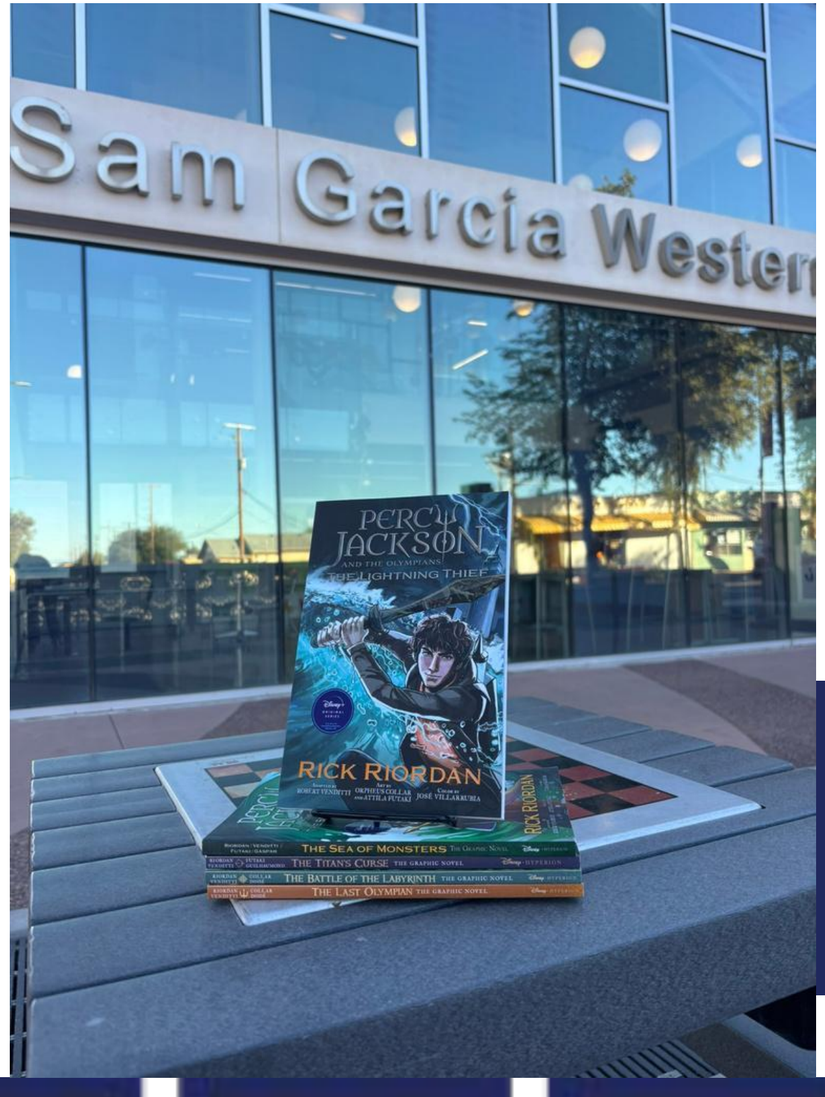


Percy Jackson in the Library

Engaging Youth through Graphic Novels

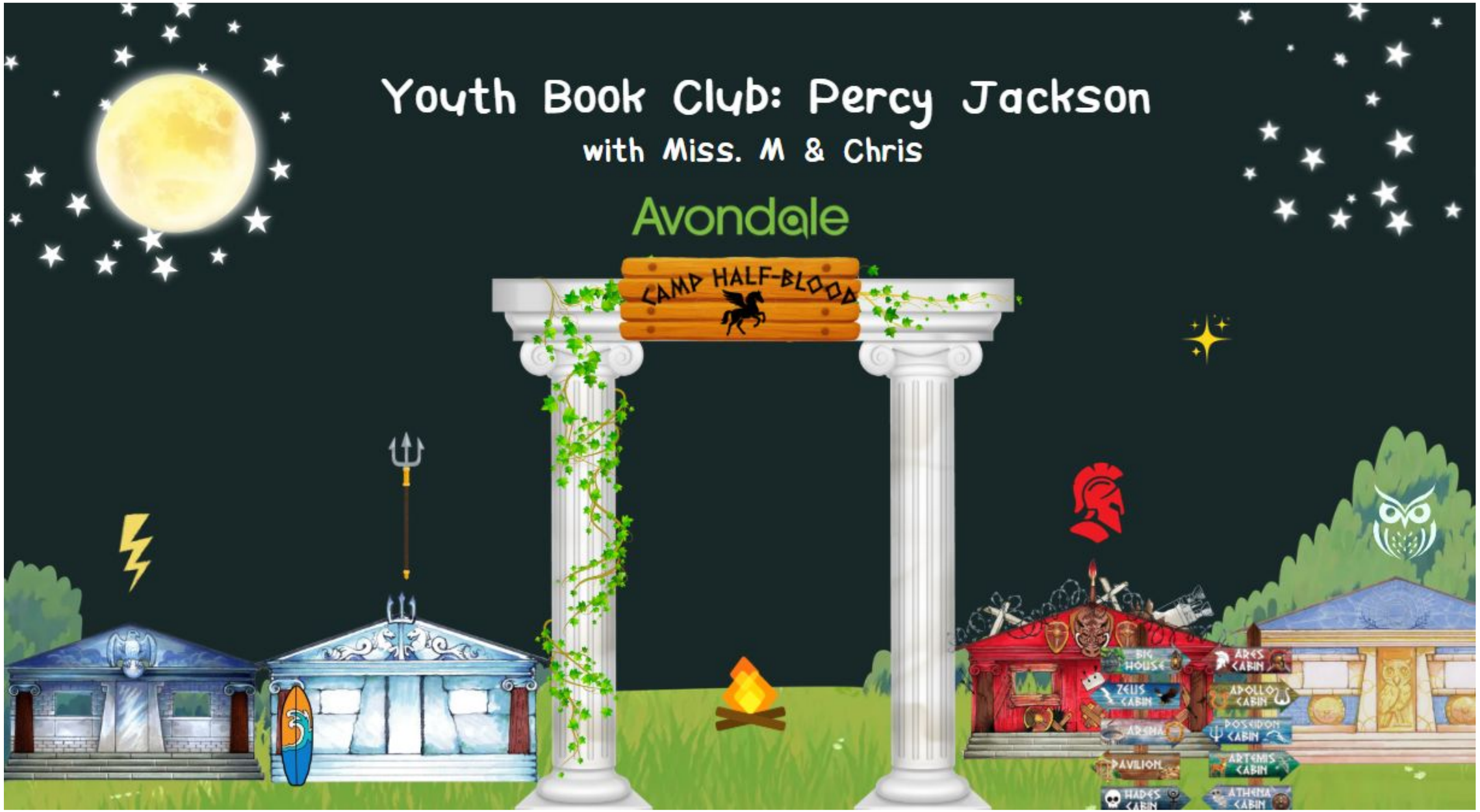
Introductions



Marj Gonzalez (She/Her)
Programmer



Chris Amarillas (She/Her)
Librarian


Youth Book Club: Percy Jackson
with Miss. M & Chris
Avondale
CAMP HALF-BLOOD
BIG HOUSE
ZEUS CABIN
ARES CABIN
APOLLO CABIN
POSEIDON CABIN
ARTEMIS CABIN
ATHENA CABIN
PAVILION
HADES CABIN

Youth Book Club

Goals

- Encourage reading
- Build reading comprehension and critical thinking skills
- Explores Greek mythology and character development
- Promote discussion and team work
- Builds friendships and social connections



At-a-Glance

Target Age Range

7 - 14 years old

Total Attendance

68 total

(average: ~11/month)

