as well. Many librarians have reported that nonfiction titles as important and well-respected as

Maus, *Persepolis*, and *Ethel and Ernest* get lost in the stacks when left within the prose collection. Moving the nonfiction graphic novels into the graphic novel collection puts the books in front of the patrons most interested in reading them, keeping the books alive and available for all nonfiction readers to find.

Which Books Should I Choose?

Most libraries already have graphic novels in their collection, whether identified as such or not. A picture book like *You Can't Take a Balloon into the Metropolitan Museum* by Jacqueline Preiss Weitzman and Robin Glasser is an example of a graphic novel most public libraries own.

The Elephant and Piggie series of easy readers by Mo Willems operate as graphic novels, with each page serving as a separate panel of the story.

The Captain Raptor books, *Silent Movie*, and *Adventures in Cartooning* are all books often found on library shelves. Whether these books are shelved out of their established locations is up to the individual library, but they are a place to start.

Next go to the 741.5s and find the Garfield, Peanuts, and Calvin and Hobbes books. Sure, collections of comic strips are different from comic books and graphic novels—just ask any teen or adult. But kids don't care. To a child just learning about the format, a comic is a comic is a comic. Since kids will be the primary users, consider adding books of collected comic strips to the graphic novel collection in the children's section. If you must differentiate, distinguish the collections by classifying them as “comic” versus “graphic” and shelve them near each other for ease of access.

Now that the books the library already owns have been identified and moved to the graphic novel area, it's time to start buying new books. Before spending any money, first think about the patrons. If the collection is for a public library, a broad range of titles and subjects is best when trying to serve a large community. If the collection is for a school or private library, the customer base may have special needs or restrictions. Secure cooperation from teachers or school administrators and begin reviewing curriculum standards.

Regardless of the library type, a collection development policy that covers graphic novels needs to be established. If the library already has a collection development policy, make sure graphic novels are included. This will both inform the collection strategy and protect the library, the selector, and the collection if someone challenges a book. As several libraries around the country have learned, not having graphic novels expressly mentioned in the policy can lead to heartache.

Once you're ready to buy books, you'll find a wealth of resources and assistance. The Good Comics for Kids team has put together a core list of recommended titles (see sidebar). But new books are released every day, so it's great that traditional review sources like *Booklist* and *School Library Journal* now regularly review graphic novels, both in the pages of the magazine and online.

When ordering from distributors like Ingram, Baker and Taylor, or BWI, consult their lists of forthcoming books. Pick up catalogs from graphic novel publishers when attending library or bookseller conferences. Don't be afraid to look online for professional-quality reviews. Many blogs and websites regularly review comics and graphic novels. YALSA's Great Graphic Novels for Teens list is a useful tool for finding books that appeal to tweens—a difficult age group to serve, with some readers looking for more sophisticated material and others seeking more kid-friendly fare.

When considering titles, think about them as you would movies or videogames. Would this graphic novel be rated G, PG, or PG-13? Where would you shelve a TV

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Robin Brenner is the teen librarian for Brookline (Mass.) Public Library. She is the creator and editor of *No Flying*, *No Tights*, writes the weekly Go Graphic! column at *Early Word*, and is the author of *Understanding Manga and Anime*.

Katherine Dacey has been writing about comics since 2006, first as the senior manga editor at *Pop Culture Shock*, then at her own site, *The Manga Critic*.

Lori Henderson has been reviewing manga at *Comics Village* and at her own site, *Manga Xanadu*, where she caters to parents interested in knowing more about what their kids are reading.

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Scott Robins is a librarian at the Cedarbrae Branch of the Toronto Public Library. He is also children's programming director for the Toronto Comic Arts Festival and creator of the blog *All Ages*.

Snow Wildsmith is a writer and former teen librarian. She reviews graphic novels for *Booklist*, *ICv2's Guide*, *No Flying*, *No Tights*, and also writes booktalks and creates recommended reading lists for *Ebsco's NovelList* database.

show with similar content? Think about the similar stories you have in chapter or picture books, and be consistent. Don't be scared of the impact visuals can and do have, but be aware that images have a different impact from the same story in text.

How do you determine whether a book is for kids when reviews for the book in question aren't available? Many graphic novel publishers put age ratings on the backs of their books. Proceed with caution, however, as there is no industry standard for rating books. What Tokyopop rates as "Older Teen" (generally 16+), Oni Press may say is fine for thirteen-year-olds. And what VIZ may rate as perfect for thirteen-year-olds, DC Comics will rate as E, for everyone. So the next step is to find someone who knows about the topic and ask questions. This could be someone on staff, perhaps a teen shelver. Go online to PubYac, GN-LIB, Good Comics for Kids, or Twitter. Visit other libraries that collect comics for kids. Use WorldCat.org to see where other libraries are shelving such books.

