

Endangered Animal Graphic Novel Rubric

Categories	4	3	2	1
Content	Uses descriptive language and tells many accurate facts about the animal, its habitat, how it survives, how it is threatened and how we can protect it. Also tells about something unique about the animal.	Tells mostly accurate facts about the animal, its habitat, how it survives, how it is threatened and how we can protect it.	Tells facts, some accurate, about the animal, its habitat, how it is threatened.	Does not provide any accurate facts about the animal or its habitat. Does not tell how it is threatened or how it can be protected.
Style and Technique	Uses a lot of details, descriptive language, appropriate images and a good balance of speech bubbles, captions and special effects text in the comic. The pages are interesting and colorful. It is very clear which characters are "speaking."	Uses some details, appropriate images and uses speech bubbles, captions and special effects text in the comic to help tell the story. It sometimes clear which characters are "speaking."	Uses few details. Some images are appropriate. Uses a few speech bubbles and captions. It is not clear which characters are "speaking."	Images do not help tell the story and there are few or no speech bubbles or captions.
Conventions	The pages are easy to read and attractive to look at. Student knows how to use filters, options and details to make the pages interesting and to add to the effectiveness of their storytelling.	Pages are easy to read and attractive to look at. Student knows how to use some options and details to make the pages more interesting.	Pages are sometimes confusing to read and the options and details do not add to the story.	Pages are confusing and options and details add to the confusion.
Mechanics	The author shows consistent accuracy in spelling, grammar, and punctuation.	The author shows general accuracy in spelling, grammar, and punctuation.	The author shows some accuracy in spelling, grammar, and punctuation.	The author shows limited accuracy in spelling, grammar, and punctuation.

Graphic Novel Rubric

Karen W. Gavigan, Mindy Tomasevich



Graphic Novel Rubric:

Teaching Graphic Novels in the Classroom Ryan J. Novak, 2021-09-23 Teaching Graphic Novels in the Classroom describes different methods teachers may use to begin teaching graphic literature to new readers The first chapter of the book is dedicated to the history of the medium and runs from the earliest days of comic books through the growing popularity of graphic novels It includes profiles of early creators and the significance of certain moments throughout the history that chart the evolution of graphic literature from superheroes to award winning novels like Maus Chapters 2-8 focus on different genres and include an analysis and lessons for 1-2 different novels creator profiles assignments ways to incorporate different media in connection with each book chapter summaries discussion questions and essay topics Chapter 9 is the culminating project for the book allowing students to create their own graphic novel with guidance from the writing process to creating the art Grades 7-12 Worth A Thousand Words Meryl Jaffe, Talia Hurwich, 2018-12-27 Use graphic novels to teach visual and verbal literacy While our kids today are communicating outside the classroom in abbreviated text bursts with visual icons teachers are required to teach them to critically listen think and read and write complex texts Graphic novels are a uniquely poised vehicle we can use to bridge this dissonance between student communication skills and preferences with mandated educational goals Worth a Thousand Words details how and why graphic novels are complex texts with advanced level vocabulary and demonstrates how to read and analyze these texts It includes practical advice on how to integrate these books into both ELA and content area classrooms and provides an extensive list of appropriate graphic novels for K-8 students lesson suggestions paired graphic prose reading suggestions and additional resources for taking these texts further Provides research to back up why graphic novels are such powerful educational tools Helps you engage diverse student learners with exciting texts Shows you how to make lessons more meaningful Offers advice on implementing new literary mediums into your classroom Perfect for parents and teachers in grades K-8 Worth a Thousand Words opens up an exciting new world for teaching children visual and verbal literacy **Project-Based Activities, Grades 6 - 8** Schyrlet Cameron, Carolyn Craig, 2017-01-03 Build teamwork enhance communication and refine critical thinking with Mark Twain Project Based Activities for sixth eighth grades The exercises in this book require students to collaborate while creating graphic novels virtual systems book trailers school brochures and more To achieve success it is essential to work together to accomplish goals both in and out of the classroom Project Based Activities promotes teamwork while challenging students to create unforgettable story characters utilize informational text write argumentative essays cite sources use explanatory writing write book reviews Mark Twain Media Publishing Company provides engaging supplemental books and eye catching decorations for middle grade and upper grade classrooms This product line is designed by leading educators and features a variety of subjects including history fine arts science language arts social studies government math and positive behavior Teacher Guide for This Place: 150 Years Retold Christine M'Lot, 2021-10-20 The graphic novel This Place 150 Years

Retold includes a variety of historical and contemporary stories that highlight important moments in Indigenous and Canadian history. Written by Anishinaabe educator Christine M. Lot, the Teacher Guide for *This Place 150 Years Retold* offers 12 comprehensive lessons that support teachers in introducing students to the unique demographic, historical, and cultural legacy of Indigenous communities and exploring acts of sovereignty and resiliency using circle pedagogy to show the interconnectedness of ideas and topics primarily in the form of the medicine wheel, infusing Indigenous pedagogical practices such as working with others seeking holism in understanding and learning through storytelling, engaging students in understanding and encouraging them to embrace differing worldviews. NEW! Incorporating the *This Place* CBC podcast when studying the graphic novel. Lessons in this teacher guide are appropriate to Grades 9-12 English, Grade 11 Global Issues, and Grade 12 Current Topics in First Nations, Métis, and Inuit Studies classes. They are also adaptable to relevant university or college courses.

