This is a selected list of graphic novels (& non-fiction). The term is generally used to describe any book written in a comic book format that follows the length and form of a novel, but may also depict historical events, great literature, or a lengthy classic comic. Graphic novels encourage reading for pleasure and are a wonderful way to get reluctant readers interested in books.

### Elementary/ Middle School:

Virginia, aided by her loyal dog Blammo and an invisible, but troublesome, gremlin, has an amazing ability to release electricity at will.
**Call Number: j741.5 Bre**

A game of street basketball called “Around the World” starts out in New York City, but takes readers literally around the globe as it continues on to Australia, China, Brazil, and eventually back to New York. Game rules are included at the end.
**Call Number: J Coy**

Twenty-one Native American storytellers retell trickster tales from diverse traditions, with different graphic artists illustrating the tales.
**Call Number: j398.2 Tri**

This comic book adaptation of H.G. Well's *The Time Machine* tells the story of a man who invents a machine that transports him far into the future.
**Call Number: J Dun**

The prime minister of England asks Sherlock Holmes and Dr. Watson for help with an important case. The two detectives must find a stolen letter that could lead to war. At least four more Sherlock Holmes titles are also available in graphic novel format.
**Call Number: J Goo**
A graphic format series presents our country’s founding fathers; one of the most famous is Benjamin Franklin, noted author, printer, politician, inventor, and diplomat, whose inventions include bifocals, the potbellied stove, and the lightning rod.
**Call Number: jB Franklin**

In this first book of a series, Amelia McBride adjusts to her parents’ divorce, a new home, a new school, and new friends; crime-fighters who “dress up in their underwear” and fight W.M.D.s (wedgies of mass destruction!)
**Call Number: j741.5 Gow**

Benny and Penny meet their new neighbor and learn that all their assumptions about her are wrong!
**Call Number: J Hay**

Esther and her grandson search for information about her parents’ last days in a WWII Nazi concentration camp. Esther tells how she escaped after her parents were captured.
**Call Number: [Holocaust] J Heu**

A day in the life of a colonial blacksmith is described in graphic novel format. The story is based on the life of a real blacksmith.
**Call Number: j682 Hil**

In book nine, Babymouse excitedly prepares to be a zombie for Halloween, but mean Felicia Furrypaws tells her the rules; girls have to wear pretty costumes, and only boys can be scary! In the end, Babymouse puts on her zombie outfit and makes her own rules!
**Call Number: J Hol**

The graphic novel format is used to relate the daily life of a farmer in ancient China, describing family activities, government, schooling, technology, and culture.
**Call Number: j931 Hol**
Jakobsen, L. (2012). *The mysterious manuscript*. Minneapolis, MN: Graphic Universe. (Grades 4-8).
This Dutch mystery series combines historical and science fiction as time-traveler Mortensen journeys to Scotland in the 1500’s to rescue a missing scientist and to find out why a manuscript from that time period contains a picture of an airplane.
Call Number: J Jak

From a graphic series on the cold war, this book describes the Korean conflict, giving an overview, and three true personal stories from the war. Also available from other Jeffrey series, *Battle for the Atlantic* (World War II), and *On the Western Front* (World War I).
Call Number: j951.904 Jef

This title teaches young artists how to create the perfect cover for their graphic novel, in easy-to-understand language with step-by-step instructions.
Call Number: j741.5 Lee

Marvel Comic greats, Stan Lee and Jack Kirby, recreate classic Norse mythology as the mighty Thor and his companions search for the Mystic Mountain to free Hogun’s people, complete a task for Odin, and defeat a dragon.
Call Number: j741.5 Lee

The first volume of an expected trilogy describes U.S. Congressman John Lewis’ lifelong struggle for civil rights. Congressman Lewis recalls meeting Martin Luther King, Jr., lunch-counter sit-ins in Nashville, and the 1963 March on Washington.
Call Number: j328.73 Lew

A graphic adaptation of Jules Verne's novel in which three men travel to the Earth’s core, and find danger, mystery, and beauty, includes a biographical sketch of Jules Verne, maps, and scientific and historical background for the novel.
Call Number: J Mac

This beginner reader series, based on the Marvel comic books, describes the six super heroes who are the Avengers using simple words and text. Also available is *This is Wolverine*.
Call Number: PJ Mac
A dramatized look at the race to the moon credits the U.S. and Russian scientists who helped bring it about. With historical and technical accuracy, it relates an era when everyone listened to Sputnik’s signal on the radio and President Kennedy urged Americans to take a lead in the space race.
**Call Number: J Ott**

George and Harold’s time-traveling Purple Potty lands them in a weird future world, where they must battle their cleverest enemies yet; their evil-twin look-alikes!
**Call Number: J Pil**

This graphic novel retells L. Frank Baum's story of a young girl who is transported over the rainbow into a magical land, and must travel to the Emerald City to return home.
**Call Number: J Pow**

Rick Riordan joins leading comic book creators to adapt the first book of his popular series, *Percy Jackson & the Olympians*. Percy learns that he is the son of the Greek god Poseidon, and he must find his Uncle Zeus’s lost lightning bolt.
**Call Number: J Rio**

Japanese mythology and history combine to tell the story of a samurai rabbit named Usagi Yojimbo, and Kusanagi, the Grasscutter – the legendary lost sword of the gods.
**Call Number: j741.5 Sak**

This memoir/graphic novel looks at Caldecott medalist Allen Say’s path to becoming an artist during WWII, when he apprenticed under Noro Shinpei, Japan's leading cartoonist. Although discouraged by his father, the great Shinpei helped Allen reach his goal.
**Call Number: jB Say**

School subjects and activities are depicted in hundreds of classic *Peanut’s* comics by Charles M. Schulz.
**Call Number: j741.5 Sch**

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Caldecott Medal winner (*The Invention of Hugo Cabret*) Brian Selznick relates the stories of Ben and Rose with over 460 drawings. Set fifty years apart, each sets out to fill their dreams, but unexpected connections develop. Ben searches for the father he's never known, and Rose seeks a mysterious actress.

