

OLDER READERS SHORTLIST RESOURCES



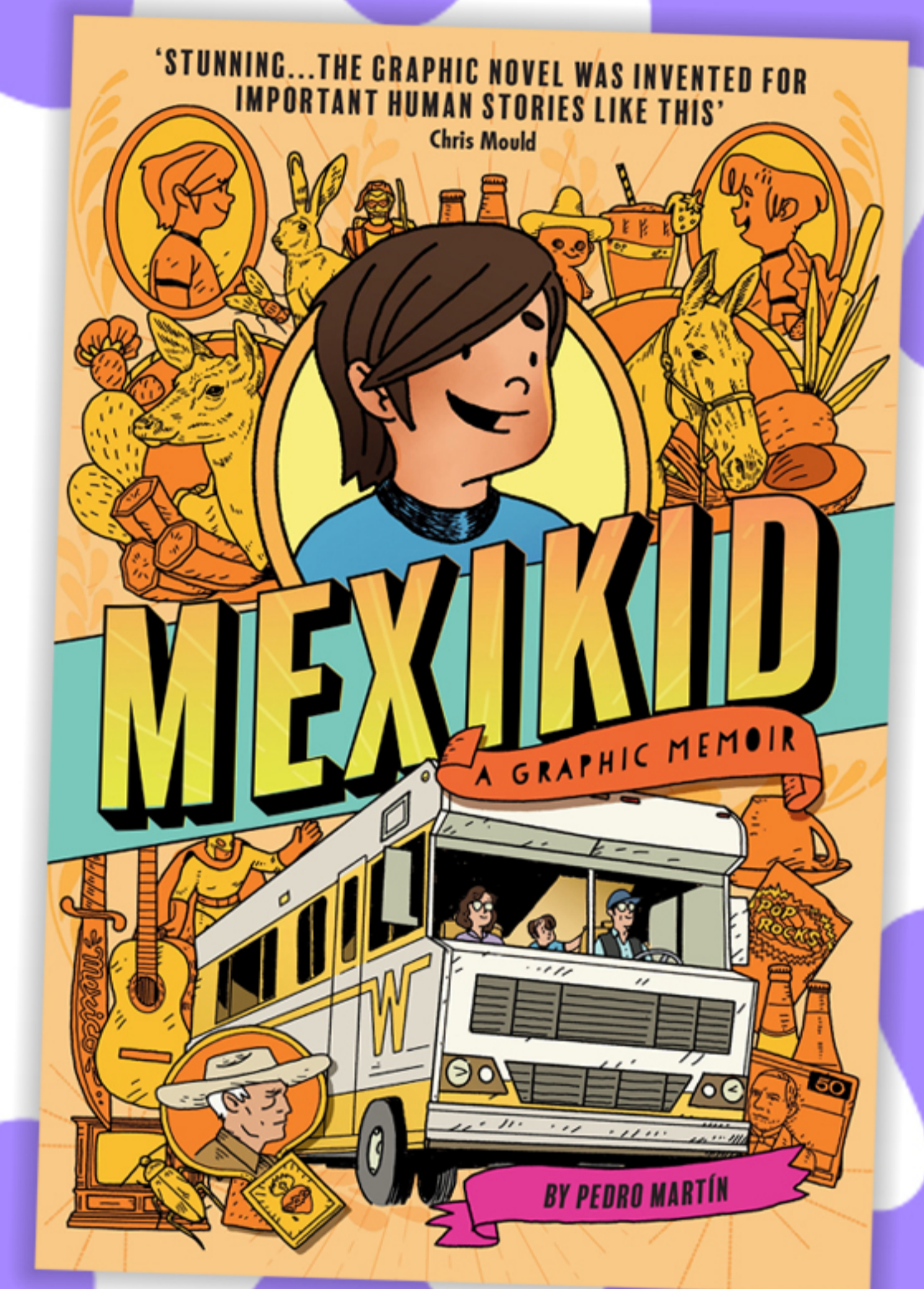


BARB AND THE SHADOW ARMY

Barb has been captured by the evil Witch Head and, too injured to fight back. They're both in for a surprise when her Berzerker mum, Raven comes to the rescue. The mother-daughter duo escapes but can't stop Witch Head from summoning a powerful army.

