

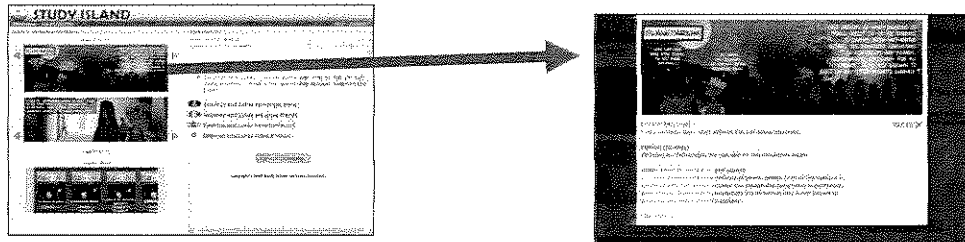


STUDY ISLAND

Graphic Novels: Implementation Suggestions

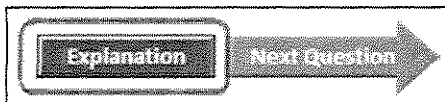
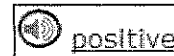
Helpful Hints:

- Have students take in Test Mode until they are more comfortable with the Graphic Novel format.
- Click on a box to make the font big

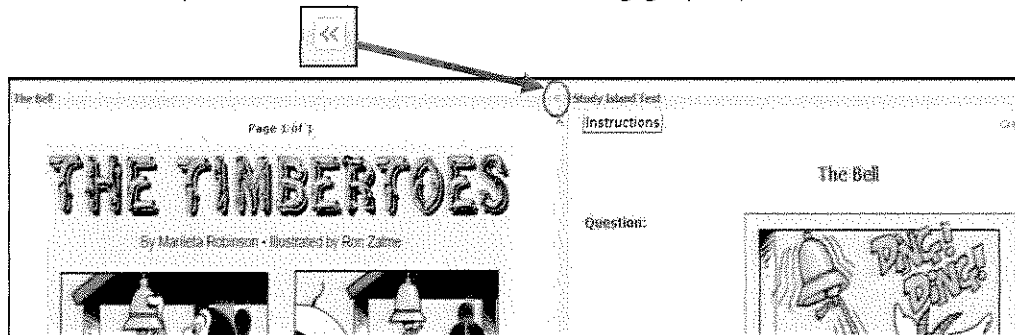


- Teach students some computer tricks before they start taking a test. Show them how to:

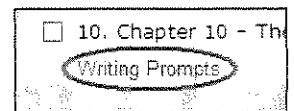
- Hover the mouse arrow over the text-to-speech icon to activate it.
- View the "Explanation" after they answer a question.



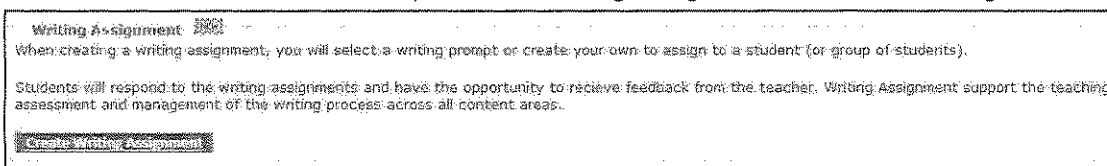
- "Open/Close" the novel.
 - Most questions come with the correlating graphic, so the novel can be kept closed.



- Review what happened in the last chapter before you read the next.
- Don't forget! Graphic Planet and The World as You Know It have writing prompts.
- **NEW** v3 Enhancements:




