

# **Unit 1: A Picture's Worth: Silent Graphic Novels**

## **Copied from: The Graphic Novel, Copied on: 12/15/21**

Content Area: **ELA**  
Course(s): **The Graphic Novel**  
Time Period: **SeptOct**  
Length: **20 Days, Grades 11-12**  
Status: **Published**

### **Title Section**

---

## **Department of Curriculum and Instruction**



**Belleville Public Schools**

**Curriculum Guide**

**The Graphic Novel, Grades 11-12**

**Unit 1: A Picture's Worth: Silent Graphic Novels**

**Belleville Board of Education**

**102 Passaic Avenue**

## **Belleville, NJ 07109**

**Prepared by:** Mrs. Danielle Santosusso

Dr. Richard Tomko, Ph.D., M.J., Superintendent of Schools

Ms. LucyAnn Demikoff, Director of Curriculum and Instruction K-12

Ms. Nicole Shanklin, Director of Elementary Education

Mr. George Droste, Director of Secondary Education

Board Approved: September 23, 2019

### **Unit Overview**

---

The first unit will serve as an introduction to the graphic novel as a genre and art form. Students will study a brief history of comic art while building a specialized vocabulary of literary, cinematic, and comic terminology. The primary texts for this unit will be “silent” graphic novels that have no words.

### **Enduring Understanding**

---

1. Comics/graphic novels borrow from visual art and literature in ways that allow them to create unique reading experiences
2. Even the most fantastic story can be related back to life in the “real” world
3. “True” happiness is relative and is different for everybody

4. Success requires sacrifice
5. An author's intended meaning for a text is only one of many

## **Essential Questions**

---

1. What separates the comic/graphic novel from visual art and literature?
2. How can art act as both “a window” into our world and “an escape” from our world?
3. How does the artistic process (from idea to realization) influence the meaning of a work?
4. What is the relationship between form and function?
5. How can allegories shed light on life in the “real” world?

## **Exit Skills**

---

1. Define comic, cartoon, and graphic novel and distinguish among them
2. Identify major works of comic art throughout history and explain their significance
3. Draw and write examples of icons and symbols in everyday life
4. Explain how and why abstract, “unrealistic” icons are able to resonate with readers

## **New Jersey Student Learning Standards (NJSL-S)**

---

LA.RL.11-12.1	Cite strong and thorough textual evidence and make relevant connections to support analysis of what the text says explicitly as well as inferences drawn from the text, including determining where the text leaves matters uncertain.
LA.RL.11-12.2	Determine two or more themes or central ideas of a text and analyze their development over the course of the text, including how they interact and build on one another to produce a complex account; provide an objective summary of the text.
LA.RL.11-12.3	Analyze the impact of the author's choices regarding how to develop and relate elements of a story or drama (e.g., where a story is set, how the action is ordered, how the characters are introduced and developed).
LA.RL.11-12.4	Determine the meaning of words and phrases as they are used in the text, including figurative and connotative meanings; analyze the impact of specific word choices on meaning and tone, including words with multiple meanings or language that is particularly fresh, engaging, or beautiful. (e.g., Shakespeare as well as other authors.)
LA.RL.11-12.5	Analyze how an author's choices concerning how to structure specific parts of a text (e.g., the choice of where to begin or end a story, the choice to provide a comedic or tragic resolution) contribute to its overall structure and meaning as well as its aesthetic impact.
LA.RL.11-12.6	Analyze a case in which grasping a point of view requires distinguishing what is directly stated in a text from what is really meant (e.g., satire, sarcasm, irony, or understatement).

LA.RI.11-12.1	Accurately cite strong and thorough textual evidence, (e.g., via discussion, written response, etc.), to support analysis of what the text says explicitly as well as inferentially, including determining where the text leaves matters uncertain.
LA.RI.11-12.2	Determine two or more central ideas of a text, and analyze their development and how they interact to provide a complex analysis; provide an objective summary of the text.
LA.RI.11-12.3	Analyze a complex set of ideas or sequence of events and explain how specific individuals, ideas, or events interact and develop over the course of the text.
LA.RI.11-12.4	Determine the meaning of words and phrases as they are used in a text, including figurative, connotative, and technical meanings; analyze how an author uses and refines the meaning of a key term or terms over the course of a text (e.g., how Madison defines faction in Federalist No. 10).
LA.RI.11-12.5	Analyze and evaluate the effectiveness of the structure an author uses in his or her exposition or argument, including whether the structure makes points clear, convincing, and engaging.
LA.RI.11-12.6	Determine an author's point of view or purpose in a text in which the rhetoric is particularly effective, analyzing how style and content contribute to the power, persuasiveness or beauty of the text.
LA.W.11-12.10	Write routinely over extended time frames (time for research, reflection, and revision) and shorter time frames (a single sitting or a day or two) for a range of tasks, purposes.
LA.SL.11-12.1	Initiate and participate effectively in a range of collaborative discussions (one-on-one, in groups, and teacher-led) with peers on grades 11–12 topics, texts, and issues, building on others' ideas and expressing their own clearly and persuasively.
LA.L.11-12.1	Demonstrate command of the conventions of standard English grammar and usage when writing or speaking.
LA.L.11-12.2	Demonstrate command of the conventions of standard English capitalization, punctuation, and spelling when writing.

