

# I SURVIVED

## BOOK CLUB

Name: \_\_\_\_\_

### I Survived The Battle of D-Day, 1944



## TIMELINE ACTIVITY, PROBLEM-AND-SOLUTION EXERCISE, AND GRAPHIC NOVEL QUESTIONS

**BUILD A TIMELINE:** Pick 10 major events from the "Timeline of D-Day" at the end of the book. Then fill in the timeline below with dates and descriptions in your own words.

### D-DAY TIMELINE

Date: Description:	→	Date: Description:

## TIMELINE ACTIVITY, PROBLEM-AND-SOLUTION EXERCISE, AND GRAPHIC NOVEL QUESTIONS

(CONTINUED)

**PROBLEM AND SOLUTION:** Fill in the blanks below with either the problem or the solution, as needed.

### PROBLEM AND SOLUTION CHART

PROBLEM	SOLUTION
1. Paul wants to get his mother madeleines for her birthday but doesn't have any money.	
2. Boris, the leatherworker, won't buy Paul's soccer ball.	
3. Victor's parachute has gotten stuck in a tree, and his knife has fallen on the ground, where he can't reach it.	
4.	Paul leads Victor into a hidden spot in the hedgerows.
5.	Paul shows Mr. Leon how to get to the weapons using a secret route.
6.	Ellie attacks Stroop, causing him to fall out of the tower.



**TIMELINE ACTIVITY, PROBLEM-AND-SOLUTION EXERCISE, AND GRAPHIC NOVEL QUESTIONS** (CONTINUED)



## I SURVIVED THE BATTLE OF D-DAY, 1944: THE GRAPHIC NOVEL

### GRAPHIC NOVEL 101

**WHAT'S A GRAPHIC NOVEL?**

A book in which the illustrations and the text work together to tell the story. To understand what's happening, you have to read the text *and* study the pictures.

**HOW DO I READ A GRAPHIC NOVEL?**

On each page, start with the top row and read left to right, then repeat all the way down the page. In other words, zig-zag your way from the top left to the bottom right.

**WHAT ELSE DO I NEED TO KNOW?**

- There are many kinds of text in a graphic novel, like speech bubbles and narration boxes.
- There are illustrated words that provide sound effects, like "KRA-KOW," "VRRROOM," and "COO-ROO COO-ROO."
- The illustrated boxes on the pages are called panels.

**GRAPHIC NOVEL QUESTIONS:** Below, analyze how three illustrations (or details in the illustrations) offer information that helps you better understand the story.



1. What is unique about the illustration on page 1? Why do you think the book starts this way? Whose view might this represent?

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2. How does the illustrator create a sense of motion on page 29?

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3. Look at page 137. Why do you think the illustrator uses just one panel and focuses on Ellie?

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# ANSWERS

### TIMELINE ACTIVITY:

The dates and descriptions of ten events from the timeline in the back of the book should be listed here. Descriptions should be in the students' own words.

### PROBLEM-AND-SOLUTION EXERCISE:

1. Paul sells his soccer ball and uses the money to buy the cookies.
2. Paul asks again, telling Boris that it's his mother's birthday.
3. Victor asks Paul to get the knife and bring it to him.
4. Paul and Victor need somewhere to hide when the Nazi patrol arrives.
5. They can't get to the Nebelwerfers because the roads are blocked and there are Nazi guards everywhere.
6. Captain Stroop is about to shoot Maman and Paul in the tower.

### GRAPHIC NOVEL QUESTIONS:

1. The illustration shows a view from high up in the sky, which allows the reader to see the planes, the explosions, and the cliffs all at once. The book might start this way to help create a sense of how big, serious, and scary the war is. The illustration might represent the view of Ellie, the carrier pigeon.
2. The illustrator creates motion using lines on the ground and clouds of dust to show how fast the motorcycles are going. He also shows leaves blowing off the bushes and wind in Paul's hair, and uses the word "VRRRRROOOOOM."
3. The illustrator uses one panel and focuses on Ellie to show that Ellie, who has saved Paul and his mother from Captain Stroop, is a hero.