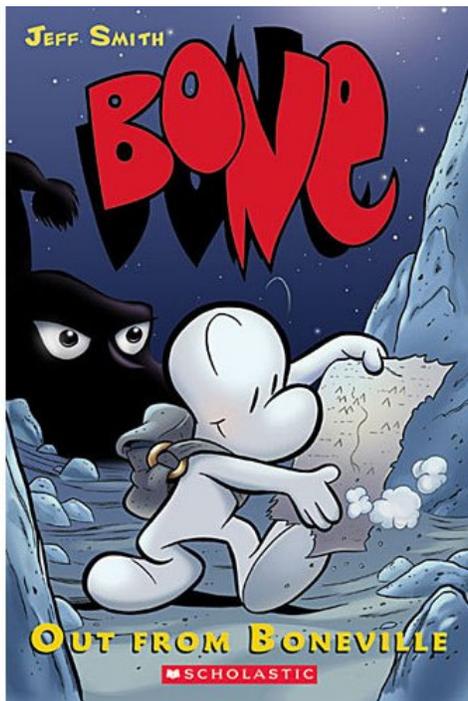


# Bone #1: Out From Boneville

by Jeff Smith

A Choose to Read Ohio Toolkit



## About the Book

After being run out of Boneville, the three Bone cousins - Fone Bone, Phoney Bone, and Smiley Bone - are separated and lost in a vast, uncharted desert. One by one, they find their way into a deep, forested valley filled with wonderful and terrifying creatures. Eventually, the cousins are reunited at a farmstead run by tough Gran'Ma Ben and her spirited granddaughter, Thorn. But little do the Bones know - there are dark forces conspiring against them, and their adventures are only just beginning!

An instant classic when it first appeared as an underground comic book in 1991, **Bone** has since garnered 38 international awards and sold millions of copies in 15 languages.

*Book jacket image and book description courtesy Scholastic; used with permission.*

## Book details:

**Bone #1: Out from Boneville** by Jeff Smith.

Scholastic, 2005, ISBN 978-0-4397-0640-7 (paper), 978-0-4397-0623-0 (hardcover). Ages 9-up.

<http://www.scholastic.com/bone/books.htm>

Originally published by Cartoon Books, 1995.

**Bone #1: Out from Boneville** is the first of 9 volumes which collect the entire Bone saga. Two prequels and the **Bone Handbook** have also been published. All are available in full-color paperback and hardcover editions from Scholastic's Graphix imprint. The endpapers of the hardcovers feature a map of The Valley (the setting of the Bone saga) by Mark Crilley.

**Bone #2: The Great Cow Race**

**Bone #3: Eyes of the Storm**

**Bone #4: The Dragonslayer**

**Bone #5: Rock Jaw: Master of the Eastern Border**

**Bone #6: Old Man's Cave**

**Bone #7: Ghost Circles**

**Bone #8: Treasure Hunters**

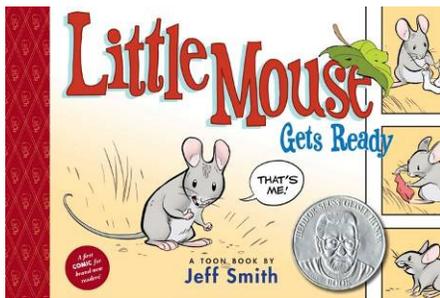
**Bone #9: Crown of Horns**

**Bone Prequel: Rose** (illustrated by Charles Vess)

**Bone: Tall Tales** (With Tom Sniegoski)

Smith is also the author of **Shazam! The Monster Society of Evil**, a comic book miniseries featuring Captain Marvel, **RASL**, a sci-fi noir comic series with distinctly darker, more mature themes than **Bone**, and **Little Mouse Gets Ready**, a graphic novel for emerging readers in grades K-1.

### Jeff Smith's most recent books:



**Little Mouse Gets Ready.** TOON Books, 2009.

ISBN 978-1-935179-01-6.

