



# A GRAPHIC NOVEL BOOK CLUB GUIDE

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# START A GRAPHIC NOVEL BOOK CLUB IN YOUR LIBRARY

**Interested in starting a graphic novel book club at your library but not sure where to start? This guide includes general tips for getting started plus title specific discussion questions to help make your first book club meeting a success!**

This guide was created by Tina Lerno. Tina is a librarian for the City of Los Angeles and part of the library's digital content team. Before becoming a librarian, Tina earned a degree in art from UCLA and worked in the world of television animation doing color design on shows such as Harold and the Purple Crayon, Jackie Chan Adventures, and the Boondocks. Tina is the past chair of the GGNFTs committee for YALSA and past co-chair of the GNCRT conference and conventions planning committee. She has advocated for comics at San Diego CC, New York CC and Los Angeles CC, where she spoke about the need for comics advocacy in libraries.

## TIPS FOR GETTING STARTED

- **Think of your goals for the discussions and be prepared to scale back if the kids aren't as engaged as you would like.**
- **Set ground rules for the discussion. Does everyone get a turn to answer each question?**
- **Be prepared to answer all the questions yourself.**
- **Always keep the sessions short—an hour or less.**
- **Jot down notes as you read to help remember the story.**
- **Have a portion of the time dedicated to a more physical activity such as drawing or acting out a scene from the story.**

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**NEED HELP PICKING YOUR FIRST BOOK? READ ON FOR SOME IDEAS!**

# THE MOTH KEEPER



## ABOUT THE BOOK

**Anya is finally a Moth Keeper, a protector of the lunar moths that allow the Night-Lily flower to bloom once a year. Her village needs the flower to continue thriving, and Anya is excited to prove her worth and show her thanks to her friends with her actions. But what happens when being a Moth Keeper isn't exactly what Anya thought it would be?**

Night after night, it is lonely in the desert with only one lantern for light. Still, Anya is eager to prove her worth, to show her thanks to her friends and her village. But is it worth the cost? When Anya glimpses the one thing that could destroy what she's meant to protect, her village and the lunar moths are left to deal with the consequences.

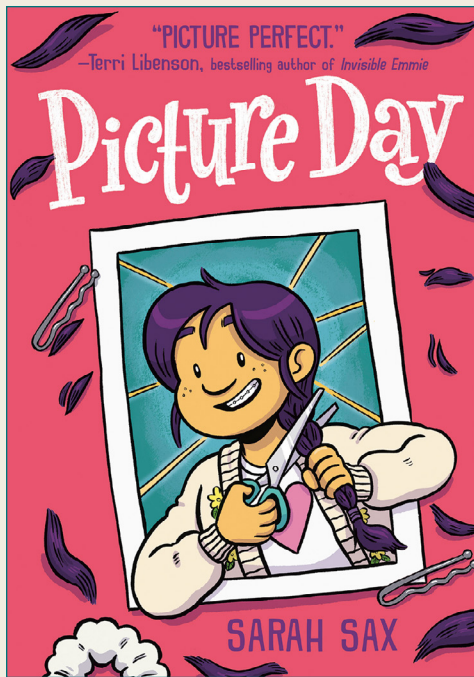
K. O'Neill brings to life a beautifully illustrated fantasy with lush, gorgeous art and intricate world-building. A story about coming of age and community, *The Moth Keeper* is filled with magic, hope, and friendship.

**Themes:** Fairy Tales & Fables, Fantasy, Responsibility, Friendship, Self-Esteem

## DISCUSSION QUESTIONS

1. Storytelling plays a big part in *The Moth Keeper*. What are some of the ways that telling stories brings people together?
2. Does working with a partner, like Anya does with Estell, make a task more fun? Do you prefer working alone or as part of a team?
3. The artwork in *The Moth Keeper* uses color very effectively. How did the colors make you feel? Warm or cold? Happy or sad?
4. It seems like Anya has had to make some big choices in her life. Have you ever had to make a choice that was scary?
5. Daytime and nighttime are so separate in this story. Which do you prefer? If you could choose to live permanently in day or night, which would you pick, and why?
6. Can you describe what Anya feels when she sees the people in the daytime?
7. Describe a favorite daytime activity and a favorite nighttime activity.
8. Do you have a favorite animal? Are they active during the day or night?
9. The people in the villages are all part animal. How is this shown?
10. Would you want to be part animal? If so, which animal?
11. Have you ever been afraid of the dark? Did you think Anya did a good job of trying to make herself less scared? What would you have done?
12. Do you have any unanswered questions about *The Moth Keeper*?

# PICTURE DAY



## ABOUT THE BOOK

**Seventh grader Viv never looks forward to picture day. It's just another day where she wears a boring braid and no one notices her. (Her two best friends, Milo and Al, don't count, of course.)**

But enough is enough. This year, she's taking matters into her own hands. Literally. Viv grabs a pair of scissors, her phone for live-streaming, and, well, bye-bye braid.

Suddenly Viv is an overnight influencer at Brinkley Middle School. Everyone wants her help planning their next big moment—from haircuts to dance proposals, activist rallies, and mathlete championships. She hardly even has time for her friends anymore. It's exactly how she dreamed of reinventing herself . . . right?

In the tradition of modern classics like Vera Brosgol's *Be Prepared*, Svetlana Chmakova's *Awkward*, and Kayla Miller's *Click*, *Picture Day* brings answers to perennial questions of what it means to be true to yourself—and a true friend.

