

## Wool The Graphic Novel

Jonesy wakes on warm spring morning and as the day goes on he finds himself in new situations. We start on the northeastern edge of the Navajo reservation in the farming community of Hogback, New Mexico. Having just finished high school, Jonesy has been weighing his options for his future. Today, he is in no rush to get moving.

Adam Griffey is living two lives. By day, he teaches literature. At night, he steals it. Adam is a plagiarist, an expert reader with an eye for great works. He prowls simulated worlds perusing virtual texts, looking for the next big thing. And when he finds it, he memorizes it page by page, line by line, word for word. And then he brings it back to his world, the real world, and he sells it. But what happens when these virtual worlds begin to seem more real than his own? What happens when the people within them mean more to him than flesh and blood? What happens when a living thing falls in love with someone who does not actually exist?

Deborah Ellis's bestselling novel *The Breadwinner*, now available as a stunningly illustrated graphic novel. This beautiful graphic-novel adaptation of *The Breadwinner* animated film tells the story of eleven-year-old Parvana, who must disguise herself as a boy to support her family during the Taliban's rule in Afghanistan. Parvana lives with her family in one room of a bombed-out apartment building in Kabul, Afghanistan's capital city. Parvana's father — a history teacher until his school was bombed and his health destroyed — works from a blanket on the ground in the marketplace, reading letters for people who cannot read or write. One day, he is arrested for having forbidden books, and the family is left without someone who can earn money or even shop for food. As conditions for the family grow desperate, only one

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solution emerges. Forbidden to earn money as a girl, Parvana must transform herself into a boy, and become the breadwinner. Readers will want to linger over this powerful graphic novel with its striking art and inspiring story. Key Text Features speech bubbles captions historical note Correlates to the Common Core State Standards in English Language Arts: CCSS.ELA-LITERACY.RL.4.1 Refer to details and examples in a text when explaining what the text says explicitly and when drawing inferences from the text. CCSS.ELA-LITERACY.RL.5.7 Analyze how visual and multimedia elements contribute to the meaning, tone, or beauty of a text (e.g., graphic novel, multimedia presentation of fiction, folktale, myth, poem).

A candid and philosophical memoir tackling abortion and the complex decision to reproduce *I Know You Rider* is Leslie Stein's rumination on the many complex questions surrounding the decision to reproduce. Opening in an abortion clinic, the book accompanies Stein through a year of her life, steeped in emotions she was not quite expecting while also looking far beyond her own experiences. She visits with a childhood friend who's just had twins and is trying to raise them as environmentally as possible, chats with another who's had a vasectomy to spare his wife a lifetime of birth control, and spends Christmas with her own mother, who aches for a grandchild. Through these melodically rendered conversations with loved ones and strangers, Stein weaves one continuing conversation with herself. She presents a sometimes sweet, sometimes funny, and always powerfully empathetic account, asking what makes a life meaningful and where we find joy, amid other questions—most of which have no solid answers, much like real life. Instead of focusing on trauma, *I Know You Rider* is a story about unpredictability, change, and adaptability, adding a much-needed new perspective to a topic often avoided or discussed through a

## File Type PDF Wool The Graphic Novel

black-and-white lens. People are ever changing, contradicting themselves, and having to deal with unforeseen circumstances: Stein holds this human condition with grace and humor, as she embraces the cosmic choreography and keeps walking, open to what life blows her way.

An ancient highway spans the wasteland. Its cracked surface has become a migratory route for the lawless hunters and marauders who inhabit this desolate, future Earth. Along the highway, Helene, an educated young woman on a perilous mission to rescue her sister, meets Mo, a solitary hunter, and Jin, an Asian warrior. Together they embark on an epic journey to a Paris in ruins, where a new social "order" is being forged...