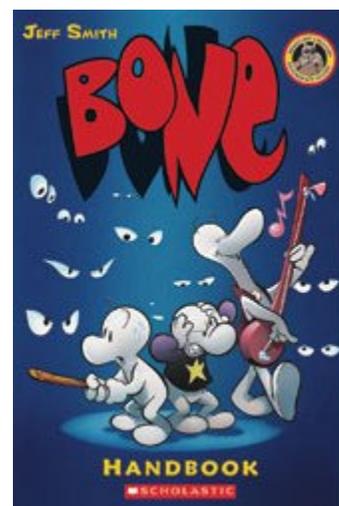
[http://toon-books.com/book\\_littlemouse\\_about.php](http://toon-books.com/book_littlemouse_about.php)

**Bone Handbook.**

Scholastic, 2010.

ISBN 978-0-545-21142-0.

**Bone: Tall Tales.** Scholastic, 2010. With Tom Sniegoski, illustrated by Jeff Smith. ISBN 978-0-545-14096-6 (paper), 978-0-545-14095-9 (hardcover).



*Little Mouse Gets Ready* jacket image courtesy TOON Books. *Bone Handbook* jacket image courtesy Scholastic. Used with permission.



## About the Author

Born and raised in the American Midwest, Jeff Smith is a multiple-time winner of both the Eisner Award and the Harvey Award – two of the most respected awards in the comics industry.

Smith learned about cartooning from comic strips, comic books, and watching animation on TV. After four years of drawing comic strips for the Ohio State University's student newspaper, Smith co-founded the Character Builders animation studio in 1986. In 1991, he launched a company called Cartoon Books to publish his comic book **Bone**, a comedy/adventure about three lost cousins from Boneville.

Against all odds, the small company flourished, building a reputation for quality stories and artwork. Word of mouth, critical acclaim, and a string of major awards, which continues to this day, helped propel Cartoon Books and **Bone** to the forefront of the comic book industry. In the American comic book direct market (the largest system of comic book retail stores) **Bone** rose to the #1 spot for humor. In 2005, Scholastic, the U.S. publisher of Harry Potter, launched a new imprint, Graphix, with a full-color graphic novel edition of **Bone #1: Out of Boneville**. This was followed by eight more books presenting the entire Bone saga as a 9-volume color edition. Scholastic has also published an edition of the **Bone** prequel **Rose** (a collaboration between Smith and Charles Vess) and, most recently, **Bone Handbook** and another **Bone** prequel, **Tall Tales**.

Jeff Smith's work is published in thirteen languages and has won the highest awards in Germany, France, Italy, and at home. Between **Bone** and other comics projects, Smith spends much of his time on the international guest circuit promoting comics and the art of graphic novels.

*Author biography adapted from that at <http://www2.scholastic.com/browse/contributor.jsp?id=2940>; used with permission of Scholastic. Author photo courtesy Scholastic; used with permission.*



<http://oh.webjunction.org/ohcintro>

## Author Resources:

### **Boneville: Jeff Smith's official site**

<http://www.boneville.com/>

### **Jeff Smith page on Scholastic site**

<http://www2.scholastic.com/browse/contributor.jsp?id=2940>

### **Jeff Smith Video Interview**

<http://www2.scholastic.com/browse/collection.jsp?id=352>

Scholastic's January 2008 video interview reveals how Smith got his start as a cartoonist, what inspired the **Bone** series, and how Smith creates his graphic novels. Smith also offers advice for young cartoonists, talks about the importance of graphic novels in motivating reluctant readers, and demonstrates his drawing techniques!

### **Interview with Jeff Smith from PBS Newshour**

[http://www.pbs.org/newshour/insider/entertainment/july-dec08/bonecomics\\_07-31.html](http://www.pbs.org/newshour/insider/entertainment/july-dec08/bonecomics_07-31.html)

Transcript and audio from a 2008 interview for *PBS Newshour*'s "Insider Forum" segment.