## **Interdisciplinary Connections**

---

Art-Comics and other visual analysis

Social Studies-history of the comic

CRP.K-12.CRP1	Act as a responsible and contributing citizen and employee.
CRP.K-12.CRP2	Apply appropriate academic and technical skills.
CRP.K-12.CRP3	Attend to personal health and financial well-being.
CRP.K-12.CRP4	Communicate clearly and effectively and with reason.
CRP.K-12.CRP6	Demonstrate creativity and innovation.
CRP.K-12.CRP8	Utilize critical thinking to make sense of problems and persevere in solving them.
CRP.K-12.CRP9	Model integrity, ethical leadership and effective management.
CRP.K-12.CRP11	Use technology to enhance productivity.
CRP.K-12.CRP12	Work productively in teams while using cultural global competence.
VPA.1.1.12.D.1	Distinguish innovative applications of the elements of art and principles of design in visual

	artworks from diverse cultural perspectives and identify specific cross-cultural themes.
VPA.1.1.12.D.2	Translate literary, musical, theatrical, and dance compositions by using them as stimulus/inspiration for corresponding visual artworks.
VPA.1.1.12.D.CS1	Common themes exist in artwork from a variety of cultures across time and are communicated through metaphor, symbolism, and allegory.
VPA.1.1.12.D.CS2	Stimuli for the creation of artworks can come from many places, including other arts disciplines.
VPA.1.2.12.A.CS1	Cultural and historical events impact art-making as well as how audiences respond to works of art.

## **Learning Objectives**

---

- Regularly respond to readings in journal entries and class discussions.
- Use appropriate vocabulary in discussions and writing.
- Interpret images using prior knowledge and context.
- Analyze the relationship between icons, symbols, and meaning.
- Compare/contrast silent graphic novels to silent films.
- Deconstruct scenes into individual shots.
- Identify symbols and themes in literature.
- Write essays that include strong thesis statements, relevant evidence from a text, and thorough explanation and analysis of the evidence.
- Write scene breakdowns that explain techniques used in visual narratives

## **Suggested Activities & Best Practices**

---

Students will complete regular journal prompts for assigned readings and write breakdowns and translations for specific scenes, in which they will analyze select scenes by deconstructing them down to their individual shots/transitions and write narrative translations of the silent sequences of images, complete with character's thoughts and dialogue. This will enhance their critical thinking skills, writing, and creativity.

Students will be required to read at least one supplemental text per marking period. They may choose from a recommended list or submit a book for approval. Students will be required to complete a reading log and a book review for each choice book. Every student will sign up to present at least one book review to the class before the end of the year. This will encourage students to read outside the classroom and in turn hopefully boost reading skills.

## **Assessment Evidence - Checking for Understanding (CFU)**

---

Student journals - formative assessment

Independent reading log - formative assessment

Classroom discussions on the history of comics - formative assessment

Exit Ticket: Why do we like characters who are unrealistic? - formative assessment

Unit quiz - summative assessment

Presentations - alternative assessment

Other CFUs at the teacher's discretion.