**Themes:** Friendship, Coming of Age, Self-Esteem, Peer Pressure, Reluctant Readers

## DISCUSSION QUESTIONS

1. In *Picture Day*, Viv does something drastic right before a big event. Is that something you would do? Does it sound scary or thrilling?
2. What are some pros and cons of using social media?
3. Do you feel like you were forced to use social media before you were ready?
4. The friends get into a big fight and stop hanging out. What could Viv have done differently to avoid the blowup?
5. Are there people in your life you could ask to help with an idea or project?
6. Viv's mom is very supportive. Do you think the adults in your life would freak out if you did something so drastic?
7. Milo looks up to his older brother and turns to him for guidance. Do you have a mentor in your life?
8. The artwork in this book is bold and bright. How does it aid in storytelling? Do you need both art and text to have a complete picture of the story?
9. Were you satisfied with the ending? If you weren't, how would you have resolved things?

# GRACE NEEDS SPACE!



## ABOUT THE BOOK

Grace is **SO EXCITED** to fly a freighter from her home space station (and away from her **BORING** mother Evelyn) to a faraway moon! Plus, she'll get some quality time with her **FUN** mom Kendra—something Grace definitely needs. Finally, a real adventure that Grace can get excited about while the rest of her space station friends go away for their summer vacations.

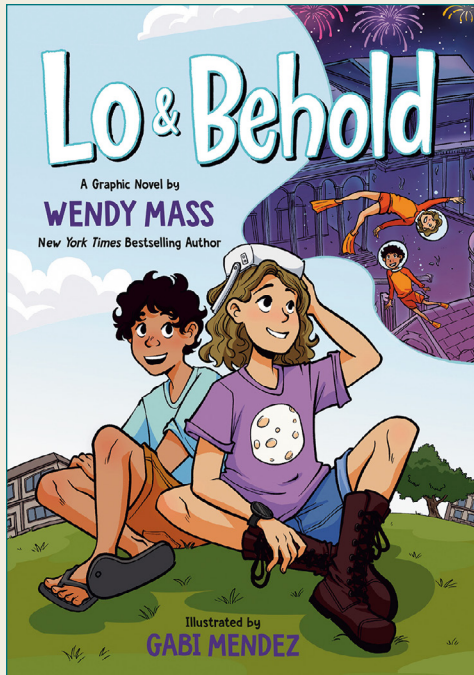
But when Kendra is too focused on work, Grace's first big trip suddenly becomes kind of lonely. Grace had so many plans for fun. But all it takes is one quick decision to explore the moon by herself before Grace's adventure suddenly becomes not so out of this world at all. With her mom mad at her, Grace wants nothing more than to return home. Then their ship breaks down. Will Grace be able to get through to her mom and save their trip in the end?

**Themes:** Acceptance & Belonging, Responsibility, Family & Relationships, Cooperation & Teamwork, Space

## DISCUSSION QUESTIONS

1. Do you think it would be lonely living on a space station? What do you think would be fun about it? What do you think would be difficult?
2. Grace thinks her time with Ba will be spent differently, and she is very disappointed. Have you ever been in a situation where things didn't go as planned? Did you get mad? Sad?
3. Grace wanders away from her parent and then joins a school group on a field trip! Why do you think she does this? Would you be scared?
4. Grace gets into trouble for her unplanned field trip. Do you think she was fully at fault, or does it feel like her mom should have been paying more attention?
5. Grace's parents share custody of her after a divorce. How does Grace feel about the arrangement?
6. Would you like to live in space or on a spaceship? Why or why not?
7. Does the artwork capture what you think space and living in space might be like?
8. Were you satisfied with the ending? If you weren't, how would you have resolved things?

# LO & BEHOLD



## ABOUT THE BOOK

When you're named after a 250-year-old tortoise, you grow up believing life is full of possibilities and wonder. But ever since Addie's family got turned upside down, those things have been harder for her to see.

The last thing Addie wants to do is make a new friend, but when her dad's summer job takes them across the country, she meets Mateo and finds herself caught up in an exciting project. With the help of a virtual reality headset, she's suddenly scaling castle walls, dodging angry kittens, and seeing the world in whole new ways. Plus, she has an idea that could be bigger than anything she's imagined before, but can she right some wrongs first . . . or is it too late?

**Themes:** Family & Relationships, Friendship, Girl Interest, Contemporary Issues/Social Problems, Forgiveness

## DISCUSSION QUESTIONS

1. Trees play an important part in this story. Do you have a favorite tree or favorite place in nature to visit?
2. Tortoises also play an important part in this story. Do you have a favorite animal or a favorite toy that has helped you?
3. Does the art help propel the story? Does it set the mood and help you better understand the characters and their stories?
4. The job of futurist sounds really fun! What kinds of things do you see in our future? Can you make a prediction for ten years in the future, about yourself and about technology?
5. What do you think of "paying it forward"? Would you do something like Mateo did and put dollar bills in books? What are some other small ways to make a big difference?
6. Having a secret or concealed family situation can be a big burden to carry. Do you think drawing or writing in a journal helps? Does it help Addie?
7. Are there people in your life you could ask to help with an idea or project?
8. Were there events in the book that left you with unanswered questions? Did you guess what happened with Addie's mom? Or Mateo's brother? Did the artwork help to explain the events?
9. Were you satisfied with the ending? If you weren't, how would you have resolved things?
10. Have you ever wanted to go to the moon? What big dreams do you have, and do you see yourself following through? How could you? Is it okay for a dream to just be that?

# MORE GRAPHIC NOVELS TO ADD TO YOUR BOOKSHELF

