Engage Your Students in STEM With Graphic Novels

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11th-12th grade Social Studies teacher, LAUSD

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9th and 11th grade English Language Arts, TVUSD

Betsy Gomez

Educational content developer

Mairghread Scott

Writer, Science Comics: Robots and Drones, Batgirl, The City on the Other Side

Yehudi Mercado

Creator, Sci-Fu, Rocket Salvage, and Fun Fun Fun World

Moderator

Tracy Edmunds, M.A.Ed.

Education writer and consultant



Mairghread Scott



Writer

Science Comics: Robots and Drones
(With Jacob Chabet)

(With Jacob Chabot)

The City on the Other Side

(With Robin Robinson)

Comics: Batgirl, Guardians of the

Galaxy, Transformers

Twitter: @MairghreadScott

Yehudi Mercado



Creator:

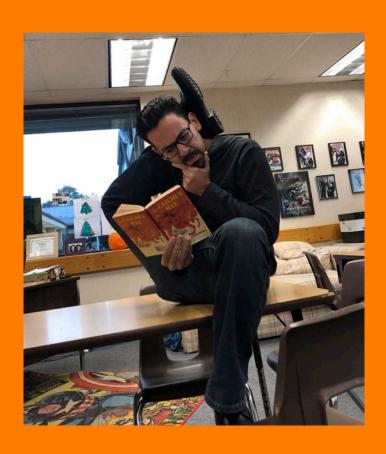
Sci-Fu Hero Hotel Rocket Salvage

(With Bachan and Jeremy Lawson)

Upcoming: Fun Fun Fun World

Twitter: @ymercado

Derek Heid



9th and 11th grade English
Language Arts
Temecula Valley Unified School
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Twitter: @dheid1

Isabel Morales



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Betsy Gomez



Educational content developer

Coordinator of Banned Books Week

Tracy Edmunds



Educational Writer, Editor, & Consultant

Graphic Novels are Elementary
on Teachers Pay Teachers

STEM: Engaging Hands-On Challenges Using Everyday Materials

(K-5 series from Teacher Created Materials)

Twitter: @TracyEdmunds

Why Comics?

- Text & images work together
- Visualization of concepts and vocabulary
- Large amount of information in a short time
- Reader controls the pace
- Sequence
- Levels of meaning

The Three E's of Comics in Education

(Josh Elder, Comics Ambassador and Founder of the nonprofit Reading With Pictures)

Engaging

Comics require readers to actively engage in making meaning from text and images.

Efficient

The comic format conveys a great deal of information in a short time.

Effective

Processing text and images together leads to better recall and transfer of learning.

Research Shows

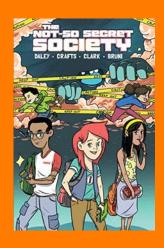
Students who read text and images together:

- –have better attitudes toward learning
- –recall information more effectively
- –transfer their learning to new problems

Comics in the Subject Areas

- Comics can make "boring" information more engaging.
- Factual information, academic vocabulary, and concepts are presented in context. The images provide detailed context/setting and visual representation of people, events, objects.
- Images can prompt emotional reactions in the reader.

Derek Recommends:



The Not-So-Secret

Society
by Matthew and Arlene Daley,
Wook Jin Clark

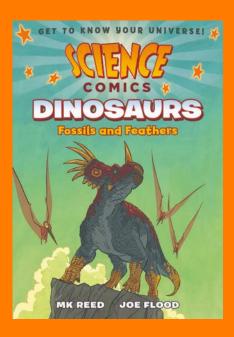


Lucy Dreaming by Max Bemis, Michael Dialynas



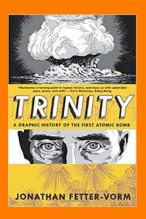
The Arrival by Shaun Tan

Mairghread Recommends:



Science Comics: Dinosaurs by MK Reed and Joe Flood

Isabel Recommends:



Trinity: A Graphic History of the First Atomic Bomb by Jonathan Fetter-Vorm



Hawking by Jim Ottaviani and Leland Myrick



The Great American

Dust Bowl

by Don Brown



The Drowned City
by Don Brown

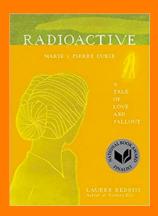


The Harlem Hellfighters
by Max Brooks



The Radium Girls
by Emmi Ginnis

Betsy Recommends:



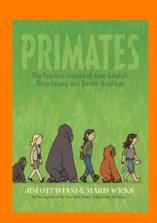
Radioactive: Marie &
Pierre Curie: A Tale of
Love and Fallout
by Lauren Redniss



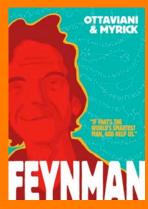
Tetris by Box Brown



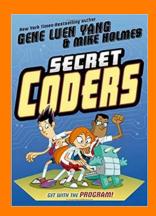
Darwin: An
Exceptional Voyage
by Fabien Grolleau and
Jeremie Royer



Primates
by Jim Ottaviani and
Maris Wicks



Feynman
by Jim Ottaviani and
Leland Myrick

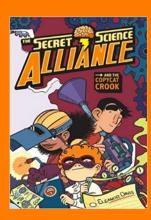


Secret Coders
by Gene Yang and Mike Holmes

Tracy Recommends:



Howtoons
by Nick Dragotta, et al.



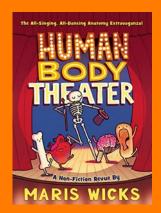
The Secret Science Alliance and the Copycat Crook
by Eleanor Davis



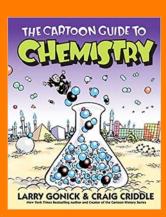
Solution Squad by Jim McClain



Stinky Cecil series by Paige Braddock



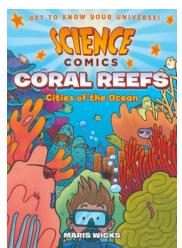
Human Body Theater by Maris Wicks

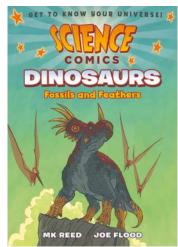


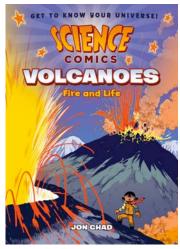
Larry Gonick's Cartoon Guides



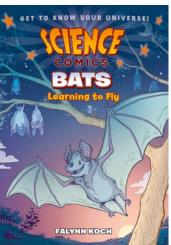


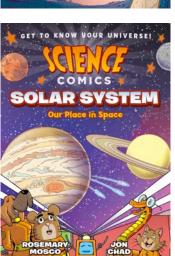


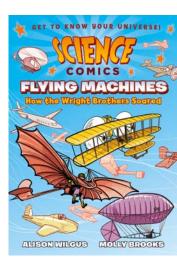


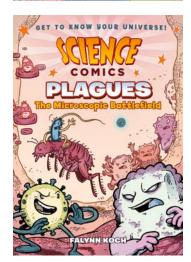


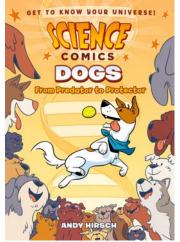


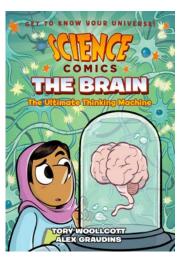












Maker Comics