- Admit Tickets
- Anticipation Guide
- Common Benchmarks
- Compare & Contrast
- Create a Multimedia Poster
- DBQ's
- Define
- Describe
- Evaluate
- Evaluation rubrics
- Exit Tickets
- Explaining
- Fist- to-Five or Thumb-Ometer
- Illustration
- Journals
- KWL Chart
- Learning Center Activities
- Multimedia Reports
- Newspaper Headline
- Outline
- Question Stems
- Quickwrite

- Quizzes
- Red Light, Green Light
- Self- assessments
- Socratic Seminar
- Study Guide
- Surveys
- Teacher Observation Checklist
- Think, Pair, Share
- Think, Write, Pair, Share
- Top 10 List
- Unit review/Test prep
- Unit tests
- Web-Based Assessments
- Written Reports

## **Primary Resources & Materials**

---

Chapters 1-3 of Understanding Comics by Scott McCloud

God's Man by Lynd Ward

The Arrival by Shaun Tan

## **Ancillary Resources**

---

select excerpts from The Underwater Welder by Jeff Lemire

The Dark Knight Returns by Frank Miller, Klaus Janson, and Lynn Varley,

Cinema Panopticon by Thomas Ott

## **Technology Infusion**

---

Google Classroom

Google Website

Blogger

Google Docs

Google Slides

Screencastify

Other technology infusions are used at the teacher's discretion.

# Win 8.1 Apps/Tools Pedagogy Wheel

Podcasts  
 Photostory 3  
 Kid Story Builder  
 Music Maker Jam  
 Paint A Story  
 Office 365  
 MS PowerPoint  
 Stack 'Em Up  
 NqSquared Numbers  
 Physamajig  
 Xylophone 8

Wikipedia  
 Skydrive  
 Lync  
 SkyMap  
 Skype  
 Office 365  
 Puzzle Touch  
 Easy QR  
 Memorylage  
 Life Moments  
 Word Cloud Maker

Where's Waldo?  
 MS Excel  
 Flipboard  
 Office 365  
 Nova Mindmapping

Ted Talks  
 Record Voice Pen



Originally taken from <http://www.coetail.com/vzimmer/files/2013/02/iPadagogy-Wheel.001.jpg>  
 And adapted for Windows 8.1 devices by Charlotte Beckhurst @CharBeckhurst

## **Alignment to 21st Century Skills & Technology**

---

### 21st Century Skills & Technology:

- English Language Arts;
- Social Studies, including American History, World History, Geography, Government and Civics, and Economics;
- World languages;
- Technology;
- Visual and Performing Arts.

CRP.K-12.CRP1	Act as a responsible and contributing citizen and employee.
CRP.K-12.CRP2	Apply appropriate academic and technical skills.
CRP.K-12.CRP4	Communicate clearly and effectively and with reason.
CRP.K-12.CRP6	Demonstrate creativity and innovation.
CRP.K-12.CRP7	Employ valid and reliable research strategies.
CRP.K-12.CRP8	Utilize critical thinking to make sense of problems and persevere in solving them.
CRP.K-12.CRP9	Model integrity, ethical leadership and effective management.
CRP.K-12.CRP11	Use technology to enhance productivity.
TECH.8.1.12	Educational Technology: All students will use digital tools to access, manage, evaluate, and synthesize information in order to solve problems individually and collaborate and to create and communicate knowledge.
TECH.8.1.12.B	Creativity and Innovation: Students demonstrate creative thinking, construct knowledge and develop innovative products and process using technology.

## **21st Century Skills/Interdisciplinary Themes**

---

- Communication and Collaboration
- Creativity and Innovation
- Critical thinking and Problem Solving
- ICT (Information, Communications and Technology) Literacy
- Information Literacy
- Life and Career Skills
- Media Literacy

## **21st Century Skills**

---

- Civic Literacy
- Environmental Literacy
- Financial, Economic, Business and Entrepreneurial Literacy
- Global Awareness
- Health Literacy

## **Differentiation**

---

Differentiations:

- Extra time to complete assignments
- Repeat directions in class and on teacher website
- Preview vocabulary and notes on teacher website

Hi-Prep Differentiations:

- Leveled rubric (student made)
- Literature Circles/Socratic Seminar

Lo-Prep Differentiations

- Flexible grouping/seating among classmates
- Think-Pair-Share Online Blog entries

## **Special Education Learning (IEP's & 504's)**

---

-Provide modifications in workload and extended time as specified in the student's IEP/504 plan

- Allow extra time for online blog submissions
- Allow student to preview the material via teacher website

-Use of computer or electronic device during class to follow lesson, take notes, refer to HW for discussion

-Modeled techniques and speeches with discussions for student retention.