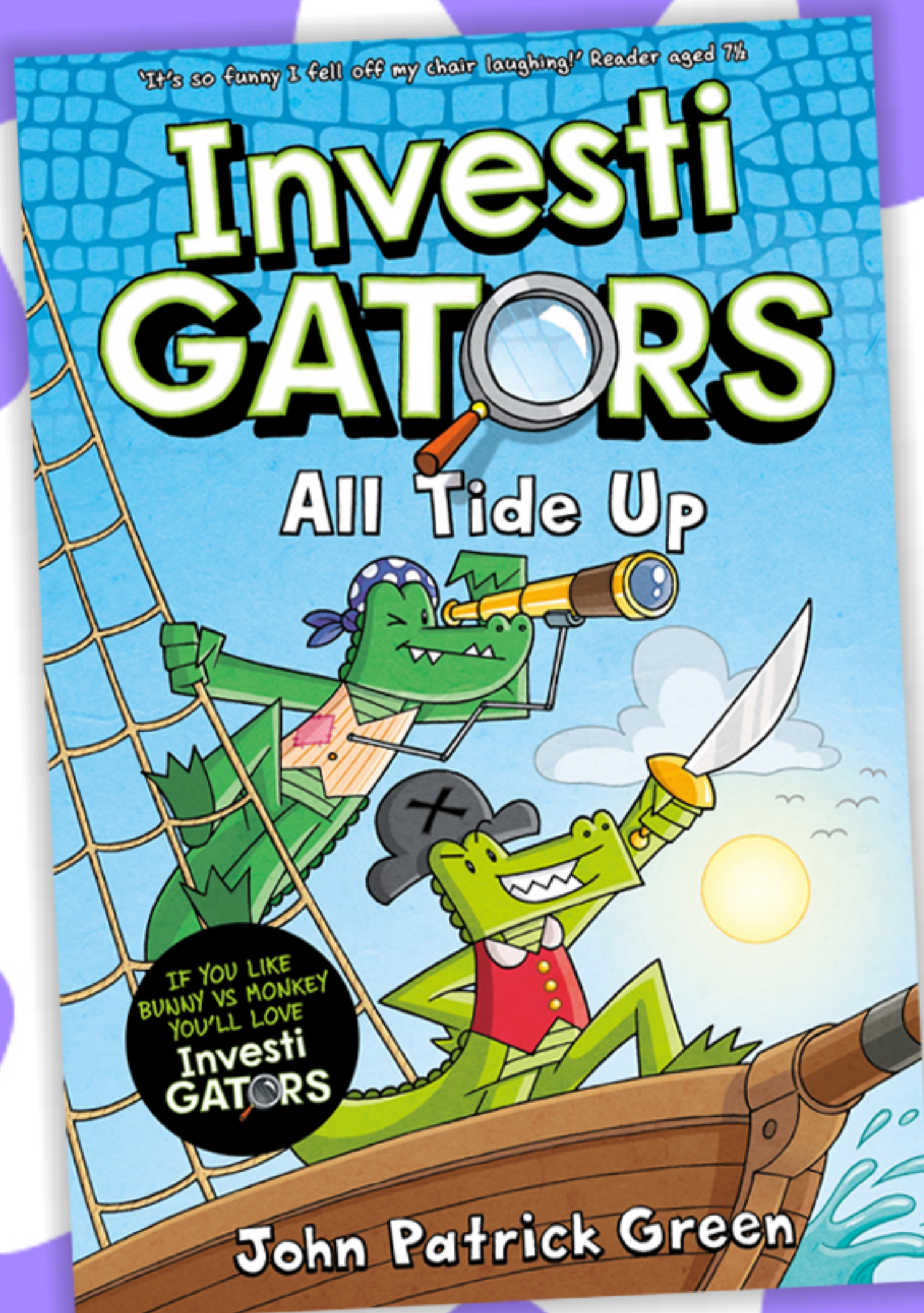
MEXIKID

Pedro is a Mexikid, a kid born in America to parents from Mexico: a kid who doesn't quite belong in either place. So he's not sure what to expect when his dad announces that the whole family will be driving to Mexico to bring their grandfather home.