In this powerful memoir the the LA Times calls "moving, rigorous, and heartbreaking," Sarah Leavitt reveals how Alzheimer's disease transformed her mother, Midge, and her family forever. In spare blackand- white drawings and clear, candid prose, Sarah shares her family's journey through a harrowing range of emotions—shock, denial, hope, anger, frustration—all the while learning to cope, and managing to find moments of happiness. Midge, a Harvard educated intellectual, struggles to comprehend the simplest words; Sarah's father, Rob, slowly adapts to his new role as full-time caretaker, but still finds time for wordplay and poetry with his wife; Sarah and her sister Hannah argue, laugh, and grieve together as they join forces to help Midge. Tangles confronts the complexity of Alzheimer's disease, and ultimately releases a knot of memories and dreams to reveal a bond between a mother and a daughter that will never come apart. A graphic biography of the pioneering, free-spirited "Mother of Modern Dance" In 1899, performing in the drawing rooms of London's elite, Isadora Duncan (1877-1927) was already laying the foundations for modern dance. Her performances were visceral, free-flowing, and expressive; she danced

## File Type PDF Wool The Graphic Novel

barefoot. The 22-year-old from California was shattering the conventions of traditional ballet and, in doing so, enchanting high society. In *Isadora*, Julie Birmant and Clément Oubrerie capture the astonishing life and scandalous times of the so-called "Mother of Modern Dance" from her arrival in Europe to her tragic death in 1927. This extraordinary graphic novel spans Duncan's meetings with Auguste Rodin and Loie Fuller, her dazzling on-stage career, and the development of a style of dance--inspired by natural forms and Greek sculpture--that would become her enduring legacy.

A Junior Library Guild Selection 2017 Amazon Top Twenty Children's Book of the Year 2017 Amazon Best Book of the month December 2017 Chicago Public Library Best Book of 2017 Texas Maverick Graphic Novel 2017 Northern California Indie Bookseller Association Long-List Title Priyanka Das has so many unanswered questions: Why did her mother abandon her home in India years ago? What was it like there? And most importantly, who is her father, and why did her mom leave him behind? But Pri's mom avoids these questions—the topic of India is permanently closed. For Pri, her mother's homeland can only exist in her imagination. That is, until she finds a mysterious pashmina tucked away in a forgotten suitcase. When she wraps herself in it, she is transported to a place more vivid and colorful than any guidebook or Bollywood film. But is this the real India? And what is that shadow lurking in the background? To learn the truth, Pri must travel farther than she's ever dared and find the family she never knew. In this heartwarming graphic novel debut, Nidhi Chanani weaves a tale about the hardship and self-discovery that is born from juggling two cultures and two worlds. This title has Common Core connections.

Aster is bored at her new home in the mountains in the middle of nowhere--until she meets an odd old shepherdess and her woolly dogs, a sneaky trickster, and an angry fox.

## File Type PDF Wool The Graphic Novel

Marek Bennett's comics adaptation of this actual Civil War memoir brings to life the dry humor and grim conviction of teacher-turned-soldier Freeman Colby. Fiercely proud of his Granite State heritage, Freeman Colby bows to no one - not the rowdy students of his rural one-room schoolhouse, not the high-handed Union army officers in town, and certainly not those Rebel traitors causing all that trouble down South. But Colby needs work, and his ne'er-do-well little brother Newton needs looking after, so the boys enlist with a new regiment promising three years' pay and plenty of adventure in a growing war...

The old world is buried. A new one has been forged atop the shifting dunes. Here in this land of howling wind and infernal sand, four siblings find themselves scattered and lost. Their father was a sand diver, one of the elite few who could travel deep beneath the desert floor and bring up the relics and scraps that keep their people alive. But their father is gone. And the world he left behind might be next. Welcome to the world of Sand, a novel by New York Times best-selling author Hugh Howey. Sand is an exploration of lawlessness, the tale of a land ignored. Here is a people left to fend for themselves. Adjust your ker and take a last, deep breath before you enter. In a one-of-a-kind graphic novel collaboration between the #1 New York Times bestselling author of *The Martian* and the beloved illustrator behind *Sarah's Scribbles*, Alice, Wendy, and Dorothy team up to save the multiverse, from Wonderland to Neverland and Oz. Originating as fan fiction from the brilliant imagination of Andy Weir, now brought to vivid life by Sarah Andersen, *Cheshire Crossing* is a funny, breakneck, boundlessly inventive journey through classic worlds as you've never seen them before. Years after their respective returns from Wonderland, Neverland, and Oz, the trio meet here, at Cheshire Crossing—a boarding school where girls like them learn how to cope with their supernatural

