

HOW TO PREPARE FOR A CLASS VOTE



How to Prepare for a Class Vote

1. Choose which books best suit your class. There are three categories to choose from:

Graphic Novel for Younger Readers (approximately ages 6 – 8-Years old)

Graphic Novel for Older Readers (approximately ages 9 – 12-years old)

Graphic Novel for Teens (approximately ages 12 and up)

2. Read the books (or extracts of them) and explore them with your class. This will enable the children to express their preferences and be inspired by the books themselves.

3. Try some of the activities suggested in the Graphic Novel Activity Packs. These include three activity ideas for the Younger and Older Readers categories, and a series of reading group questions for the Teens category. These aim to encourage the children to explore the texts in more depth and take in a number of different aspects of the curriculum.

4. You might want to use some of the ‘How should I vote?’ questions to encourage discussion amongst the pupils and help them come to a consensus.

5. Use the ideas in this ‘How to Hold a Class Vote’ pack to organise your vote. You could plan a school voting day, or do some activities earlier and vote when it suits your class -it is entirely your choice!

6. Make voting an exciting event with the Classroom Decoration Kit. Turn your classroom into an exciting polling station with the bunting, posters, badges, etc.

7. Cast your class or school votes online by visiting the teacher’s voting page. One teacher can cast up to 35 votes so each class member is counted.

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‘How Should I Vote?’ Questions

You may like to use these questions to facilitate discussion amongst your pupils and help them formulate their views about which novel they'd like to vote for.

Graphic Novel for Younger Readers

1. Which novel has the cover which most catches your eye?
2. Who was your favourite character?
3. Which story did you enjoy reading the most?
4. Was the story easy to understand or did you need help to know what was happening?

Graphic Novel for Older Readers

1. Which novel had the character you could most relate to?
2. Was there a part of the story that made you laugh or excited?
3. Did you like the artwork? How did the pictures help tell the story?
4. Did the story keep you interested or wanting more?

Graphic Novels for Teens

1. How effectively did the illustrations convey the plot and emotions of the characters?
2. Were the characters well-developed and relatable?
3. What themes or messages did the graphic novel explore? Did you find them relevant?
4. Would you recommend this graphic novel to a friend or re-read it?





The Graphic Novel Prize celebrates the best graphic novels for children in the UK and Ireland, voted for by kids.

We are delighted to reveal the shortlist for 2024 and celebrate the graphic novels that have captivated readers with their rich plots and captivating visual elements.

Familiarise yourself with this year's shortlist and remember, don't forget to cast your vote!

<https://shop.scholastic.co.uk/graphic-novel-prize/vote>