Don't forget to check with your readers, too. Offer a suggestion box for their recommendations. They need to see that you respond to their enthusiasm for genres and creators by purchasing more of what they love, and it will give you credibility when steering them toward other titles, both in sequential art and outside the format.


Now that I Have One, How do I Maintain My Collection?

It's not uncommon for a reader to proclaim he has read every single graphic novel in the library and not be exaggerating. Graphic novels can be read very quickly, so it's essential to keep the collection fresh.

Consider budgeting for graphic novels as if they were periodicals. Most paperback graphic novels run about \$10 each. (That's the same as two issues of a magazine, so be flexible.) As one series ends, pick up a new series, as you would do when a magazine ceases publication. If a book falls apart, stops circulating, or turns out to not be a good fit for the library, withdraw it and move on to a new title.

Don't be afraid to weed, but at the same time, don't have unreasonably high expectations. Some graphic novels will handily outperform the rest of the books in the library. Some won't. If the books in the 400s are allowed to sit idle for years, then cut the graphic novels some slack, too.

Some books, particularly the more literary ones, won't circulate as quickly as *Dragon Ball Z*, but there's an audience for those titles as well. Be fair and stick to whatever weeding procedure is used for the rest of the collection. This will give slower moving titles a chance to find an audience.

As libraries and librarians become more familiar with graphic novels, the mechanics of creating new children's graphic novel collections will become a matter of course. Until then, children's librarians will experiment, question, and debate the best ways to build collections for young readers. We at Good Comics for Kids hope to continue to be part of the conversation. 

References

1. Will Eisner, *Comics and Sequential Art*. (Tamarac, Fla.: Poorhouse, 2001, 5).

Recommended Graphic Novels for Children's Collections

Grades K-2

Western Comics

Alley, Zoë. *There's a Wolf at the Door*. Illus. by R. W. Alley. Roaring Brook, 2008. 40p.

Bliss, Harry. *Luke on the Loose*. Illus. by the author. TOON, 2009. 32p.

Davis, Eleanor. *Stinky*. Illus. by the author. TOON, 2008. 40p.

Faller, Regis. *The Adventures of Polo*. Illus. by the author. Roaring Brook, 2006. 80p.

Hayes, Geoffrey. Benny and Penny series. Illus. by the author. TOON, 2008-2010. 3 vols.

Kochalka, James. *Dragon Puncher* series. Illus. by the author. Top Shelf, 2010-ongoing. 2 vols.

Kochalka, James. Johnny Boo series. Illus. by the author. Top Shelf., 2008-ongoing. 5 vols.

Labatt, Mary and Jo Rioux. Sam and Friends Mystery series. Illus. by the author. Kids Can, 2009-ongoing. 3 vols.

Luciani, Brigitte. Mr. Badger and Mrs. Fox series. Illus. by Eve Tharlet. Lerner/Graphic Universe, 2010-ongoing. 3 vols.

O'Malley, Kevin. Captain Raptor series. Illus. by Patrick O'Brien. Walker, 2005-2007. 2 vols.

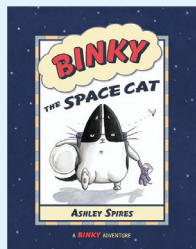
Pien, Lark. *Long Tail Kitty*. Illus. by the author. Blue Apple, 2009. 51p.

Runton, Andy. Owly series. Illus. by the author. Top Shelf, 2004-ongoing. 6 vols.

Slade, Christian. Korgi series. Illus. by the author. Top Shelf, 2007-ongoing. 3 vols.

Smith, Jeff. *Little Mouse Gets Ready*. Illus. by the author. TOON, 2009. 32p.

Spiegelman, Nadja. *Zig and Wikki in Something Ate My Homework*. Illus. by Trade Loeffler. TOON, 2010. 40p.



Spires, Ashley. *Binky the Space Cat* series. Illus. by the author. Kids Can, 2009-2010. 2 vols.

Venable, Colleen, Guinea Pig,

Pet Shop Private Eye series. Illus. by Stephanie Yue. Lerner/Graphic Universe, 2010-ongoing. 3 vols.

Wheeler, Lisa. *Seadogs: An Epic Ocean Operetta*. Illus. by Mark Siegel. Atheneum, 2004. 40p.

Wiesner, David. *The Three Pigs*. Illus. by the author. Clarion, 2001. 40p.