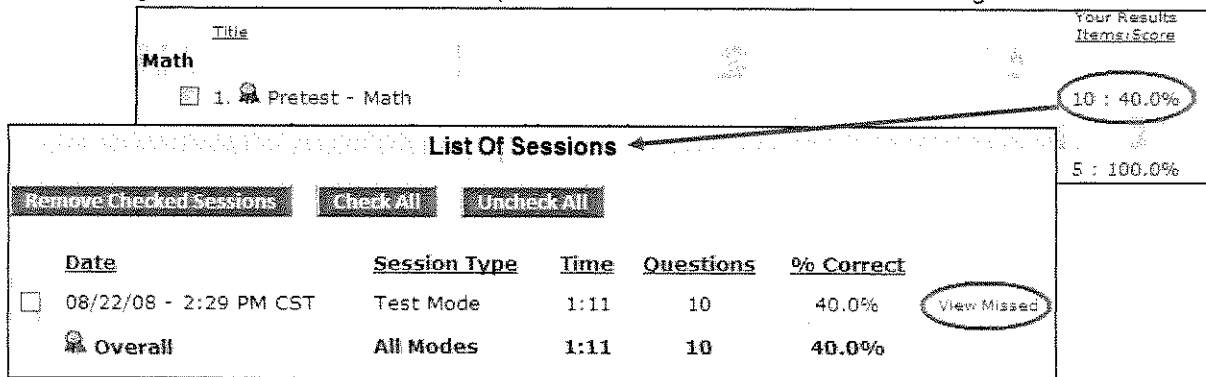
- You can create your own writing assignments in Class Manager!



- Study Island's *The World As You Know It vol 1* is available as a free iPhone/iPod Touch Application. This is a great way to encourage students to read outside of school! It is free of charge and can be found under the Education Category in the App Store!

Lesson Idea #1: Read as a class, then assess individually.

1. Read the chapters as a class or in small groups.
 - a. From a teacher account, click [view chapter](#) and project the graphic novel at the front of the class.
 - b. Or print each page and make copies for the class.
 - To print a page: "View Chapter", right click, and select "Print Picture".
2. Prompt discussion by asking students to describe scenes, draw conclusions, and hypothesize about what is coming next.
3. Allow students to return to their computers and "Start Studying".
 - a. When students are first exposed to Graphic Novels, it is recommended they work in Test mode.
 - b. Show students how to "open/close" the novel, click on a scene to enlarge the image for an easier read, hover the mouse over any text-to-speech icons , and read the "Explanation" after answering each question.
4. When a student completes 10 questions, encourage them to reflect on what they learned by:
 - a. Going through missed questions at the end of the test. [Go Through Missed](#)
 - b. Viewing missed questions with answers.
 - To view missed questions: Click on the percentile in the "Your Results" column. You will get a list of sessions. The option to "View Missed" is at the far right.



The screenshot shows a 'List Of Sessions' window with a table of test results. A callout box highlights the 'Your Results' column, showing '10 : 40.0%' and '5 : 100.0%'. The 'View Missed' button is circled in the table row.

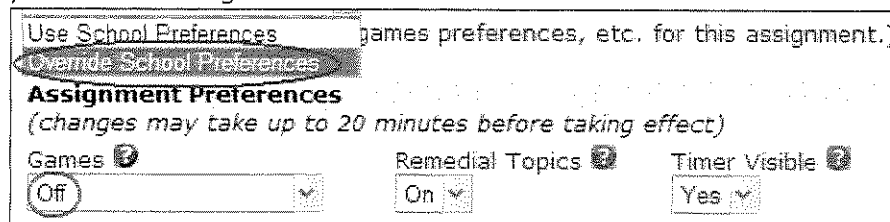
Date	Session Type	Time	Questions	% Correct	
<input type="checkbox"/> 08/22/08 - 2:29 PM CST	Test Mode	1:11	10	40.0%	View Missed
Overall	All Modes	1:11	10	40.0%	

- c. Viewing the chapter and discussing with an Island Buddy.



Lesson Idea #2: Create an Assignment

1. Create a Practice and Instruction assignment in Class Manager
2. In "Additional Info", instruct students to read the chapter before they begin to answer questions.
3. If students are new to Graphic Novels, we recommend working in Test Mode.
 - a. Change "Use School Preferences" to "Override School Preferences" and turn games off. This will only affect this assignment.



The screenshot shows the 'Assignment Preferences' section with the following settings:

- Use School Preferences: (highlighted)
- Override School Preferences: (highlighted)
- Assignment Preferences: (changes may take up to 20 minutes before taking effect)
- Games: Off
- Remedial Topics: On
- Timer Visible: Yes

4. After students complete 10-20 questions they will receive a Blue Ribbon and be able to "view chapter." Put the students in groups. Have them take turns reading.
5. After reading the chapter as a group, have the students discuss the questions they missed and reflect on what they've learned.