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Dare to know

Educational Comics

Comics that are intended to impart knowledge and information, including those for classroom use. A genre that deals with disciplinary knowledge and targets a broad range of readers, including primary and high school learners, college students, and the general public. By using employing two vivid forms of cultural expression, literature and art, authors and artists can use comics as a medium to freely explore topics and to impart a deeper, fuller, and richer understanding. Educational comics can be distinguished by authors and publishers whose stated goal is to educate, the presence of specific indications (e.g., dialogic structure, panels, and speech bubbles) that allow readers to recognize works as educational and as comics, and the mode of distribution (e.g., bookshops or disseminated by government and industry). Publishers typically commission educational comic books to transmit specific information or to promote a particular message. Unlike instructional comics, educational comics are intended as a teaching tool to enable readers to gradually develop subject-matter competency. These fields of knowledge can include history, music, natural sciences, and philosophy. The Parents' Institute *True Comics* (1941-1950); Albert Kanter's *Classics Illustrated* (1941-1969); Better Publications/Nedor Comics/Standard Comics' *Real Life Comics* (1941-1952); Parents' Magazine Press's *Real Heroes* (1941-1946), DC Comics' *Real Fact Comics* (1946-1949), *True Aviation Pictures-Stories* (1943-1946), and *Aviation Adventures and Model Building* (1947); Will Eisner's *MS Magazine* (1951-1971); Commercial Comics' *Joe the Genie of Steel* (1950) and *If an A-Bomb Falls* (1951); Western Publishing's *True Story of Smokey Bear* (1964); Dell Publishing's Walt Disney's True-Life Adventures of the African Lion (1955), *Walt Disney's Bear Country* (1956), and *Walt Disney's Mars and Beyond* (1957); and Eduardo del Río's *Los Supermachos* (1964-1968) are early examples.

Common Elements

Basic characteristics such as place, time, and character support	Teach complex subjects in short, appropriate segments
Characters and text related to subject	Clarify abstract concepts
Combination of text and visually appealing images for teaching-learning	Contextualize learning

Graphic Novel Examples

The 9/11 Report: A Graphic Adaptation (2006) by Sid Jacobson and Ernie Colón	*All-Atomic Comics* (1980) by Leonard Rifas
Acids, Bases, and Salts (2023) by William D. Adams and Maxine Lee-Mackie	*Birds of Prey: Terrifying Talons* (2022) by Joe Flood
After 9/11: America's War on Terror (2001) by Sid Jacobson and Ernie Colón	*The Cartoon History of the Universe Volumes 1-7* (2002) by Larry Gonick

Chemistry Experiments (2023) by Jeff De La Rosa and Maxine Lee-Mackie	*The Stuff of Life* () by Mark Schultz, Zander Cannon, and Kevin Cannon
Coding Languages (2021) by Echo Elise González and Graham Ross	*T-Minus: The Race to the Moon* (2009) by Jim Ottaviani
Dignifying Science: Stories About Women Scientists (1999) by Jim Ottaviani	*Two-Fisted Science: Stories About Scientists* (1997) by Jim Ottaviani
Pinball: A Graphic History of the Silver Ball (2022) by Jon Chad	*Understanding Comics* (1993) by Scott McCloud
Slow Death Zero (2020) Jon B. Cooke	*The U.S. Constitution: A Graphic Adaptation* (2008) by Jonathan Hennessey and Aaron McConnell
Sophie's World (2022) by Vincent Zabus and Nicoby	*Wild Mustang: Horses of the American West* (2021) by Chris Duffy and Falynn Koch
Still I Rise: A Cartoon History of African Americans (1997, 2009) by Roland Laird, Taneshia Nash Laird, and Elihu Bey	