Graphic Novels Now Francisca Goldsmith, 2005-08-15 In 1992 *Maus*, a graphic novel by Art Spiegelman, won the Pulitzer Prize. The genre has been growing ever since, appealing to the visually oriented Gen X and Gen Y, as well as to reluctant readers of all ages seeking alternative viewpoints and anyone willing to take both image and word into consideration. *Graphic Novels Now* helps librarians new to the genre with all the key issues related to these unique books. Expert author Francisca Goldsmith shares smart advice from how to develop a well-rounded collection by finding reviews and reliable publishers and distributors to shelving catalog.

Digital Content Creation in Schools Karen S. Ivers, Ann E. Barron, 2014-12-17 Discover how digital content creation supports 21st-century learning, providing new insights into organizing, synthesizing, and evaluating information. This practical guide will make it easy for you to engage your students through this powerful communications medium. Digital content creation supports the Common Core State Standards (CCSS) and 21st-century learning skills by helping students use their knowledge to analyze, create, solve problems, communicate, collaborate, and innovate. This update of the popular *Multimedia Projects in Education*, Fourth Edition, emphasizes digital content creation and the use of the CCSS as benchmarks to help you create cutting-edge classroom instruction. The book begins by presenting research on student learning through multimedia and digital content creation. This introduction is followed by outlines of each stage of the practical, easy-to-use Decide-Design-Develop and Evaluate (DDD-E) model, which is designed specifically for classroom use. Content also includes discussion of multiple intelligences, constructivist learning, and cooperative grouping. Blackline masters to guide you and your students through the DDD-E process and assessment and management strategies. In addition, you'll find sample activities using an array of development tools, information on mobile and web apps, and numerous other resources to support digital projects in your classroom. The book, which is most applicable to students in grades 4 through 12, will also serve as an ideal resource for media specialists who work with teachers and students.

The Cambridge History of the Graphic Novel Jan Baetens, Hugo Frey, Stephen E. Tabachnick, 2018-07-19 The *Cambridge History of the Graphic Novel* provides the complete history of the graphic novel from its origins in the nineteenth

century to its rise and startling success in the twentieth and twenty first century It includes original discussion on the current state of the graphic novel and analyzes how American European Middle Eastern and Japanese renditions have shaped the field Thirty five leading scholars and historians unpack both forgotten trajectories as well as the famous key episodes and explain how comics transitioned from being marketed as children s entertainment Essays address the masters of the form including Art Spiegelman Alan Moore and Marjane Satrapi and reflect on their publishing history as well as their social and political effects This ambitious history offers an extensive detailed and expansive scholarly account of the graphic novel and will be a key resource for scholars and students

The Power of Scriptwriting!—Teaching Essential Writing Skills through Podcasts, Graphic Novels, Movies, and More Peter Gutiérrez,2013 This dynamic resource offers teachers a new way to energize the teaching of writing while also meeting Common Core State Standards The author draws on his unique background in education and media to provide this all in one resource to help teachers use the versatility of scriptwriting to motivate students and support literacy skills across the disciplines Each chapter covers a different medium outlining the writing skills required and providing practical tips sample projects standards alignment and strategies for differentiated instruction Book Features The rationale curricular connections lessons and projects to help teachers incorporate scriptwriting into their existing writing curriculum Suggestions for using assignments in the disciplines to process content and exhibit understanding Authentic connections to students in school and out of school literacies Easy to use sections such as Why Teach This Skills Focus Literacy Across the Disciplines and The Writing Process Robust differentiated instruction including specific strategies for English language learners and below level students QuickStart lesson launchers to help both teachers and students become comfortable and have fun with scriptwriting immediately Appendices with Additional Resources Revision Checklists Writing Rubrics and a glossary of Media and Script Terms Guti rrez brings a wealth of experience and insight on the practices involved in crafting stories using language images sound and multimedia By taking mass media and popular culture seriously this book adds essential dimensions to learning literacy and language arts education Renee Hobbs Founding Director and Professor in the Harrington School of Communication and Media at the University of Rhode Island I am overjoyed to read *The Power of Scriptwriting* Peter Guti rrez s extensive background makes him the perfect person to provide educators with all of the necessary guidance tools and instruction they will need to feel comfortable incorporating scriptwriting into the classroom This book is a long overdue addition to the world of new literacy where media and technology already have our students attention Tell your librarian to get several copies for your professional collection I highly recommend it Frank Baker media literacy consultant Media Literacy Clearinghouse Peter Guti rrez has worked both as an English and social studies teacher and as a professional scriptwriter As an educational consultant his clients include Pearson Scholastic Education and Sesame Workshop