Program Length

1 hour

Frequency

Once per Month x 7

January to July 2026

Total Cost

$726.92

Cost Per Participant

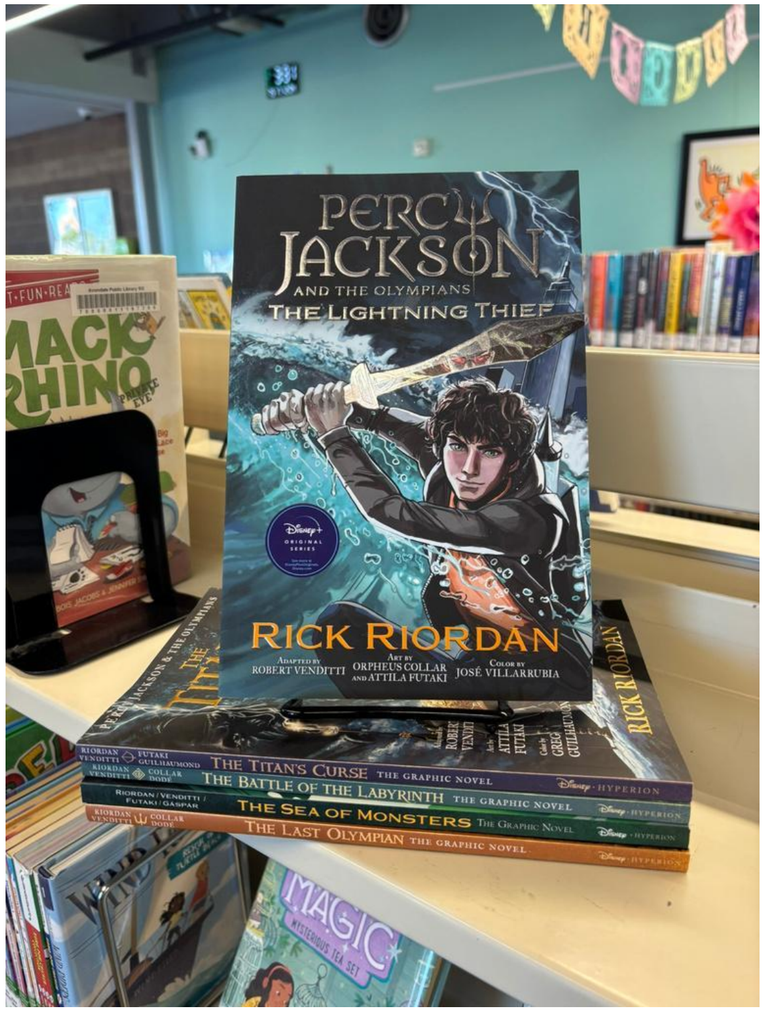
$10.69/Child

Why Percy Jackson?

- Adventure and Greek mythology
- Familiar characters and popular media
- Connections between fiction and the real world
- Opportunities for games, puzzles, and discussion

Why Graphic Novels?

- Graphic novels are a meaningful reading format.
- Popular series can create shared interests.
- Stories can encourage discussion, creativity, and community.