Grades 3-5

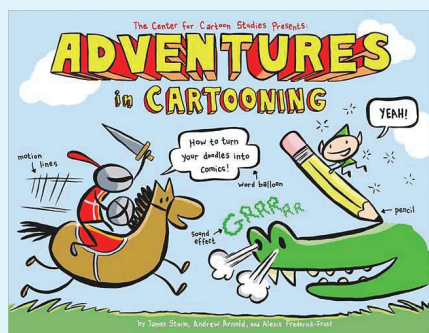
Non Fiction

Hughes, Susan. *No Girls Allowed: Tales of Daring Women Dressed as Men for Love, Freedom, and Adventure*. Illus. by Willow Dawson. Kids Can, 2008. 80p.

Manning, Mick and Brita Granström. *Tail-End Charlie*. Illus. by the authors. Frances Lincoln, 2009. 40p.

O'Donnell, Liam. Max Axiom, Super Scientist series. Illus. by Richard Dominguez and Charles Barnett III. Capstone, 2007-ongoing. 22 vols.

Sis, Peter. *The Wall: Growing Up Behind the Iron Curtain*. Illus. by the author. Farrar, 2007. 56p.



Sturm, James, Andrew Arnold, and Alexis Frederick-Frost. *Adventures*

in Cartooning: How to Turn Your Doodles into Comics. Illus. by the authors. First Second, 2009. 112p.

Western Comics

Archie and Friends All-Stars series. Various authors and illus. Archie, 2009-ongoing. 8 vols.

Baltazar, Art and Franco Baltazar. *Tiny Titans* series. Illus. by Art Baltazar. DC, 2009-ongoing. 5 vols.

Barks, Carl. *Donald Duck Classics: Quack Up*. Illus. by the author. BOOM! Studios, 2010. 112p.

Baum, L. Frank. *The Wonderful Wizard of Oz*. Retold by Eric Shanower. Illus. by Skottie Young. Marvel, 2009. 192p.

Cammuso, Frank. *Knights of the Lunch Table* series. Illus. by the author. Graphix/Scholastic, 2008-ongoing. 3 vols.

Chantler, Scott. *Three Thieves: Tower of Treasure*. Illus. by the author. Kids Can, 2010. 112p.

Collicutt, Paul. *Robot City Adventures* series. Illus. by the author. Templar, 2009-2010. 4 vols.

Crane, Jordan. *The Clouds Above*. Illus. by the author. Fantagraphics, 2005. 216p.



Giarrusso, Chris. *G-Man* series. Illus. by the author. Image, 2009-2010. 2 vols.

Gosciny, René. *Asterix* series. Illus. by Albert Uderzo. Orion, 2004-2005. 24 vols.

Gownley, Jimmy. *Amelia Rules!* series. Illus. by the author. Atheneum, 2009-ongoing. 5 vols, ongoing.

Guibert, Emmanuel. *Sardine in Outer Space* series. Illus. by Joann Sfar. First Second, 2006-2008. 6 vols.

Harper, Charise Mericle. *Fashion Kitty*. Illus. by the author. Hyperion, 2005-2009. 3 vols.

Hergé. *The Adventures of Tintin* series. Illus. by the author. Little, Brown, 1994-1997. 7 vols.

Holm, Jennifer. *Babymouse* series. Illus. by Matt Holm. Random House, 2005-ongoing. 14 vols.

Hunter, Erin, et al. *Warriors* series. Various illustrators. Tokyopop, 2007-ongoing. 10 vols.

Krosoczka, Jarrett. *Lunch Lady* series. Illus. by the author. Knopf, 2009-ongoing. 5 vols, ongoing.

Kruse, Jason. *The World of Quest* series. Illus. by the author. Yen, 2007-2008. 2 vols.

Lobdell, Scott. *Hardy Boys* series. Illus. by Lea Hernandez and Daniel Rendon. Papercutz, 2005-2010. 20 vols.

Loux, Matthew. *Salt Water Taffy* series. Illus. by the author. Oni, 2008-ongoing. 4 vols.

Martin, Ann. *Baby-Sitters Club* series. Retold and illus. by Raina Telgemeier. Graphix/Scholastic, 2006-2008. 4 vols.

Morse, Scott. *Magic Pickle*. Illus. by the author. Graphix/Scholastic, 2008. 112p.

Nykko. *Elsewhere Chronicles* series. Illus. by Bannister. Lerner, 2009-2010. 4 vols.

Parker, Jake. *Missile Mouse* series. Illus. by the author. Graphix/Scholastic, 2010-ongoing. 2 vols.