## File Type PDF Wool The Graphic Novel

experiences and harness their magical world-crossing powers. But Alice, Wendy, and Dorothy—now teenagers, who've had their fill of meddling authority figures—aren't content to sit still in a classroom. Soon they're dashing from one universe to the next, leaving havoc in their wake—and, inadvertently, bringing the Wicked Witch and Hook together in a deadly supervillain love match. To stop them, the girls will have to draw on all of their powers . . . and marshal a team of unlikely allies from across the magical multiverse. Advance praise for *Cheshire Crossing* "Deliciously funny . . . a shrewd and spirited adaptation that will leave audiences hoping for another installment . . . Andersen's delightful cartoon drawing style meshes perfectly with Weir's prose, allowing the work to broaden its appeal beyond middle graders to young adults and adults."—Kirkus Reviews (starred review)

In 2007, the Center for Automation in Nanobiotech (CAN) outlined the hardware and software platforms that would one day allow robots smaller than human cells to make medical diagnoses, conduct repairs, and even self-propagate. In the same year, the CBS network re-aired a program about the effects of propranolol on sufferers of extreme trauma. A simple pill, it had been discovered, could wipe out the memory of any traumatic event. At almost the same moment in humanity's broad history, mankind discovered the means for bringing about its utter downfall. And the ability to forget it ever happened. This is the second volume in the New York Times best-selling *Wool* series.

Sparks is a hero and man's best friend, but nobody suspects he's two cats! This Super Dog is the Cat's Meow! August is a brilliant inventor who is afraid of the outside. Charlie is a crack pilot who isn't afraid of anything. Together these pals save lives every day. They also happen to be cats who pilot a powerful, mechanical dog suit! Always eager to leap into danger, this feline duo have their work cut out for them as

## File Type PDF Wool The Graphic Novel

they try to thwart Princess, an evil alien bent on enslaving mankind. Don't let the fact that Princess looks like a cute, diaper-wearing baby fool you. She's clever, determined, and totally ruthless. So when Princess and the browbeaten fools she calls servants enact a brilliant and dastardly plan to conquer Earth, August and Charlie pull out all the stops to save the day.

The Andromeda Strain meets The Stand in this startling and stunning thriller that brings to life a unique vision of the apocalypse and plays brilliantly with vampire mythology, revealing what becomes of human society when a top-secret government experiment spins wildly out of control. At an army research station in Colorado, an experiment is being conducted by the U.S. Government: twelve men are exposed to a virus meant to weaponize the human form by supercharging the immune system. But when the experiment goes terribly wrong, terror is unleashed. Amy, a young girl abandoned by her mother and set to be the thirteenth test subject, is rescued by Brad Wolgast, the FBI agent who has been tasked with handing her over, and together they escape to the mountains of Oregon. As civilization crumbles around them, Brad and Amy struggle to keep each other alive, clinging to hope and unable to comprehend the nightmare that approaches with great speed and no mercy. . .

Nearly sixty teens awaken halfway through their training, stranded on a harsh alien world with few supplies, no adults, and led by a treacherous artificial intelligence, but their greatest enemy is each other.

Crossed is Garth Ennis' horrifically visceral exploration of the pure evil that humans are truly capable of indulging. Imagine, for a moment, the worst crimes against humanity. Picture the cruelest affronts to decency. Conjure your darkest

nightmares... and then realize it could all be so much worse. When civilization crumbles in one terrifying moment; when people are gleefully breaking into unthinkable acts of violence all around you; when everyone you love has died screaming in agony: What do you do? There is no help. There is no hope. There is no escape. There are only the Crossed.

The first book in the acclaimed, New York Times best-selling trilogy, *Wool* is the story of a community living in an underground silo completely unaware of the fate of the outside world. When the silo's sheriff asks to leave the silo, a series of events unravels the very fabric of their fragile lives. In a world where all commodities are precious and running out, truth and hope may be the most rare...and the most needed. It's time for an all-new "it" animal to take the stage!

