

BUILD YOUR LIBRARY

With graphic novels by young Indigenous creators



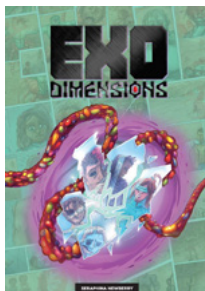
Graphic Novels

How to use Graphic Novels in your classroom

“A graphic novel’s ability to display the relationship between words and visual images simultaneously allows readers an easier path to imagine what they just read, a fundamental key to facilitating comprehension. In fact, this path seems to naturally assist students with the use of a key reading strategy, visualisation, or forming mental pictures in students’ minds, which helps students to find they are living the story as they read and therefore increase their enjoyment and understanding.”

An article in the MinneTESOL Journal

The Indigenous Literacy Foundation (ILF) is proud to have published three graphic novels in 2021, by four young and talented Indigenous authors and illustrators. This resource page provides links to a short video of the authors, giving viewers an insight and appreciation of what the novels are about.



Exo Dimensions

“Finishing the book made me feel like I had achieved something that I did by myself. I really felt complete.” SERAPHINA NEWBERRY

Written and illustrated by Seaphina Newberry from Alice Springs. Her graphic novel, Exo Dimensions, is about mutant zombies and cyborgs from a dysfunctional family. Her story demonstrates the side of families that people do not often wish to see, with a sci-fi twist and a cultural reference. Seraphina, along with Lauren and Alyssa, are the first ever Aboriginal female graphic novelists in Australian history.

Watch the video via Graphic Novelist Seraphina Newberry
<https://www.ild.org.au/stories/seraphina-newberry>



Mixed Feelings

“When it came to making a book, it blew my mind being able to do it.” DECLAN MILLER

Declan Miller is the second Aboriginal male ever to be a published graphic novelist. Writer and illustrator of Mixed Feelings, his graphic novel is about the rich and diverse culture that Alice Springs holds. It explores the “different stories and different diversity in people that I grew up with”, says Declan. Declan turned to graphic novels due to his dyslexia, and has been able to mesh his stories and art into this book.

Watch the video via Graphic Novelist Declan Miller
<https://www.ild.org.au/stories/declan-miller>



Storm Warning

“It’s been a hell of a journey and honestly I can’t wait for the next part of it.” LAUREN BOYLE

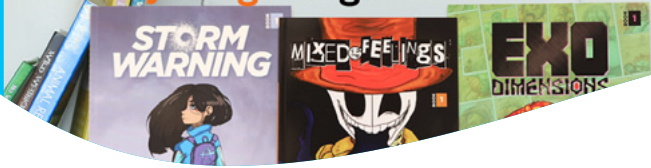
“People around me have always been my biggest inspiration.” ALYSSA MASON

Author Lauren Boyle and illustrator Alyssa Mason collaborated on the incredible Storm Warning. The novel is about zombies, natural disasters, climate change, human mistakes, and friendship. The pair met before this process, and they worked together to create the ideas for the story. Reflecting on the novel, Lauren believes that “I hope people take away that we have to look after our planet a bit better, because we only have one.” Alyssa explains how much fun she had in the process. “Working with other artists was, without a doubt, the best experience in my life” she says.

Watch the video via Graphic Novelist Lauren Boyle and Alyssa Mason
<https://www.ild.org.au/stories/lauren-boyle-alyssa-mason>

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From a 'novel' idea to creating StickMob Studio



In 2018 Declan, Seraphina, Alyssa and Lauren's teacher contacted the ILF to see if they could support the group to create and publish their novels.

The ILF set up a series of workshops with Wolfgang Byslma, editor in chief of Gestalt Publishing, Brenton McKenna, Australia's first Indigenous graphic novelist and author of the 'Ubby' Underdog series, and Justin Randall, award winning graphic novelist, author and illustrator, to help the students design, write and illustrate their stories.

Held throughout 2018 and 2019, these workshops proved invaluable in providing feedback on stories, encouragement and support, as well as skill sharing.

A highly anticipated book launch took place on 6 August 2021 in Mparntwe (Alice Springs). You can watch the launch here:

Watch the video via Launching Three Graphic Novels
<https://www.ild.org.au/stories/launching-graphic-novels>

Passionate about graphic novels and keen to share their

knowledge and expertise, Declan, Seraphina, Alyssa and Lauren have since formed a company, StickMob, whose focus is producing graphic novels and mentoring other young budding writers and illustrators.

How you can use the Graphic Novels in your classroom

In a recent interview, Declan shared that *"I have a rare case of dyslexia. When I was younger, I couldn't express myself through words. So, I turned to my art, to graphic novels."*

Assisting comprehension through graphic novels

There is increasing data to suggest that graphic novels assist all students, and especially language learners and those with dyslexia, with comprehension.

These three graphic novels are an ideal classroom resource to engage all students including those who may struggle with comprehension. Check out the links below for ideas on how to use graphic novels for students in the classroom.

1. To Assist Students with Dyslexia, via Reading Comprehension through Graphic Novels
2. Exploring formatting, literary themes, and creative writing, via How To Teach Graphic Novels
3. Other great tips about Raising Super Readers with Graphic Novels.

Create your own graphic novels individually or as a class

Why not encourage your students to make a second edition to the graphic novel they relate to best or even create a new one as a class. Declan Miller has created a special online 15 minute workshop to prepare your students for creating their own graphic novel story and illustrations.

At \$2 per student, it is a fabulous way to kick start their creative juices and get them started.

Watch the Workshop via Comic basics with Bob and the Box at <https://www.ild.org.au/product/declanmiller>

"We helped as much as we could but a lot of the fun I got from it was seeing their creativity breathe and explode on the page." Mentor and graphic artist, Justin Randall