### **Jeff Smith: On the Lighter Side**

<http://bit.ly/dkxkFM> (Opens Scholastic site)

In this video interview, Jeff Smith answers questions about everything from his dreams to how he would cast movies based on the **Bone** series.

### **KidsReads Biography and Interview with Jeff Smith**

<http://www.kidsreads.com/authors/au-smith-jeff.asp>

### **For publicity and speaking engagement inquiries:**

<http://www.scholastic.com/authorvisits>



## Learn and have fun!

**Educators:** *These activities align to Ohio Academic Content Standards as indicated in parentheses after each activity. These are examples. Other content standards may also apply.*

**Teens, parents, and others:** *These ideas are useful for library programs, family activities, and other projects. Academic content standards define what students in K-12 should know and be able to do at each grade. They are included for teachers who want to use this book in school. For more information on the Ohio Academic Content Standards, see the Ohio Department of Education website at <http://www.ode.state.oh.us> and click on "Academic Content Standards" in the Educators section.*

*Graphic novel* is a term used by librarians, educators, and booksellers to indicate a publishing format—books written and illustrated in the style of a comic book, consisting of *sequential art*—a series of illustrations which, when viewed in order, tell a story. Although graphic novels are a recent phenomenon, this basic way of storytelling has been used in various forms for centuries—early cave drawings, hieroglyphics, and medieval tapestries like the famous Bayeux Tapestry can be thought of as stories told in pictures. The term *graphic novel* is now generally used to describe any book in a comic format that resembles a novel in length and narrative development.

School librarians and educators have reported outstanding success getting kids to read with graphic novels, citing particularly their popularity with reluctant readers, especially boys—a group traditionally difficult to reach. At the same time, graphic novels with rich, complex plots and narrative structures can also be satisfying to advanced readers.

### **What are the benefits of studying graphic novels as a format?**

Students can learn much by studying how graphic novels work, and comparing them to other forms of storytelling. Novels speak to us usually in a linear written narrative; picture books tell a story with text accompanied by illustrations; and film does so with moving images and dialogue. Graphic novels combine all these elements in a unique way. They are like prose as a written printed format, and like film in that they tell a story through dialogue, and through visual images that give the impression of movement.

### **Learning from the unique format of graphic novels**

Students can compare the different experiences of receiving information through written narrative, versus receiving it visually without words. They can analyze how information about character is derived from facial and bodily expressions, and about meaning and foreshadowing from the pictures' composition and viewpoint. You can invite students to find examples of where the viewpoint of the picture is critical to the reader's experience of the story. Students can also discuss how in graphic novels, as in movies, readers can often deduce what happened—but was not explicitly stated—in the interval between one image and the next. (*ELA Reading Applications: Literary Text 4-7, 8-10; A Visual Arts Connections, Relationships, and Applications 5-8*)

## Creative writing

Graphic novels can be a springboard to many creative writing projects. Students can write their own alternative endings, or accounts of what happened before or after the story. They can fill in an interval in the story that is not depicted, or only depicted visually. Another great exercise is to take a prose passage from a traditional novel, rewrite it as dialogue in a graphic novel, then create the pictures to go with it. *(ELA Writing Process 5-7, 8-10; Writing Applications 5-7, 8-10)*

## Art

Students can discuss the relationship between the artwork and dialogue of **Bone #1: Out from Boneville**. The original Cartoon Books editions of the **Bone** series (available at many libraries) are drawn in black & white. Artist Steve Hamaker colored the entire **Bone** series for its Scholastic reissue. The **Bone Handbook** (see details under "Explore More!") describes the coloring process. Students can compare the original and colored versions and discuss how the use of color affects their experience of the book. *(A Visual Art Analyzing and Responding 5-8, Valuing the Arts/Aesthetic Reflection 5-8; Connections, Relationships, and Applications 5-8)*

## Art and Creative Writing

Students can develop and create their own original comics or graphic novels. The Comic Book Project (<http://comicbookproject.org>) engages students in a creative process leading to literacy reinforcement, social awareness, and character development, then publishes and distributes their work. *(ELA Writing Process 5-7, 8-10; A Visual Art Creative Expression and Communication 5-8, 9-12)*