- printed copy of board work/notes provided

- additional time for skill mastery
- assistive technology
- behavior management plan
- Center-Based Instruction
- check work frequently for understanding
- computer or electronic device utilizes
- extended time on tests/ quizzes
- have student repeat directions to check for understanding
- highlighted text visual presentation
- modified assignment format
- modified test content
- modified test format
- modified test length
- multi-sensory presentation
- multiple test sessions
- preferential seating
- preview of content, concepts, and vocabulary
- Provide modifications as dictated in the student's IEP/504 plan
- reduced/shortened reading assignments
- Reduced/shortened written assignments
- secure attention before giving instruction/directions
- shortened assignments
- student working with an assigned partner
- teacher initiated weekly assignment sheet
- Use open book, study guides, test prototypes

## **English Language Learning (ELL)**

---

-Allow for shorter blog and homework responses

-Use of Youtube videos and Screencasts of lessons for student retention and clarification of material located on teacher's website.

- teaching key aspects of a topic. Eliminate nonessential information
- using videos, illustrations, pictures, and drawings to explain or clarify
- allowing products (projects, timelines, demonstrations, models, drawings, dioramas, poster boards, charts, graphs, slide shows, videos, etc.) to demonstrate student's learning;
- allowing students to correct errors (looking for understanding)

- allowing the use of note cards or open-book during testing
- decreasing the amount of work presented or required
- having peers take notes or providing a copy of the teacher's notes
- modifying tests to reflect selected objectives
- providing study guides
- reducing or omitting lengthy outside reading assignments
- reducing the number of answer choices on a multiple choice test
- tutoring by peers
- using computer word processing spell check and grammar check features
- using true/false, matching, or fill in the blank tests in lieu of essay tests

## **At Risk**

---

-Reduce multiple choice options on assessments

-Provide a copy of the teacher's notes on the class website

-Screencast a lesson/discussion.

- allowing students to correct errors (looking for understanding)
- teaching key aspects of a topic. Eliminate nonessential information
- allowing products (projects, timelines, demonstrations, models, drawings, dioramas, poster boards, charts, graphs, slide shows, videos, etc.) to demonstrate student's learning
- allowing students to select from given choices
- allowing the use of note cards or open-book during testing
- collaborating (general education teacher and specialist) to modify vocabulary, omit or modify items to reflect objectives for the student, eliminate sections of the test, and determine how the grade will be determined prior to giving the test.
- decreasing the amount of work presented or required
- having peers take notes or providing a copy of the teacher's notes
- marking students' correct and acceptable work, not the mistakes
- modifying tests to reflect selected objectives
- providing study guides
- reducing or omitting lengthy outside reading assignments
- reducing the number of answer choices on a multiple choice test
- tutoring by peers
- using authentic assessments with real-life problem-solving
- using true/false, matching, or fill in the blank tests in lieu of essay tests
- using videos, illustrations, pictures, and drawings to explain or clarify

## **Talented and Gifted Learning (T&G)**

---

- Create two blogs about the unit (before and after)
- Allow students to work at a faster pace by having material assessable two weeks prior.
- Allow students to make more than one required speech to practice techniques.

- Above grade level placement option for qualified students
- Advanced problem-solving
- Allow students to work at a faster pace
- Cluster grouping
- Complete activities aligned with above grade level text using Benchmark results
- Create a blog or social media page about their unit
- Create a plan to solve an issue presented in the class or in a text
- Debate issues with research to support arguments
- Flexible skill grouping within a class or across grade level for rigor
- Higher order, critical & creative thinking skills, and discovery
- Multi-disciplinary unit and/or project
- Teacher-selected instructional strategies that are focused to provide challenge, engagement, and growth opportunities
- Utilize exploratory connections to higher-grade concepts
- Utilize project-based learning for greater depth of knowledge

## **Sample Lesson**

---

Unit Name: Unit 1: A Picture's Worth: Silent Graphic Novels

NJSLS: Linked Below

Interdisciplinary Connection: Art

Statement of Objective: SWDAT read and interpret Chapter 1 of Understanding Comics and write about it in their journals. After writing, students will discuss their entries with partners in an attempt to answer any questions they may have had before the class turns to whole group discussion.

Anticipatory Set/Do Now: Take out Chromebooks and online journals and Understanding Comics in order to begin and complete assignment.

Learning Activity: Independent, Small Group, and Whole Group

Student Assessment/CFU's: Journals, Class Discussion

Materials: Chromebooks, Understanding Comics, Teacher Generated Journal Prompt

21st Century Themes and Skills: Creativity, Critical Thinking

Differentiation/Modifications: Modifications made as determined by 504s and IEPs

Integration of Technology: Chromebooks, Google Website, SMARTtv