Timeline

Conception of idea: September 2025

Purchase of materials: Books November 2025

Activities/Crafts December 2025

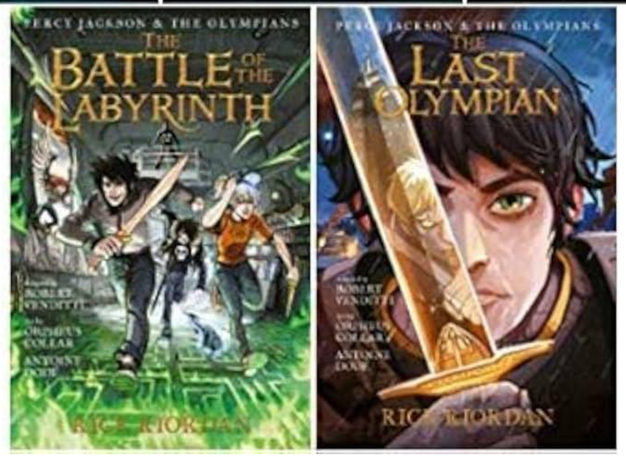
First meeting: January 6, 2026

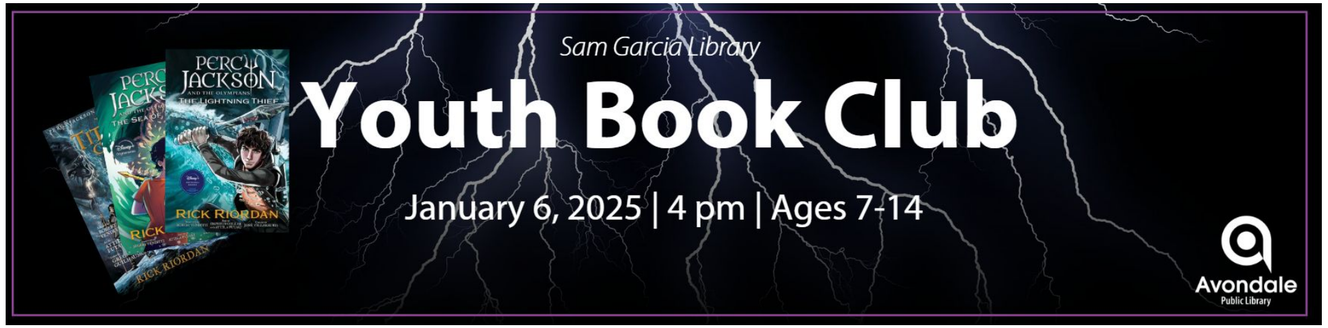
Planning for Attendance and materials

Estimate quantities and prepare flexible materials

- Choose activities that can scale up or down
- Have a simple backup option







A Typical Session

A consistent structure with a different theme each month

- Book discussion: Review the assigned graphic novel, discuss characters and events, and ask questions.
- Themed activity: Connecting the story to a craft, game, challenge, or hands on activity.
- Wrap-up: Introduced the next book, distribute the next book

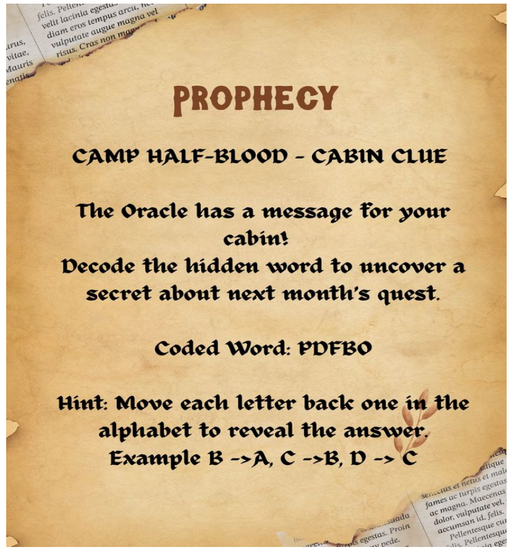


Tip: Many children's and juvenile authors have resources on their website! Rick Riordan has in depth guide for parents and teachers that was helpful (link included in handout).

January:

Welcome to Camp Half-Blood

- Introduced the book club and how to read graphic novels.
- Discussed Greek mythology and familiar gods.
- Welcomed readers with different levels of familiarity.
- Made watercolor bookmarks.

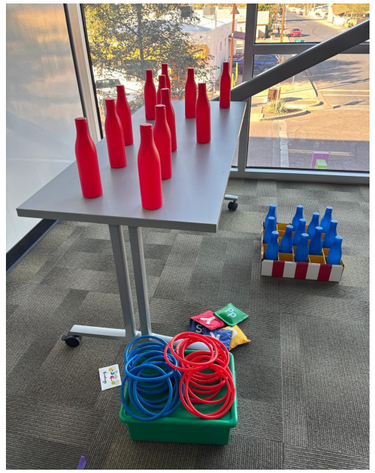




February:

The Lightning Thief

- Discussed the first book and distributed the second.
- Created four cabins: Athena, Poseidon, Zeus, and Ares.
- Ran a themed challenge for each cabin.
- Encouraged teamwork and friendly competition.