This new funny guidebook is "alpaca-ed" with funny jokes, memes, gags, and more! Meet Alpaca, a soft, fluffy animal who is absolutely not a llama. (That would be preposterous!) Alpaca will take you on an adventure through Alpacalandia?the most fun, secret world ever, that's built only for alpacas! (Hear that, llamas?) You'll get to read about Alpaca's favorite songs (like Alpacapella), favorite films (that Hairy wizard one is pretty good), and a whole lot more. After all, you might as wool! (Unless you're a llama.)

Presents a dystopian story in which man lives in an enclosed environment, and those who dare to express the desire to explore the dangerous outside

world are forced out into it.

Since launching as an online feature in 2006, The Argyle Sweater has cemented its reputation as the comic strip for fans of absurd, clever humor. Now, cartoonist Scott Hilburn has collected the best of his 2009 strips in *50% Wool, 50% Asinine*. Coming from The Argyle Sweater's customary skewed perspective, the comic strips collected in *50% Wool, 50% Asinine* will delight readers with the puns (both verbal and visual) and cerebral wit that are the hallmarks of this hilarious strip. A true fan favorite, The Argyle Sweater has gathered a loyal and enthusiastic following with origins that even predate its hugely successful launch with Universal Press Syndicate. Funny, irreverent, smart, and entertaining, *50% Wool, 50% Asinine* is perfect for devoted fans of the strip and a great introduction for those lucky enough to get to experience for the first time this intelligent comic strip infused with childlike imagination.

A quick, short read, "The Monster in the Mist" is a story set in the world of Flower's Fang. With prey scarce, Isok hears of a new hunting ground to the north. However, his alpha forbids him from going, scared of angering the legendary northern mist monsters. Determined to find a new source of food to save the clan, Isok sneaks out leading a small band of his peers. But once they get to the north, Isok and his small pack discover that the legends

might just be real. This story originally appeared in the collection "Dogs of War 1."

From Sara Varon (Robot Dreams, Bake Sale) comes *New Shoes*, a heartwarming graphic novel about a donkey on a quest to make the perfect pair of shoes. Francis the donkey is the best shoemaker in the village. He uses only the finest materials: coconut wood for the soles, goat's wool for the insoles, and wild tiger grass for the uppers. One day he receives a special order from his favorite singer: Miss Manatee, the queen of calypso. But he's all out of tiger grass! To make the perfect pair of shoes, Francis must journey deep into the jungle . . . and that means leaving his village for the first time. In *New Shoes*, Sara Varon takes us on a vivid journey into the jungles of South America. From the capybara to the jaguar to the three-toed sloth, Francis meets a variety of animals outside his neighborhood. They're not so scary when you get to know them!

"Home: Habitat, Range, Niche, Territory" is a short story set in the world of Martha Well's *Murderbot Diaries*. This story was originally given free to readers who pre-ordered *Network Effect*, the fifth entry in the series. The events of "Home: Habitat, Range, Niche, Territory" occur just after the fourth novella, *Exit Strategy*. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Get the first volume of the critically-acclaimed series for just \$10! On their way to bury a time capsule, five friends—Grady, Heidi, Natasha, Daniel, and Billy—uncover a metal bunker buried deep in the woods. Inside, they find letters addressed to each of them... from their future selves. Told they will destroy the world in the very near future, the friends find themselves, over the next few days, growing further and further apart. Though they've been warned against making the wrong choices, how do they know what the right ones are? Can the future really be changed, or will an even darker fate engulf the world?

The Silo Saga Omnibus Wool, Shift, Dust, and Silo Stories Houghton Mifflin Harcourt

Who owns the story of an adoption? Thousands of South Korean children were adopted around the world in the 1970s and 1980s. More than nine thousand found their new home in Sweden, including the cartoonist Lisa Wool-Rim Sjöblom, who was adopted when she was two years old. Throughout her childhood she struggled to fit into the homogenous Swedish culture and was continually told to suppress the innate desire to know her origins. "Be thankful," she was told; surely her life in Sweden was better than it would have been in Korea. Like many adoptees, Sjöblom learned to bury the feeling of abandonment. In *Palimpsest*, an emotionally charged memoir, Sjöblom's

unaddressed feelings about her adoption come to a head when she is pregnant with her first child. When she discovers a document containing the names of her biological parents, she realizes her own history may not match up with the story she's been told her whole life: that she was an orphan without a background. As Sjöblom digs deeper into her own backstory, returning to Korea and the orphanage, she finds that the truth is much more complicated than the story she was told and struggled to believe. The sacred image of adoption as a humanitarian act that gives parents to orphans begins to unravel. Sjöblom's beautiful autumnal tones and clear-line style belie the complicated nature of this graphic memoir's vital central question: Who owns the story of an adoption?