Increasing Visual Literacy and Critical Thinking Skills through Graphic Novels Rebecca Maldonado,Jason DeHart,2023-05-01 In order for students to reap the

benefits of graphic novels teachers need to first incorporate them into their classrooms Graphic novels are not only a viable option to improve student retention of literature but also the cornerstone of several potential lesson plans The multimodal nature of graphic novels allows teachers to shape their lessons in new directions When the validity of graphic novels is no longer a question students and teachers alike will discover the countless benefits of multimodal learning

The Common Core in Action Deborah J. Jesseman, 2015-06-19 This book addresses Common Core State Standard curriculum resources to assist the school librarian in collaborating with classroom teachers Librarians are being asked to understand the Common Core State Standards CCSS and their implications to programming and instruction as well as to collection development planning Using lesson plans originally published in School Library Monthly this title builds upon them adding many additional plans that address CCSS issues The plans will help you implement the standards and can also be used as stepping stones to facilitate planning conversations and collaboration with teachers to co teach lessons correlated with the standards The book begins with an overview of the CCSS what they are how are they different from the content standards and what the implications are for schools where the state has adopted them including what the CCSS mean for collection development It then goes on to explore the opportunities the CCSS present for the school librarian looking at how you can become a leader in employing the process The majority of the book is devoted to reproducible lesson plans organized by curricular area or topic and grade level for ease of use

Handbook of Research on Innovative Techniques, Trends, and Analysis for Optimized Research Methods Wang, Viktor, Reio Jr., Thomas G., 2017-12-30 Information acquisition and management has always had a profound impact on societal and organizational progression This is due to higher education programs continuously expanding students and academics being engaged in modern research and the constant evaluating of current processes in education for optimization for the future The Handbook of Research on Innovative Techniques Trends and Analysis for Optimized Research Methods is a comprehensive reference source focused on the latest research methods currently facing educational technology and learners While highlighting the innovative trends and methods readers will learn valuable ways to conduct research and advance the understanding of ideas based on the results of their research This publication is an important asset for teachers researchers practitioners and graduate students looking to gain more knowledge on research trends and their applications

Improving Learning Through Assessment Rubrics: Student Awareness of What and How They Learn Gonsalves, Chahna, Pearson, Jayne, 2023-08-14 Assessment by rubrics has emerged as a tool with great potential to guide successful student learning from a competency based approach Rubrics as instruments that make it possible to share the criteria for carrying out learning and assessment tasks with students are excellent roadmaps for student learning largely because they allow students to know what they are expected to do and what they are expected to achieve by carrying out the learning tasks Improving Learning Through Assessment Rubrics Student Awareness of What and How They Learn contributes to the improvement of what is being evaluated by identifying the strengths as well

as the weaknesses of the didactic use of rubrics in the assessment of university learning The book also provides a set of theoretical issues methodological elements and practical resources for the assessment of university learning using rubrics Covering topics such as active learning self assessment and teacher identity this reference work is ideal for administrators policymakers researchers scholars academicians practitioners educators and students Teaching Black Speculative Fiction KaaVonia Hinton,Karen Michele Chandler,2024-03-18 Teaching Black Speculative Fiction Equity Justice and Antiracism edited by KaaVonia Hinton and Karen Michele Chandler offers innovative approaches to teaching Black speculative fiction e g science fiction fantasy horror in ways that will inspire middle and high school students to think talk and write about issues of equity justice and antiracism The book highlights texts by seminal authors such as Octavia E Butler and influential and emerging authors including Nnedi Okorafor Kacen Callender B B Alston Tomi Adeyemi and Bethany C Morrow Each chapter in Teaching Black Speculative Fiction introduces a Black speculative text and its author describes how the text engages with issues of equity justice and or antiracism explains and describes how one theory or approach helps elucidate the key text s concern with equity justice and or antiracism and offers engaging teaching activities that encourage students to read the focal text that facilitate exploration of the text and a theoretical lens or critical approach and that guide students to consider ways to extend the focus on equity justice and or antiracism to action in their own lives and communities Handbook of Research on Scholarly Publishing and Research Methods Wang, Viktor,2014-12-31 For faculty to advance their careers in higher education publishing is essential A competitive marketplace strict research standards and scrupulous tenure committees are all challenges academicians face in publishing their research and achieving tenure at their institutions The Handbook of Research on Scholarly Publishing and Research Methods assists researchers in navigating the field of scholarly publishing through a careful analysis of multidisciplinary research topics and recent trends in the industry With its broad practical focus this handbook is of particular use to researchers scholars professors graduate students and librarians