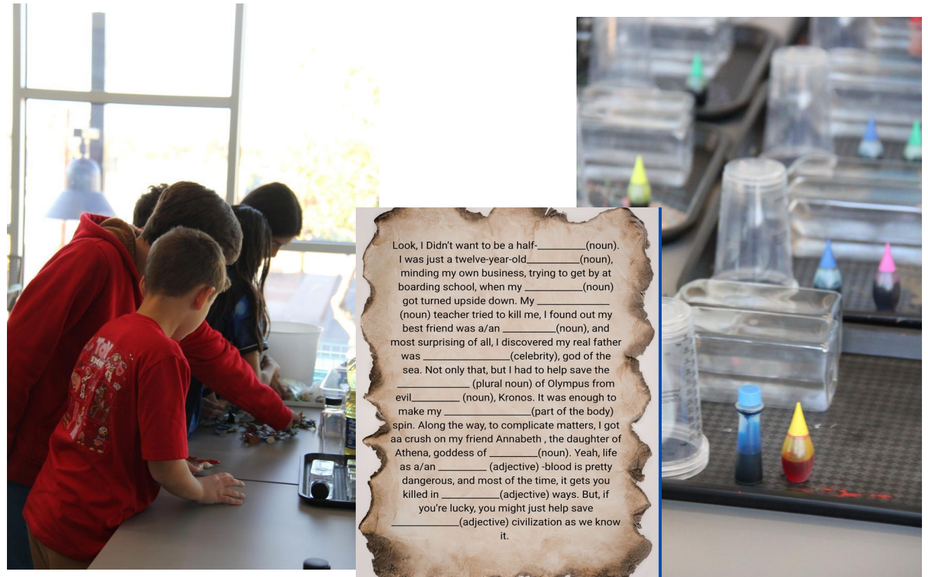




March:

The Sea of Monsters

- Used Mad Libs and invited participants to read aloud.
- Discussed characters, mythology, and the TV adaptation.
- Made ocean-themed sensory bottles.





April:

The Titan's Curse

- Introduced a prophecy activity.
- Connected Atlas and space imagery to space exploration.
- Split into the Astronauts and the Hunters for a library scavenger hunt.





May:

Labyrinth

- Guessed which story locations were real.
- Discussed connections between fiction and reality.
- Created a floor labyrinth and paper-plate marble mazes.



June:

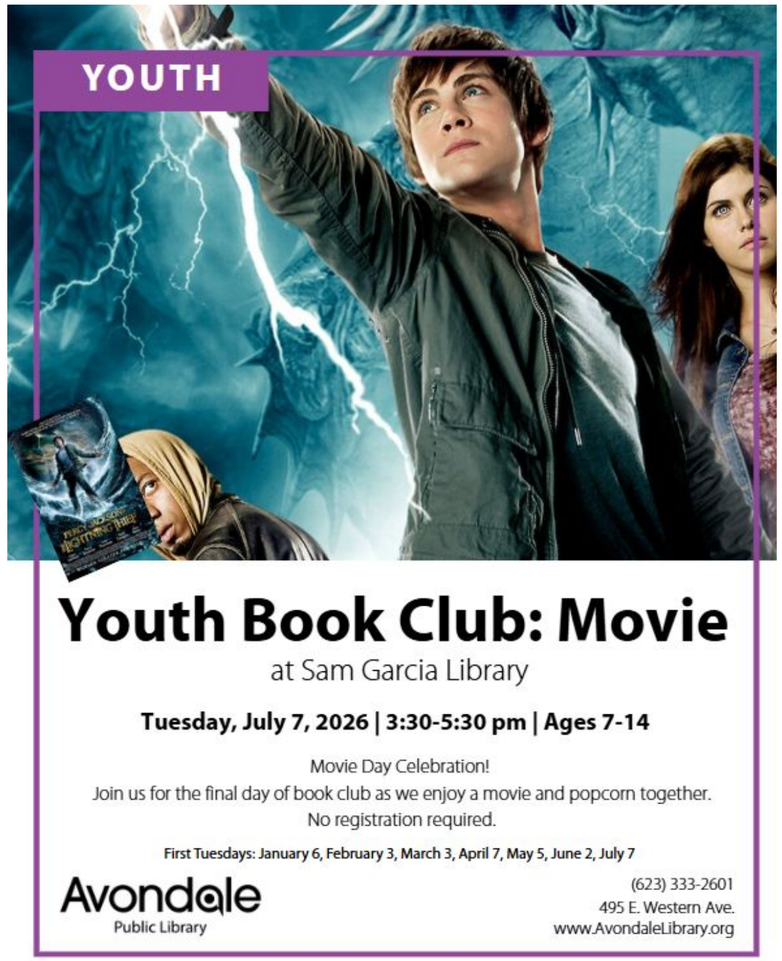
Camp Half-Blood Graduation

- Held the final book discussion and Percy Jackson trivia.
- Presented graduation certificates.
- Shared a group photo and yearbook.