**Call Number:** J Sel


Siena Siegel’s love of dance began with classes at the age of six, followed by the School of American Ballet, and many years of hard work culminating at the New York City Ballet.

**Call Number:** j792.802 Sie


Peter Parker learns that an immortal creature has been seeking him, and the very nature of his Spiderman powers comes into question; only after many desperate attempts is he able to defeat this nearly invincible enemy.

**Call Number:** j741.5 Str


In this wordless graphic novel, a man sets off to build a life for himself and his family in a new land. The surreal, shadowy, drawings reinforce the loneliness and isolation of all immigrants, but eventually, encouragement from strangers leads to his success.

**Call Number:** J Tan


While serving as set designer for a production of Moon over Mississippi, seventh-grader Callie finds as much drama offstage as on. This colorful graphic novel portrays the emotional confusion of the middle-school cast and crew as relationships start and end.

**Call Number:** j741.5 Tel

**High School:** Additional graphic novels may be found in the circulating collection on the Second Floor of the Cheng Library.

Abirached, Z. (2012). *A game for swallows: To die, to leave, to return.* Minneapolis, MI: Graphic Universe. (Grades 6-12+).

One night in 1984, Zeina and her younger brother waited in the foyer of their Beirut apartment for their parents return from a visit across that war-torn city. Black and white drawings emphasize their anxiety and terror as neighbors visit and comfort them.

**Call Number:** J Abi
Brooks, M. (2014). *The Harlem Hellfighters*. New York, NY: Broadway Books. (grades 9-12+). The first African-American troops to fight in World War I were sent to fight for France when the American Forces refused to use them in combat. This graphic novel describes the fierce fighting, heroism, and prejudice faced by the “all-colored” 369th Regiment, nicknamed the “Harlem Hellfighters” by the Germans.

**Call Number: j741.5 Bro**


**Call Number: j741.5973 Fle**

Green, J. (2010). *Great expectations: The graphic novel*. Detroit, MI: Lucent. (Grades 6-12). This graphic version of Charles Dickens’ classic novel about Pip as he seeks his fortune, is written in modern-day English. A character summary, glossary, and a brief Dickens’ biography are included.

**Call Number: J Gre**


**Call Number: j741.5 Hin**

Kudo, K. (1995). *Mai, the psychic girl. Vol.1*. San Francisco, CA: Viz Communications. (Grades 9-12+). Mai, a young, but powerful psychokinetic, doesn't think her abilities are a big deal; she uses them mainly to fight boredom. Unfortunately, a secret organization has evil plans for her powers, and Mai must fight to protect the earth. There is some nudity.

**Call Number: j741.5 Kud**


**Call Number: j973.049 Lai**


**Call Number: j822.33 McD**
Beautiful, androgynous Asher has only one friend, the lonely, tough-talking, and (possibly) bi-sexual Eulalie. The publisher tells us that *A + E 4EVER* is set “in that ambiguous crossroads where love and friendship, boy and girl, straight and gay meet… where affections aren't black and white.” (Has sexuality and strong language.)

**Call Number: J Mer**

Nick Fury, and several other villains, use the evil Weapon X Program to kidnap and enslave the X-men and Professor Xavier. Wolverine helps save the X-men as he continues to seek his past.

**Call Number: j741.5 Mil**

This graphic novel is based on the true story of an eleven-year old gang member from Chicago who appeared on the cover of Time Magazine after he shot a young girl and was later killed by members of his own gang.

**Call Number: j305.896 Ner**

When Fone Bone and his cousins, Phoney and Smiley, are run out of Boneville, they encounter strange creatures and make new friends. Smith’s whimsical humor has been compared to that of *Pogo* creator Walt Kelly.

**Call Number: j741.5 Smi**

Although blind, Matt Murdock is a talented lawyer by day and the “Daredevil, Man Without Fear” at night, who uses his heightened senses to protect the weak and innocent. In *Vol.I*, he attempts to identify and protect a mysterious baby.

**Call Number: j741.5 Smi**

The story of the Holocaust is told in comic book format, with characters portrayed as animals; Nazis are depicted as cats and Jews as mice. This frightening story of genocide is the first graphic novel to win the Pulitzer Prize.

**Call Number: [Holocaust] DS135 .P63 S68 1997**
(Grades 9-12).
A parody of Japanese martial arts anime explores how gender and appearances affect viewpoint. When Ranma gets wet, "he" changes into a "she," and everyone reacts differently to him. This is the first of at least 20 volumes. There is some nudity.
**Call Number: j741.5 Tak**

A young girl runs away but finds healing after being sexually abused by her father. This honest and powerful story may be used by counselors, teachers, and victims of abuse.
**Call Number: j741.5 Tal**

Three seemingly un-related characters show how fantasy can help one deal with real life: young knight Duncan sets out to kill an evil Frog King, greedy Gran’pa Greenbax starts a church to make money, and lowly office worker Janet responds to an email from a Nigerian prince.
**Call Number: J Yan**

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