

# Plus One – Using Graphic Books

## Title

Using Graphic Books

## Brief description

A graphic book or guide is a text which uses a comic book-style approach to explain ideas or concepts, or share stories. Listing graphic books or graphic guides on a module booklist helps to diversify the material used to deliver the learning and can provide an alternative and a supplement to accessing key ideas. The use of visuals will address the principle of representation and will be beneficial for neurodivergent learners for whom large blocks of text can be less accessible.

## Mapping to UDL Principles



### Engagement

- Students who are visually highly literate may find images more appealing and more readily engaging.



### Representation

- Graphic books/guides provide an alternative and a supplement to written text.



### Action and Expression

- Graphic books/guides can facilitate managing information and resources.

## Three ways this Plus One helps students

Students can

1. access key ideas in a visual form
2. build on knowledge in a familiar format
3. picture different places and times, as well as key figures.

## Key considerations for enactment

### Risk

None

### Time

Time it takes to put together a booklist and order graphic books/guides for or from the library

### Technology

None

## Further information

See [CAST UDL Guidelines](#) and [Maynooth University Plus One resources](#).

## How to cite this document:

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