PROGRAM PLAN: TEEN COMIC CLUB!

by Ben Worth with contributions from Heather Campbell

General:

Objectives	Comics Club! is a weekly after school program for teens ages 14-18. The program will supply participants with recommended weekly comicbook readings that feature characters from a diverse variety of settings, in which they face challenges particular to their situation (sexuality, gender, socioeconomic class, culture, ethnicity, disability, and so on). Suggested comics are selected for themes that reflect challenges participants may relate to. Participants are encouraged to explore additional comicbooks and graphic novels and share reviews and recommendations during club meetings. A meeting facilitator will offer guidance for group discussions on readings and related topics, leaving freedom for conversations to develop organically. Weekly comicbook suggested readings will cover a diverse range of stories and themes, reflecting participant's interests and tying into related community events when appropriate. To provide a safe, secure environment for teens to gather after school and engage in positive social activity. To foster a supportive environment where teens can share any challenges they're facing and receive assistance. To facilitate an encouraging community where teens can share enthusiasm over shared interests, and discuss works of literature outside of required school assignments. To increase teen enthusiasm for reading by demonstrating to reluctant readers that comicbooks are legitimate works of literature that can be poignant, as well as fun.
Target Audience	Teens age 14 – 18 (high school students)

Benefits:

To Audience	Safe environment to hang-out in after school
	Foster literacy and exploration of new subjects through the comicbook
	medium
	Connect socially with peers through mutual interests
	Connect with peers around the positive activity of reading
	Gain exposure to a wide range of comicbooks that explore stories outside of
	the common superhero genre
	Teens are provided with opportunities to act as experts based on their
	informed knowledge of specific comics
	The comicbook medium may open up interest and understanding of
	previously challenging or undesirable topics - builds teens' familiarity with
	people of different backgrounds
	Teens discover reading materials that build their capacity for empathy and
	sensitivity
	Teens are engaged with learning and build self-esteem as their reading
	comprehension and literacy skills improve

	Teens feel optimistic about their personal futures as they read stories about overcoming obstacles
To Library & Staff	 Library seen as a fun space for teens to meet and explore Increased circulation of library materials Teen Services staff gains additional opportunities to foster relationships with local teens Builds on relationships with area schools Builds relationship with local shops that sell comicbooks Youth grow up into adults who see the library as a valuable resource for learning and engaging in a variety of social activities
To Community	 Youth who participate in the club potentially get to meet and form relationships with peers from outside their school and regular social circle Provides a space where teens can socialize without concern for them causing trouble or getting into mischief Increased literacy among teens – cascading social benefits

Scheduling:

Length	1.5 hour weekly sessions
Optimum Delivery Times	After-school, Fridays (3:30-5:00pm)
Frequency of Delivery	Weekly
Delivery Season	Year-round
Minimum/ Maximum Attendance	None – drop-in attendance – anticipated attendance of 6 – 14 participants per session

Resources Required:

Collection	 Access to the young adult, and adult graphic novel collection Selected titles from the graphic novel collections to be displayed during the program as suggestions for additional reading Access to computers 	
Staff	Program Coordinator - Teen Services Librarian and 1 Teen Services Library Assistant or youth volunteer, 2.5 hours per week	
Staff Time	Preparation/ Clean Up	 Time to set-up program room (tables, seating, display trucks), collect related library materials for display, prepare snacks, cleanup room following program 45 - 60 minutes
	Delivery	1.5 hour sessions
Partners	Area school	s, local comicbook shops, youth counselors
Space	1 programming room within Teen area	
Equipment	• n/a	
Promotion/ Publicity	 Library Guide and Website Posters on branch events boards or other program promotion areas 	

	 Presentation and subsequent posters displayed at area schools Posters displayed at local comicbook shop(s) 	
Evaluation	Success Measures	 Staff feedback Participant feedback Program attendance Promoted library materials circulation increase
	Tools	Voluntary questionnaire to be filled out by participants asking what they like about the program, what they don't like, and what they would change/ improve/ like to see

Budget:

Quarterly gift certificate awarded by random draw. One ballot per participant may be entered at each weekly	\$30 x 4 annually - gift certificates purchased from local comicbook shop
meeting.	·
Snacks	Approximately \$15/session

Suggested Materials:

Blankets by Craig	Thompson's <i>Blankets</i> is an autobiographical work about his life from
Thompson	childhood to young adulthood. Growing up in a fundamentalist Christian
	household, Thompson has troubles reconciling the relationship with his
	first love with a faith that he does not identify with.
Fun Home: A Family	Bechdel's memoir, <i>Fun Home</i> , highlights her time as a youth, the
Tragicomedy by	contentious relationship she had with her father, as well as themes of
Alison Bechdel	gender identity and homosexuality.
Embroideries by	In Embroideries, Satrapi details the stories of Iranian womanhood and
Marjane Satrapi	their sexual lives, exchanged over an afternoon of tea between her
	grandmother, mother, aunt, and their friends.
Persepolis by	Growing up in Iran during the Islamic Revolution of 1979, Marjane's
Marjane Satrapi	childhood was marked by war, changes in government, and repression.
	In this beautiful graphic novel, she chronicles her life as a child and teen
	during this historic time in Iran's history.
Tomboy by Liz Prince	In <i>Tomboy</i> , Prince details her youth struggles of not fitting in with either
	the male or female gender stereotype, finding the place where she
	belongs, and embracing her differences.
Blue is the Warmest	Originally published in french, Blue is the Warmest Color chronicles the
Color by Julie Maroh	love story of two youth, Emma and Clémentine, through Clémentine's
	personal diary. The graphic novel deals with themes of sexual identity,
	parental relationships, and addiction.
Promethea by Alan	Available in five graphic novels, Moore's <i>Promethea</i> is the story of
Moore	college student Sophie Bangs who, whilst researching the story of
	Promethea, becomes a vessel through which the character Promethea
	manifests.
This One Summer by	This Caldecott and Printz 2015 Honor book details a difficult summer at
Jillian & Mariko	Awago Beach for Rose and her younger friend Windy, in which they
Tamaki	

	learn about secrets held by others. <i>This One Summer</i> is a story about growing up and becoming a young woman.
Stitches by David	Small's memoir details his childhood illness and eventual cancer
Small	diagnosis during the 1950's. After having a vocal cord removed as a
	teen due to the cancer, Small's relationship with his parents became
	tumultuous and he turned to art as a means of escape.
Ghost World by	Ghost World is the story of Enid and Becky, two eighteen year olds who
Daniel Clowes	have recently graduated high school and are dealing with the potential
	separation of their friendship and learning about their place in society.