

**Sezione dell'insegnamento medio superiore**

6501 Bellinzona  
www.ti.ch/sims

## Comics and Graphic Novels: Key Concepts, Literary Adaptations, and Other Great Texts

Docente organizzatore (nome, cognome, sede)	Claudia Nigsch, Liceo cantonale di Locarno
Data del corso	02.04.2026
Luogo del corso	Liceo cantonale di Locarno
Destinatari del corso	
Obbligatorio per i docenti di:	inglese del Liceo cantonale di Locarno
Facoltativo per i docenti di:	inglese delle altre SMS altre L2 di tutte le SMS
Iscrizione	SI <input type="checkbox"/> NO <input checked="" type="checkbox"/>
Ev. termine di iscrizione	
La lista dei partecipanti verrà consegnata alla Sezione dell'insegnamento medio superiore per la registrazione dei QM.	
Per informazioni rivolgersi a:	Claudia Nigsch, claudia.nigsch@edu.ti.ch

### Programma e orari del corso

We will begin the course by exploring how one can actually teach comics (i.e. key terms and methods of analysis). We will then examine some literary adaptations (e.g. a Shakespeare sonnet, short stories like Oscar Wilde's "The Nightingale and the Rose" or Shirley Jackson's "The Lottery," etc. – with a focus on texts that can be likely to be taught at liceo level). In addition, we will look at examples for different types of comics (i.e. cartoons, comic strips, comic books, and graphic novels) and also examine non-fiction comics suitable for the English-language classroom.

After this course, participants will be able to:

- define and exemplify a range of analytical terms from the field of comic studies;
- differentiate between different types of genres (cartoons, comic strips, comic books, graphic novels) and outline some of the key historical developments in the history of comics art;
- list and apply some key concepts for working with comics based on literary texts;
- work with fictional as well as non-fiction comics;
- foster their pupil's visual literacy, including their awareness of word-and-image interaction.

## **Program**

### **08.30–10.00**

1. Introduction
2. Theory Input (I): Page Layout, the Multiframe, and Attentional Framing Structure
3. Workshop: e.g. Daytripper, Elfquest, Here, etc. (Text Selection t.b.d.)

### **10.00–10.15**

Short Break

### **10.15–12.00**

4. Theory Input (II): Literary Adaptations
5. Workshop: Adapting Shakespeare and Wilde

### **12.00–13.30**

Lunch Break

### **13.30–15.00**

6. Workshop with Pupils: Adapting James Joyce's "Eveline"

### **15.00–15.15**

Short Break

### **15.15–16.00**

7. Using Non-Fiction Comics in the Classroom (e.g. Moonbound: Apollo 11 and the Dream of Spaceflight)
8. Conclusion and Feedback