Petrucha, Stefan and Sarah Kinney. *Nancy Drew* series. Illus. by Sho Murase. Papercutz, 2005-2010. 20 vols.

Renier, Aaron. *The Unsinkable Walker Bean*. Illus. by the author. First Second, 2010. 208p.

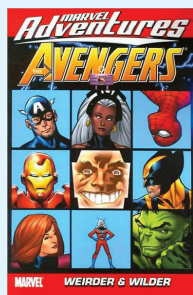
Sava, Scott Christian. *Ed's Terrestrials*. Illus. by Diego Jourdan. IDW, 2008. 88p.

Sfar, Joann. *Little Vampire*. Illus. by the author. First Second, 2008. 96p.

Shanower, Eric. *Little Adventures in Oz* series. Illus. by the author. IDW, 2010. 2 vols.

Shiga, Jason. *Meanwhile: Pick Any Path—3,856 Story Possibilities*. Illus. by the author. Amulet, 2010. 80p.

Smith, Jeff. *Bone* series. Illus. by the author. Graphix/Scholastic, 2005-2009. 9 vols.



Spiegelman, Art and Françoise Mouly, eds. *Big Fat Little Lit*. Puffin, 2006. 144p.

Stanley, John and Irving Tripp. *Little Lulu* series. Illus. by the author. Dark Horse, 2005-ongoing. 27 vols.

Star Wars Adventures series. Various authors and illustrators. Dark Horse, 2009-ongoing. 4 vols.

Star Wars Clone Wars Adventures series. Various authors and illustrators. Dark Horse, 2004-2007. 10 vols.

Steinberg, D. J. *The Adventures of Daniel Boom . . . aka Loud Boy* series. Illus. by Brian Smith. Grosset & Dunlap, 2008-2010. 4 vols.

Stilton, Geronimo. *Geronimo Stilton* series. Papercutz, 2009-2011. 7 vols.

Sumerak, Marc. *Power Pack: The Kids Are All Right*. Illus. by Gurihiru. Marvel, 2008. 280p.

Thompson, Jill. *Magic Trixie* series. Illus. by the author. HarperCollins, 2008-2009. 3 vols.

Townsend, Michael. *Kit Feeny* series. Illus. by the author. Knopf, 2009. 2 vols.

Torres, J. *Alison Dare* series. Illus. by J. Bone. Tundra, 2010. 2 vols.

Transformers Animated series. Various authors and illustrators. IDW, 2008-2010. 13 vols.

Trondheim, Lewis. *Tiny Tyrant* series. Illus. by Fabrice Parme. First Second, 2009. 2 vols.

Walker, Landry Q. *Supergirl: Cosmic Adventures in the 8th Grade*. Illus. by Eric Jones. DC, 2009. 144p.

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Hakamada, Mera. *Fairy Idol Kanon*. Illus. by the author. Udon, 2009-2010. 4 vols.

Kanata, Konami. *Chi's Sweet Home*. Illus. by the author. Vertical, 2010-ongoing. 5 vols.



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Mizuna, Tomomi. *The Big Adventures of Majoko*. Illus. by the author. Udon, 2009-2011. 5 vols.

Shioya, Hitoshi. *Dinosaur Hour*. Illus. by the author. VIZ, 2009. 200p.

Sonishi, Kenji. *Leave it to PET!* Illus. by the author. VIZ, 2009-2010. 4 vols.

Tatsuyama, Sayuri. *Happy Happy Clover*. Illus. by the author. VIZ, 2009-2010. 5 vols.

Toriyama, Akira. *COWA!* Illus. by the author. VIZ, 2008. 208p.

Yamamoto, Lun Lun. *Swans in Space*. Illus. by the author. Udon, 2009-2011. 3 vols.

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Lat. *Kampung Boy*. Illus. by the author. First Second, 2006. 144p.

Lutes, Jason. *Houdini: The Handcuff King*. Illus. by Nick Bertozzi. Hyperion, 2007. 96p.

O'Connor, George. *Olympians* series. Illus. by the author. First Second, 2010-ongoing. 3 vols.

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Telgemeier, Raina. *Smile*. Illus. by the author. Graphix/Scholastic, 2010. 224p.

Townsend, Michael. *Amazing Greek Myths of Wonder and Blunders*. Illus. by the author. Dial, 2010. 160p.

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Busiek, Kurt. *The Wizard's Tale*. Illus. by David Wenzel. IDW, 2010. 144p.

Davis, Eleanor. *The Secret Science Alliance and the Copycat Crook*. Illus. by the author. Bloomsbury, 2009. 160p.

Hale, Shannon and Dean Hale. *Rapunzel's Revenge* series. Illus. by Nathan Hale. Bloomsbury, 2008-2010. 2 vols.