This Blank Comic Notebook is great for anyone who wants to create their own comics, cartoons or storyboard scripts. With over 100 pages, this book has all the space for you to get creative. Each page has a different storyboard comic book template on it with six different styles repeated throughout the book. Large big book measures 8.5" x 11" so lots of space for plotting your drawings. Take a look at the layout to see the specially formatted pages. A great gift for all budding artists. Order your Blank Comic Notebook today.

A pre-apocalyptic tale, Everlast follows Derek Everlast, a man whose destiny in life is guiding

others to a place of rebirth for mankind called Haven. Following an instinct called the Nudge, bestowed on him by a higher power, Derek is guided to the next chosen human destined to survive, a little girl named Melissa. In a harrowing adventure, he must deliver her safely to Haven before the End of Days. Everlast tells a story of choice, love, friendship, and, most of all, survival. Will you be chosen?

In a ruined and toxic landscape, a community exists in a giant silo underground, hundreds of stories deep. In a society full of regulations meant to protect the community, Sheriff Holston, unexpectedly breaks the greatest taboo of all: he asks to go outside. An unlikely candidate is appointed to replace him: Juliette, a mechanic with no training in law, whose special knack is fixing machines. Now Juliette is about to be entrusted with fixing her silo, and she will soon learn just how badly her world is broken ...

Legendary Canadian cartoonist Seth's magnum opus *Clyde Fans*, two decades in the making, appeared on twenty best of 2019 lists, including those from the *New York Times*, the *Guardian*, and *Washington Post*, and was nominated for an Eisner Award and the Giller Prize. *Clyde Fans* peels back the optimism of mid-twentieth century capitalism, showing the rituals, hopes, and delusions of a vanished middle-class—garrulous self-made men in wool suits extolling the virtues of their wares to taciturn shopkeepers. Much like the myth of an ever-

growing economy, the Clyde Fans family business is a fraud. The patriarch has abandoned it to mismatched sons, one who strives to keep the company afloat and the other who retreats into his memories. Abe and Simon Matchcard are brothers, struggling to save their archaic family business selling oscillating fans in a world switching to air conditioning. Simon flirts with becoming a salesman as a last-ditch effort to leave the protective walls of the family home, but is ultimately unable to escape Abe's critical voice in his head. As Clyde Fans Co. crumbles, so does the relationship between the two men, who choose very different life paths but both end up utterly unhappy. Seth's intimate storytelling and gorgeous art allow cityscapes and detailed period objects to tell their own stories as the brothers struggle to find themselves suffocating in an airless home. Twenty years in the making, Clyde Fans peels back the optimism of mid-twentieth century capitalism. Legendary Canadian cartoonist Seth lovingly shows the rituals, hopes, and delusions of a middle-class that has long ceased to exist in North America—garrulous men in wool suits extolling the virtues of the wares to taciturn shopkeepers with an eye on the door. Much like the myth of an ever-growing economy, the Clyde Fans family unit is a fraud—the patriarch has abandoned the business to mismatched sons, one who strives to keep the business afloat and the other who retreats into the

arms of the remaining parent. Abe and Simon Matchcard are brothers, the second generation struggling to save their archaic family business of selling oscillating fans in a world switching to air conditioning. At Clyde Fans' center is Simon, who flirts with becoming a salesman as a last-ditch effort to leave the protective walls of the family home, but is ultimately unable to escape Abe's critical voice in his head. As the business crumbles so does any remaining relationship between the two men, both of whom choose very different life paths but still end up utterly unhappy. Seth's intimate storytelling and gorgeous art allow urban landscapes and detailed period objects to tell their own stories as the brothers struggle to find themselves suffocating in an airless city home. An epic time capsule of a storyline that begs rereading.