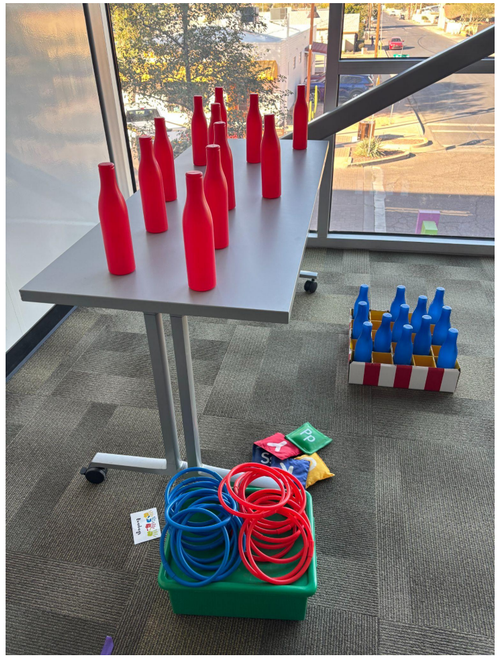


July: Percy Jackson Movie Day

- Hosted a movie viewing with popcorn.
- Connected the event to the Summer Reading Program.
- Extended the group's shared interest beyond the graphic novels.



Activities = Building Community



Team Games



Crafts



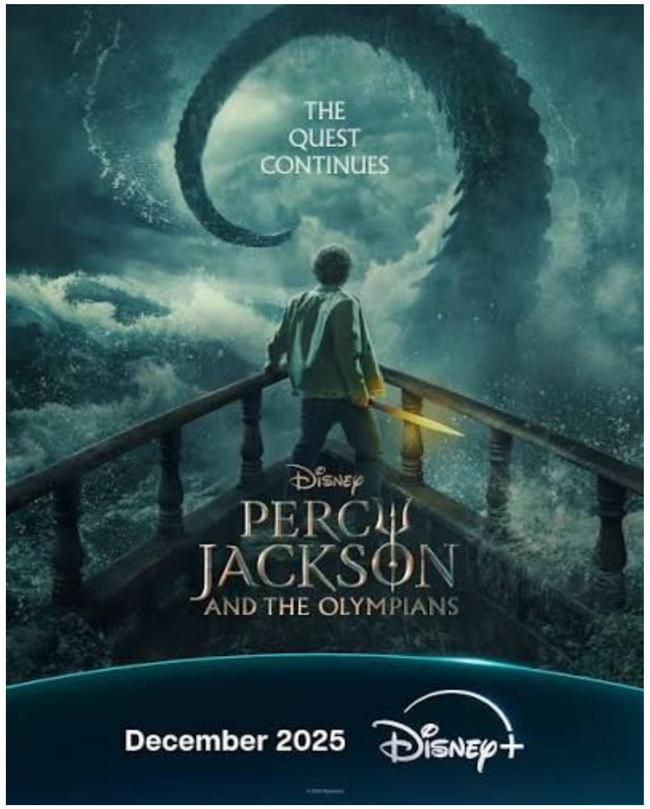
Scavenger Hunt



Maze Guiding

Beyond the Graphic Novel

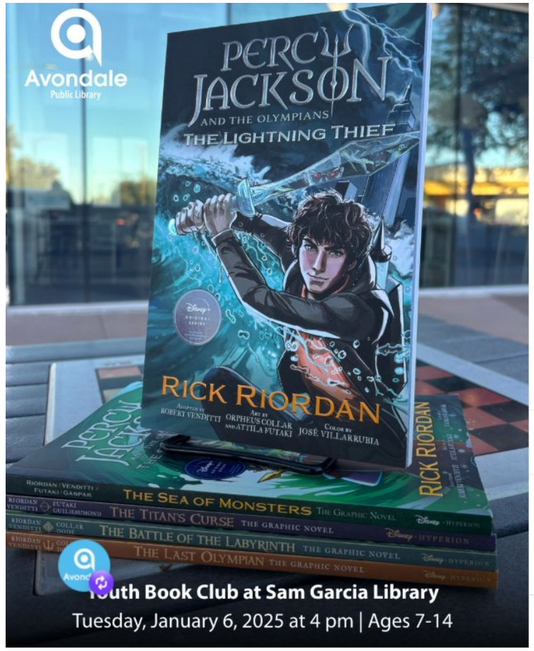
- Some participants independently explored the original novels
- Graphic novel adaptations can invite further exploration
- Readers can move between formats in their own ways