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Kibuishi, Kazy. *Amulet* series. Illus. by the author. Graphix/Scholastic, 2008-ongoing. 3 vols.

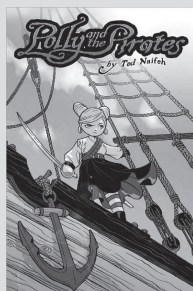
Kim, Susan and Laurence Klavan. *City of Spies*. Illus. by Pascal Dizin. First Second, 2010. 176p.

Kovac, Tommy. *Wonderland*. Illus. by Sonny Liew. Disney, 2009. 160p.

Kunkel, Mike. *Billy Batson and the Magic of Shazam!* Illus. by Art Baltazar. DC, 2010-2011. 2 vols.

Lee, Tony. *Outlaw: The Legend of Robin Hood*. Illus. by Sam Hart and Artur Fujita. Candlewick, 2009. 160p.

Naifeh, Ted. Courtney Crumrin series. Illus. by the author. Oni, 2003-ongoing. 4 vols.



Naifeh, Ted. *Polly and the Pirates*. Illus. by the author. Oni, 2006. 176p.

Petersen, David. Mouse Guard series. Illus. by the author. Archaia, 2008-ongoing. 3 vols.

Phelan, Matt. *The Storm in the Barn*. Illus. by the author. Candlewick, 2009. 208p.

Poe, Marshall. *Little Rock Nine*. Illus. by Ellen Lindner. Aladdin, 2008. 128p.

Sakai, Stan. Usagi Yojimbo series. Illus. by the author. Fantagraphics, 2007-2009. (vols. 1-7); Dark Horse, 1997-ongoing. (vols. 8-25).

Schweizer, Chris. The Crogan Adventures series. Illus. by the author. Oni, 2008-ongoing. 2 vols.

Siddell, Tom. Gunnerkrigg Court series. Illus. by the author. Archaia, 2008-ongoing. 2 vols.

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Hotta, Yumi. *Hikaru No Go*. Illus. by Takeshi Obata. VIZ, 2004-2011. 23 vols.

Konomi, Takeshi. *The Prince of Tennis*. Illus. by the author. VIZ, 2004-2011. 42 vols.

Nakajo, Hisaya. *Sugar Princess: Skating to Win*. Illus. by the author. VIZ, 2008. 2 vols.

Park, SoHee. *Goong: The Royal Palace*. Illus. by the author. Yen, 2008-ongoing. 11 vols.

Sanjo, Riku and Koji Inada. *Beet the Vandel Buster*. Illus. by the author. VIZ, 2004-2007. 12 vols.

Tada, Kaoru. *Itazura na Kiss*. Illus. by the author. Digital Manga, 2009-ongoing. 5 vols.

Toriyama, Akira. *DragonBall Z*. Illus. by the author. VIZ, 2003-2006. 26 vols.

———. *Sand Land*. Illus. by the author. VIZ, 2004. 224p.

Yaginuma, Kou. *Twin Spica*. Illus. by the author. Vertical, 2010-ongoing. 10 vols.

Yoshizumi, Wataru. *Ultra Maniac*. Illus. by the author. VIZ, 2005-2006. 5 vols.

Suggested Hybrids

Hybrids are a mix of traditional prose and graphic novels. While we don't recommend shelving them in your graphic novel collection, they are great transition books for kids interested in learning about the format or for parents who'd like to see their kids read something other than comics:

Barshaw, Ruth McNally. Ellie McDoodle series. Illus. by the author. Bloomsbury, 2008-ongoing. 3 vols.

Ignatow, Amy. The Popularity Papers series. Illus. by the author. Amulet, 2010-2011. 2 vols.

Kinney, Jeff. Diary of a Wimpy Kid series. Illus. by the author. Amulet, 2007-ongoing. 5 vols.

Moss, Marissa. Amelia's Notebook series. Illus. by the author. Simon & Schuster, 2006-ongoing. 23 vols.

———. Max Disaster series. Illus. by the author. Candlewick, 2009-ongoing. 3 vols.

Peirce, Lincoln. Big Nate series. Illus. by the author. HarperCollins, 2010-ongoing. 3 vols.

Pullman, Philip. *Spring-Heeled Jack*. Illus. by David Mostyn. Knopf, 2004. 112p.

Vernon, Ursula. Dragonbreath series. Illus. by the author. Dial, 2009-ongoing. 3 vols.

Wight, Eric. Frankie Pickle series. Illus. by the author. Simon & Schuster, 2009-ongoing. 3 vols.