First UK publication for this modern classic 'Moving, tender, beautifully drawn, painfully honest and probably the most important graphic novel since Jimmy Corrigan.' NEIL GAIMAN 'Blankets is a classic in every genre it touches.' STEPHEN CHBOSKY, author of *The Perks of Being a Wallflower* 'One of the greatest love stories ever written and surely the best ever drawn.' JOSS WHEDON Wrapped in the snowfall of a blustery Midwestern winter, *Blankets* is the tale of two brothers growing up in rural isolation, and of the budding romance between two young lovers. A tale

of security and discovery, of playfulness and tragedy, of a fall from grace and the origins of faith, *Blankets* is a profound and utterly beautiful work. Jonesy is a self-described "cool dork" who spends her time making zines nobody reads, watching anime, and listening to riot grrrl bands and 1D simultaneously. But she has a secret nobody knows. She has the power to make people fall in love! Anyone. With anything. She's a cupid in plaid. With a Tumblr. There's only one catch - it doesn't work on herself. She's gonna have to find love the old-fashioned way, and in the meantime, figure out how to distract herself from the real emotions she inevitably has to face when her powers go wrong... The cult classic zombie graphic novel: now a Netflix original series! You wake up in the rubble and see a ragged, desperate one-armed man greeting you. He takes you underground to a safe space, feeds you, offers you a place to sleep, and then announces that he'll take the first watch. It's not long before the peril of the jagged landscape has located you and your new-found protector and is scratching at the door. What transpires is a moment-to-moment struggle for survival-*The Road* meets *Dawn of the Dead*. Daybreak is seen through the eyes of a silent observer as he runs from the shadows of the imminent zombie threat. Brian Ralph slowly builds the tension of the zombies on the periphery, letting the threat-rather than the actual carnage-be the

driving force. The post-apocalyptic backdrop features tangles of rocks, lumber, I beams, and overturned cars that are characters in and of themselves. Drawing inspiration from horror movies, television, and first-person shooter video games, Daybreak departs from zombie genre in both content and format, achieving a living-dead masterwork of literary proportions. When released in 2011, Daybreak was a critical success, a YALSA Great Graphic Novel for Teens, and a TLA Maverick Graphic Novel. Now for the first time, Daybreak is being adapted into a Netflix Original series, executive produced by Aron Eli Coleite (Star Trek: Discovery, Heroes), Brad Peyton (Frontier, Rampage), and Jeff Fierson (Frontier, Rampage), starring Matthew Broderick. Read the book before it hits the small screen this fall!

Owly and Wormy just want to help... Best friends Owly and Wormy have days filled with adventure and hearts filled with kindness. And when they discover a bluebird family living in a damaged tree, they want to help out the best way they can: by building the birds a new home! But when Owly and Wormy share their gift, the birds don't welcome the new birdhouse quite as Owly and Wormy had hoped. With a big storm moving in, can Owly and Wormy help get the birds (and their chicks!) to safety before it's too late? Through a unique blend of words and symbols, Owly can be read by the youngest readers,

and is a great introduction to graphic novels! Imagine if sunlight burned you alive. In the near future, a mysterious solar event has transformed the sun's light into deadly immolating rays. The world's few survivors now live in nocturnal cities. But a killer who uses sunlight to burn his victims emerges, and when he targets the daughter of a solar power mogul, it falls to a disillusioned solar engineer to protect her. Collects ECLIPSE #1-4.

A girl determined to save her missing brother must grapple with mythical creatures and an entire civilization with amnesia.

Wool introduced the world of the silo. Shift told the story of its creation. Dust will describe its downfall. Juliette, now mayor of Silo 18, doesn't trust Silo 1, especially its leader, Donald. But in the world of the Silos, there is no black and white — everything is shades of gray. Donald may not be the monster Juliette thinks he is, and may in fact be key to humanity's continued survival. But can they work together long enough to succeed?

Shadows is fan-fiction set in Hugh Howey's WOOL universe as part of the Silo Saga. Life within the silos follows a well-worn pattern passed down through the generations from master to apprentice, 'caster to shadow. "Don't ask! Don't think! Don't question! Just stay in the shadows." But not everyone is content to follow the past...

For the first time ever, The Silo Saga Omnibus