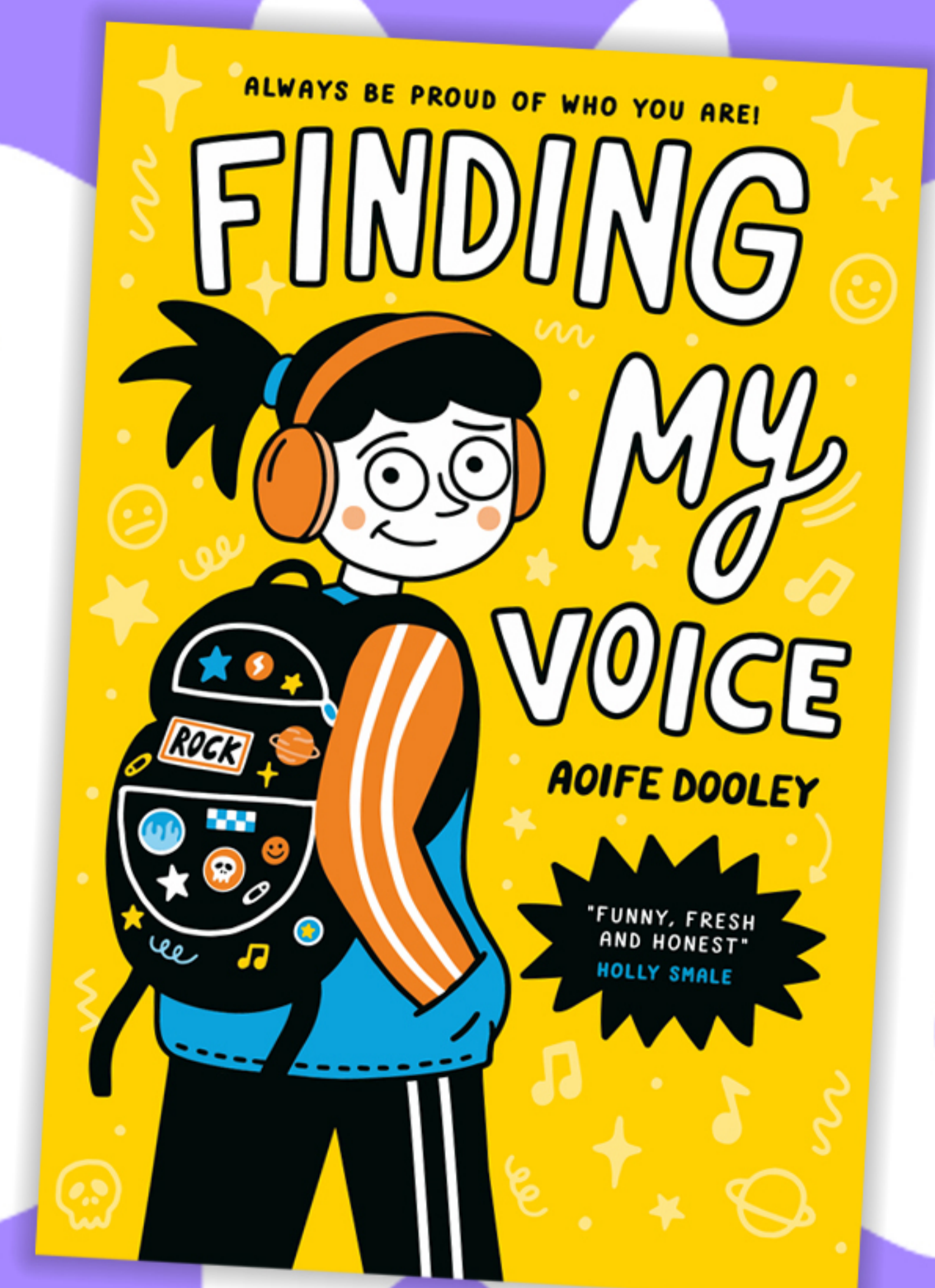
INVESTIGATORS: ALL TIDE UP

When the captain of a cruise ship is found drifting at sea, the search begins for his missing ship and passengers. Did it sink? Was it boat-napped? Are there . . . supernatural forces at play?



FINDING MY VOICE

Frankie is different, and so is her best-friend, Sam. So when they both start secondary school, it's tough. Frankie doesn't know how she'll manage, because constantly talking is how she copes. So when she gets the chance to compete in a Battle of the Bands contest, Frankie couldn't be more excited.