Exploring Comics and Graphic Novels in the Classroom DeHart, Jason D.,2022-08-19 Art can be used in education to assist in engagement comprehension and literacy For years comics and graphic novels have been written off as simple sources of entertainment However comics and graphic novels have tremendous value when utilized in the classroom as unique texts that can be approached philosophically and cognitively Exploring Comics and Graphic Novels in the Classroom highlights voices from a number of disciplines in education showcasing research and practice using both popular and lesser known examples of comics across time in terms of publishing history and across geographic contexts It explores comics from multiple viewpoints to share the efficacy of these texts in descriptive narrative and empirical ways Covering topics such as intersectional identity representation sequential visual art and critical analysis this premier reference source is a dynamic resource for educational administrators teacher educators preservice teachers faculty of both K 12 and higher education librarians teaching artists researchers and academicians **The Cambridge Companion to the American Graphic**

Novel Jan Baetens, Hugo Frey, Fabrice Leroy, 2023-09-28 The Cambridge Companion to the American Graphic Novel explores the important role of the graphic novel in reflecting American society and in the shaping of the American imagination Using key examples this volume reviews the historical development of various subgenres within the graphic novel tradition and examines how graphic novelists have created multiple and different accounts of the American experience including that of African American Asian American Jewish Latinx and LGBTQ communities Reading the American graphic novel opens a debate on how major works have changed the idea of America from that once found in the quintessential action or superhero comics to show new different intimate accounts of historical change as well as social and individual personal experience It guides readers through the theoretical text image scholarship to explain the meaning of the complex borderlines between graphic novels comics newspaper strips caricature literature and art The Jewish Graphic Novel Samantha Baskind, Ranen Omer-Sherman, 2010 The Jewish Graphic Novel is a lively interdisciplinary collection of essays that addresses critically acclaimed works in this subgenre of Jewish literary and artistic culture Featuring insightful discussions of notable figures in the industry such as Will Eisner Art Spiegelman and Joann Sfar the essays focus on the how graphic novels are increasingly being used in Holocaust memoir and fiction and to portray Jewish identity in America and abroad **Standards-based Activities with Scoring Rubrics: Performance-based projects**, 2002 **Connecting Comics to Curriculum** Karen W. Gavigan, Mindy Tomasevich, 2011-09-29 Here is the essential guide for librarians and teachers who want to develop a quality curriculum based graphic novel collection and use its power to engage and inform middle and high school students Connecting Comics to Curriculum Strategies for Grades 6 12 provides an introduction to graphic novels and the research that supports their use in schools The book examines best curriculum practices for using graphic novels with students in grades 6 12 showing teachers and school librarians how they can work together to incorporate these materials across the secondary curriculum Designed to be an essential guide to harnessing the power of graphic novels in schools the book covers every aspect of graphic novel use in libraries and classrooms It illuminates the criteria for selecting titles explores collection development strategies and suggests graphic novel tie ins for subjects taught in secondary schools One of the first books to provide in depth lesson plans for teaching a variety of middle and high school standards with graphic novels the guide offers suggestions for differentiating instruction and includes resource lists of recommended titles and websites **Project Based Learning in Real World U.S. History Classrooms** Diana B. Turk, Stacie Brensilver Berman, 2024-08-01 Project Based Learning in Real World U S History Classrooms demonstrates how a project based learning approach can enrich and enliven the learning and teaching of U S history for middle and secondary level students It offers rich pedagogically innovative and academically rigorous project based learning units that can help students connect with and deeply understand key events and trends in U S history For each major topic that is covered in U S history classrooms this volume shows how rich historical material can be made accessible and exciting to a wide range of student learners using projects that engage them

critically imaginatively and analytically This book is essential reading for pre service and practicing teachers in Social Studies Education History Education and Secondary Education

Whispering the Secrets of Language: An Mental Quest through **Graphic Novel Rubric**

In a digitally-driven world wherever monitors reign supreme and instant interaction drowns out the subtleties of language, the profound secrets and psychological subtleties concealed within phrases frequently move unheard. However, located within the pages of **Graphic Novel Rubric** a interesting fictional prize pulsating with raw emotions, lies an exceptional journey waiting to be undertaken. Composed by a talented wordsmith, this charming opus attracts viewers on an introspective trip, gently unraveling the veiled truths and profound affect resonating within the very fabric of every word. Within the psychological depths of the touching evaluation, we will embark upon a honest exploration of the book is core subjects, dissect its charming writing design, and yield to the powerful resonance it evokes heavy within the recesses of readers hearts.

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