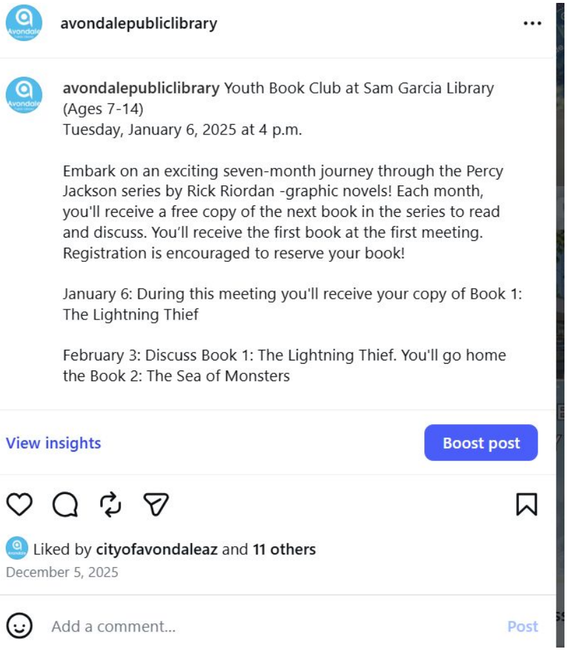


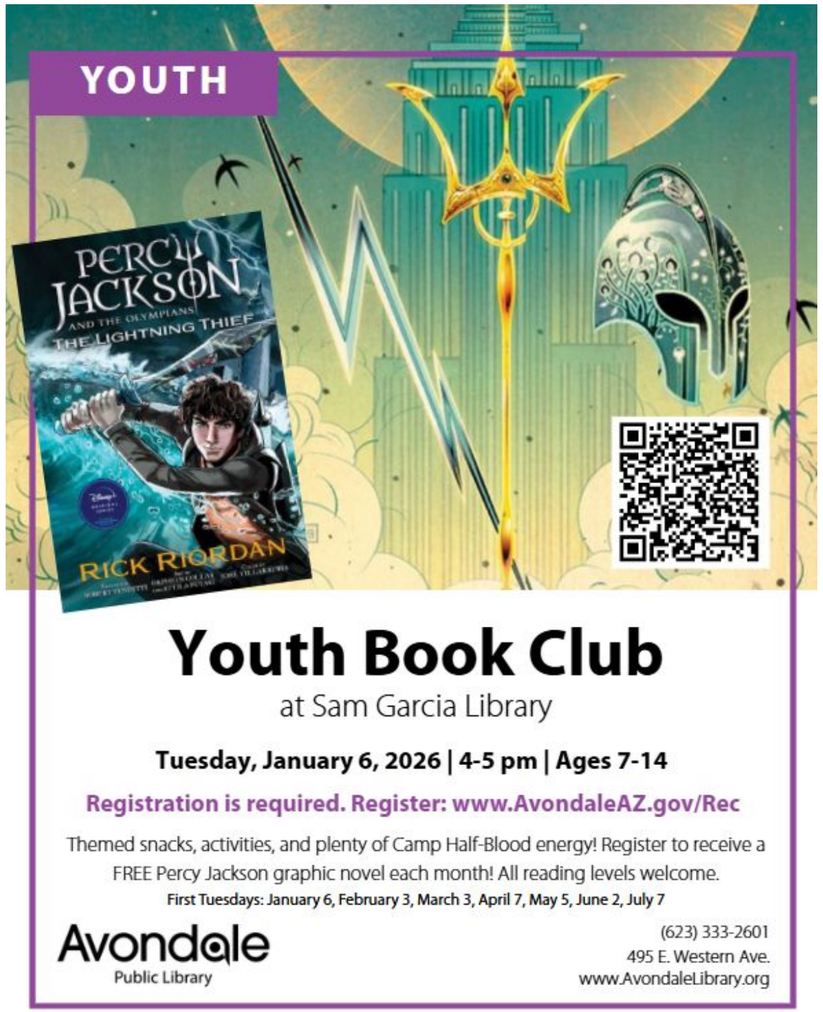


Promotion & Marketing

- Flyers, social media, newsletter
- Registration required
- Aligned with release of Percy Jackson TV adaptation.