Best Graphic Novel for Older Readers

Are you looking for some ways to encourage your pupils to engage more deeply with the graphic novels in their age category? You might like to try one of these brilliant ideas!

Slow Looking



What?

Children can be tempted to rush through graphic novels, but using the slow-looking technique encourages readers to look more deeply. It can allow them to notice details, shift perspectives and look again, and compare their observations to those of others.

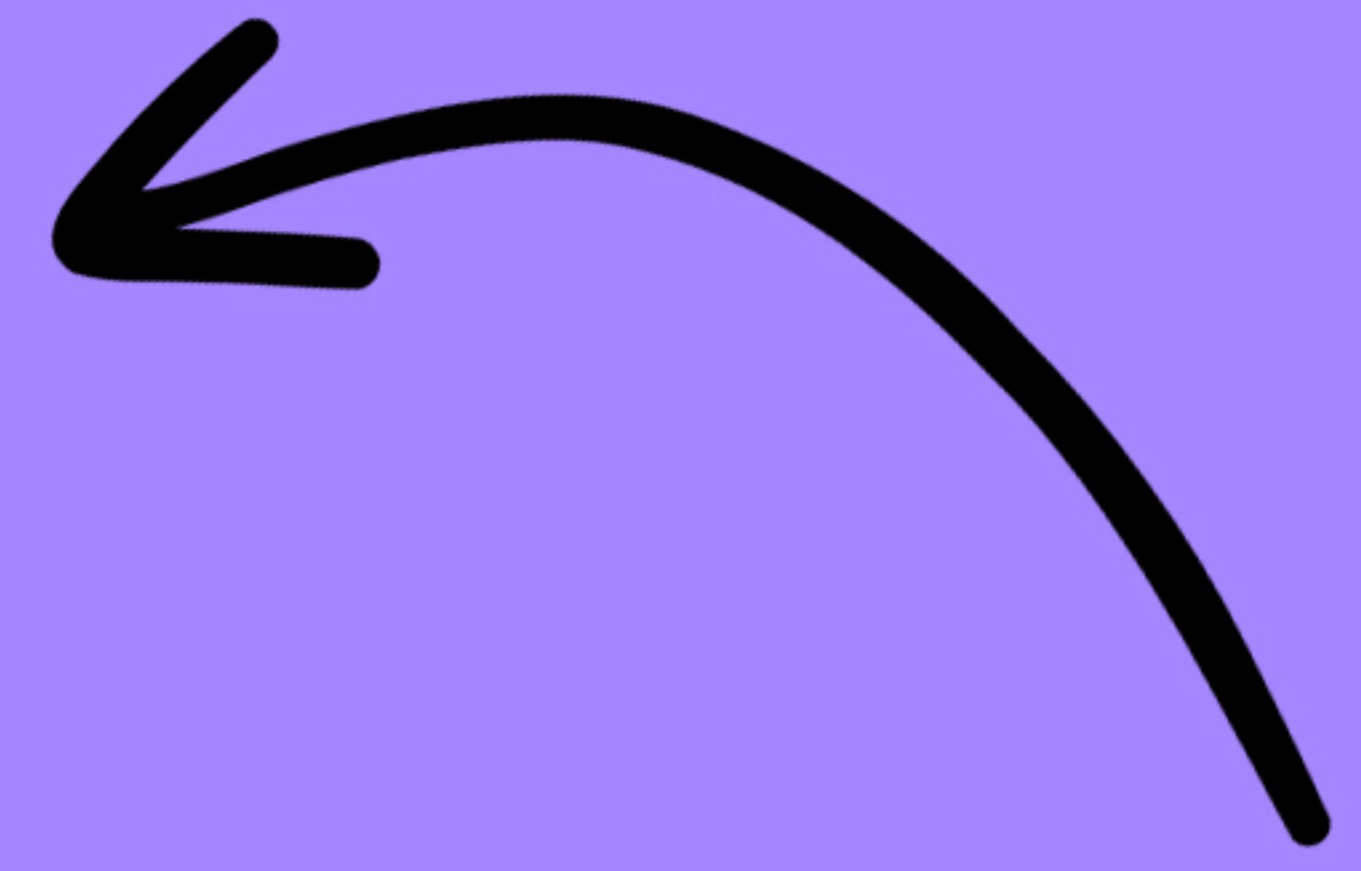
Objectives?