## Field Trip: Old Man's Cave

Old Man's Cave, in the Hocking Hills region of Ohio, was an inspiration for the physical landscape of the Bone series (see "Of Roses and Bones: Jeff Smith Interview" on Comic Book Resources, <http://www.comicbookresources.com/?page=article&id=154>), and provided the name for one of the volumes in the series. Research the geology of the area. Families or classes can arrange a field trip to Old Man's Cave, which is south of Logan. Bring sketchbooks and create your own drawings of the rock formations.

Information for visitors to Old Man's Cave:

<http://www.dnr.state.oh.us/parks/tabid/743/Default.aspx>

<http://www.oldmancave.net/>

*(A Visual Art Creative Expression and Communication 5-8, 9-12; S Earth and Space Sciences 6-8, 9-10 Benchmarks D, E)*

Graphic Novel overview excerpted from **Bone #1: Out from Boneville** product description on Scholastic site (<http://bit.ly/6pENyO> - opens Scholastic site). "What are the benefits..." through "Art and Creative Writing" excerpted from Scholastic's **Using Graphic Novels with Children and Teens: A Guide for Teachers and Librarians** (<http://bit.ly/aN2twR> - opens Scholastic site). Used with permission.



<http://oh.webjunction.org/ohctrointro>

## Explore more!

### **Boneville.com**

<http://www.boneville.com/>

Jeff Smith's official website features a blog, biography, background about the development of **Bone** and Smith's other work, photos, art, interviews, and much more.

### ***Bone Handbook*** by Jeff Smith

Scholastic, 2010, ISBN 978-0-545-21142-0.

Includes character profiles, a timeline, interviews with Jeff Smith and colorist Steve Hamaker, a showcase of cover art, and more – even a recipe for quiche!

### ***The Cartoonist: Jeff Smith, Bone and the Changing Face of Comics***

<http://www.thecartoonistmovie.com/>

This feature-length DVD documentary by Ken Mills includes interviews with Smith and other comics artists.

### **Jeff Smith and His Journey to Boneville**

<http://bit.ly/dyM4eb> (opens Scholastic site)

Jeff Smith introduces the **Bone** series in this video from Scholastic.

### **The Ohio State University Libraries: Billy Ireland Cartoon Library and Museum**

<http://cartoons.osu.edu/>

Explore the Cartoon Image Database on the library's website, and when in Columbus, visit Reading Room Gallery exhibits during library hours.

### **Using Graphic Novels with Children and Teens: A Guide for Teachers and Librarians**

<http://bit.ly/aN2twR> (Opens PDF on Scholastic site)

Scholastic's guide to incorporating graphic novels into the library, curriculum, and classroom.

### ***The Secret Origin of Good Readers: A Resource Book*** edited by Robyn A. Hill, Ph.D.

<http://www.boscos.com/IMAGES/SOGR05.pdf>

This book, a companion to an annual panel at Comic-Con, has booklists, lesson plans, and activities for teachers and others to use graphic novels and promote literacy.

### **Lessons in Learning: More than just funny books: Comics and prose literacy for boys**

<http://www.ccl-ca.ca/CCL/Reports/LessonsInLearning/LinL20100721Comics.html>

This 2010 report from the Canadian Council on Learning introduces current research about the reading habits of young boys and the literacy-boosting potential of comics.

## About Choose to Read Ohio

Choose to Read Ohio (CTRO) spotlights Ohio authors and promotes reading across Ohio. The State Library of Ohio, in partnership with Ohioana Library Association, developed this initiative to encourage Ohioans of all ages to share literature by authors native to, residing in, or associated with Ohio. CTRO is adaptable for use in classrooms, libraries, bookstores, by book discussion groups, families, and other community groups.

Explore Choose to Read Ohio resources & toolkits: <http://oh.webjunction.org/ohctrointro>.