Budget

January

14 Youth

$105.36 = $7.52/child

February

14 Youth

$232.97 = $16.64/child

March

13 Youth

$161.98 = $12.46/child

April

9 Youth

$107.88 = $11.98/child

May

12 Youth

$107.88 = $8.99/child

June

6 Youth

$0 = $0/child

Staffing

- Marj: approx 3 hours / week
  - Set up: 1 hour
  - Present: 1 hour
  - Clean up/reports: 1 hour
- Chris: approx 1.5 hours / week
  - Assist: 1 hour
  - Clean Up: 30 minutes

Patron Impact

- “My son had so much fun attending this session. He is signed up for next month's class too!”
- “My kids look forward to coming every month!”
- “My son really enjoyed the Book Club! He is excited about reading the book and attending the next meeting!”

What We Learned

Know Your Audience

- The age group was a good fit for the program
- Interest was higher than expected
- Graphic novels can be a great way to engage young readers

Be Flexible with Activities

- Mix crafts with games, trivia, and hands-on experiments
- Not every activity will appeal to every participant
- Adjust activities based on what participants enjoy

Plan for Sustainability

- Keep supply costs low by reusing materials
- Digital options for books

What We Learned (cont.)

Design for a Range of Readers

- Offer more than one way to participate
- Mix conversation with hands-on activities
- Use prompts that welcome different viewpoints
- Make room for both quieter and more outgoing participants

Adapting / Tips

Only one staff member?

- **Who is your audience, and what already interests them?**
- **Which books or media could a program?**
- **What activities fit your staffing, space, and budget?**
- **How will you promote it and welcome different readers?**

Current





Fall 2026
Goosebumps

Future





Spring 2027

Conclusion

Graphic novels can connect readers to a story

- Give readers a way to connect with a story, even if they have different reading preferences.
- A popular series can lead to discussion, creative activities, and social connection.
- Participants showed that sharing their thoughts about the books mattered.

Learn and adapt

- Paying attention to what the participants enjoy and adjusting the plan.
- Plan for a more sustainable program.

Thank You



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QR Code

Materials

References

Program Goals & Structure

- Encourage engagement with graphic novels.
- Create a welcoming space for discussion and social connection.
- Explore Greek mythology through stories and activities.
- Distribute the next book each month and encourage family registration.
- Use Camp Half-Blood, cabins, and yearly beads as recurring traditions.

Follow the Group’s Interests

- Some participants preferred games and trivia over crafts.
- I adapted activities to the group I was getting.
- Scavenger hunts, mazes, and challenges encouraged participation.
- Connecting activities to Camp Half-Blood made them feel part of the story.

My takeaways

- I was unsure whether the program would attract participants.
- Previous book clubs had reportedly struggled with attendance.
- I planned for approximately 10-12 participants but consistently welcomed 12–15.
- The series, age group, format, or activities may have contributed.

- I initially planned about 15 minutes for discussion.
- I increased discussion time to around 20 minutes.
- I added questions throughout other activities.
- Participants showed that sharing their thoughts about the books mattered.

Balance Structure and Flexibility

- Keep a recognizable session rhythm
- Adjust activities to the group and available time
- Leave room for participant interests

Why Graphic Novels? (Cont.)

Visual storytelling can make a story world approachable

Text and images offer multiple ways into the narrative

Graphic novels can be a destination and a starting point

They are real books. Graphic novels tell stories through words and images.

- They can invite readers in. Visual storytelling can help readers engage with a story and follow its meaning.
- They can open doors to more reading. Librarians and educators have used graphic novels to engage reluctant readers and encourage further exploration.

Source: Bessie (2022), Literacy and the Graphic Novel, EBSCO Research Starters.

Program Overview

7 months

- January- July
- Once a month

Ages

- 7 years old - 14 years old

Attendance

- expected 10 kids
- had an average of 12-15 kids

Photo parking