- Use discussion in order to learn; pupils should be able to elaborate and explain clearly their understanding and ideas.

How?

- Pick a key scene from the novel.
- Display on an interactive whiteboard or provide copies for each pupil.
- Spend 30 seconds looking at the page then list 10 words or phrases describing what they see.
- Repeat and list ten more things.
- Did we all see the same things?
- Did children notice different things according to their experiences and expectations?
- The children could then use their observations to write a narrative describing what they saw.

Comic-strip side stories



What?

The children are going to use inference and prediction to create comic-strip side stories based around one of the graphic novels. They might want to create an origins story for the main protagonist, a new adventure for a favourite character, or a sequel following on from previous events in the graphic novel.

Objectives?

- Drawing inferences such as inferring characters' feelings, thoughts and motives from their actions, and justifying inferences with evidence.
- Predicting what might happen from details stated and implied.
- Participate in discussions about books that are read to them and those they can read for themselves.

How?

- Decide which graphic novel or character they want to explore.
- Look at the actions and motives of that character. Infer why they are behaving how they are. How did they come to be like that? (origins story) OR make predictions as to what might happen to them next (side story.)
- If the pupils want to write a sequel use clues from the text to predict what might happen next in the story and get creating!



Fan Art Exhibition



What?

Host an exhibition where pupils can showcase their own fan art produced in response to the graphic novel. They might like to create a sculpture, draw a picture, create digital art, or perhaps even sew an outfit!

Objectives?

- To create sketch books to record their observations and use them to review and revisit ideas.
- to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]

How?

- Encourage pupils to look closely at the graphic novels in their category.
- Which book is their eye immediately drawn to? Is it the colours? The style? The shapes?
- Who is their favourite character? What is their favourite setting or object from the novel?
- Use the above questions to help pupils decide what their fan art may be based on.
- Create some thumbnail sketches of their chosen subject to inform a larger-scale piece of artwork. Experiment with a range of media before making a final decision.



The Graphic Novel Prize celebrates the best graphic novels for children in the UK and Ireland, voted for by kids.

We are delighted to reveal the shortlist for 2024 and celebrate the graphic novels that have captivated readers with their rich plots and captivating visual elements.

Familiarise yourself with this year's shortlist and remember, don't forget to cast your vote!

<https://shop.scholastic.co.uk/graphic-novel-prize/vote>