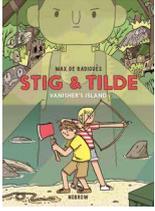


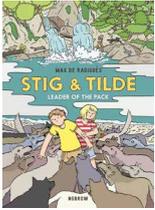


# Walker Books Classroom Ideas



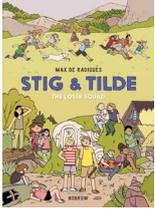
## Stig & Tilde: Vanisher's Island

Max de Radiguès  
ISBN: 9781910620649  
October 2019



## Stig & Tilde: Leader of the Pack

Max de Radiguès  
ISBN: 9781910620656  
April 2020



## Stig & Tilde: The Loser Squad

Max de Radiguès  
ISBN: 9781910620663  
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\*Notes may be downloaded and printed for regular classroom use only.

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## Outline:

### Vanisher's Island

Keeping with a local tradition, Stig and Tilde hop on a dinghy and head to a desert island to survive alone without adult supervision. However, an unexpected detour leads them to the wrong island and it looks like it's inhabited by something that isn't too fond of guests...

### Leader of the Pack

Local tradition states that when a child turns fourteen, they have to survive all alone on an island for one year. Now, it's time for Stig and Tilde to take up the challenge. After a rocky start to their trip, the twins end up on yet another mystery island and find themselves in even more danger than before. With only each other for back up, will they make it out unscathed...? Find out in this new instalment!

### The Loser Squad

Local tradition states that when a child turns 14, they have to survive all alone on an island for one year. Stig and Tilde have faced down dangers on two wrong islands so far. In *The Loser Squad*, the twins finally arrive on the right island. Hot showers, Wi-Fi, all day barbecue – this must be heaven! But there's trouble stirring, and maybe paradise isn't all it's cracked up to be. Can Stig and Tilde weather the storm one more time?

## Author/Illustrator Information:

Max de Radiguès is a Belgian cartoonist and publisher for L'employé Du Moi and Sarbacane. His work is for both adults and children, alike. In September 2009, he was invited for a one year residency at the prestigious Center for Cartoon Studies in White River Junction, USA. He recounted this year in his book *Meanwhile In White River Junction*, which was part of the official selection for the 2012 Angoulême International Comics Festival. He currently lives in Brussels, Belgium.

### These notes are for:

- Primary 5-6
- Ages 10+

### Key Learning Areas:

- English

### Example of:

- Graphic Novel

### Themes/Ideas:

- Adventure
- Friendship
- Mystery



# Walker Books Classroom Ideas

## Discussion Questions and Activities:

### Before Reading

Before reading *Vanisher's Island*, *Leader of the Pack* or *The Loser Squad*, view the cover and title and identify the following:

- The title of the book
- The author
- The publisher
- The blurb

Based on the cover, what do you think this story is about? How do you think it will begin/end? Once you've finished reading the book, revisit your answer to this question. Were your predictions correct?

### Discussion Questions: *Vanisher's Island*

Discuss the idea of 'Kulku' with the class, and ask students if their religion, culture or family have any special traditions to mark milestones of growing up – for example, finishing primary school or high school or celebrating certain birthdays. What do these traditions mean, and why are they important?

"We're doing a proper, old school Kulku! Just like our grandparents!" (p29) How do Stig and Tilde react when they realise their trip won't be like they'd planned? How is it different to what all the other kids will be doing? Which one would you rather do and why?

Discuss how fear is represented and experienced in *Vanisher's Island*. At what points in the story are Stig and/or Tilde afraid, and why? What techniques has Max de Radiguès used to demonstrate their feelings of fear in the images? You could consider the colours used, how the text is shown, the character's expressions and more.

Compare what Tilde thinks of Arne when she meets him, compared to what we know of his character by the end of the novel. Were you surprised by the reveal of his true nature? Why or why not? Were there any clues in the images or story?

"My brother's cool but just for once I'd like to do something not as a twin..." (p7). Why do you think Tilde thinks this? How might this quote explain Tilde's actions in the novel?

### Discussion Questions: *Leader of the Pack*

For students who've read *Stig and Tilde: Vanisher's Island*, did reading *Leader of the Pack* change your opinion of Matilda? Why or why not?

How has Matilda's isolation on the island impacted how she interacts with Stig and Tilde, and why? Do you agree with the choice that she made to stay?

Consider how Max de Radiguès shows sound in *Leader of the Pack*. What words does he use, and why might he have chosen them? How does the text look different? You could consider colour, font size and text placement.

Study the frames that show Matilda's house on the island. What does this tell us about how she lives on the island? What are some of the challenges she might face living with no electricity?

Matilda tells Stig and Tilde how each island she visited taught her something new. Choose a lesson she learnt and write a short story about Matilda's experience on that island.

### Discussion Questions: *The Loser Squad*

Why do you think none of the people still at the main camp stand up to Falco? What are they afraid of, and how does Falco use that to his advantage?

How does Max de Radiguès use colour to create atmosphere in *The Loser Squad*? For example, how he indicates light and darkness or the colours he uses in the battle scene.

If you've read all *Stig and Tilde: Vanisher's Island* and *Leader of the Pack*, consider the trilogy as a whole. How does the author tie the three stories together? What themes run through the trilogy? Has your view of Stig and Tilde as characters changed from the first book? Why or why not?

There are various strategies that the Loser Squad use to prepare to take on Falco and his crew. Which ones do you think were the most useful? Would you have done anything differently in that situation?

How are different characters actions driven by their emotions in the novel? Choose an emotion (some good examples could be jealousy, anger or fear) and write a paragraph on how one of the characters' motivations are driven by that emotion and why.



# Walker Books Classroom Ideas

## Discussion Questions and Activities:

### **Stig & Tilde: Series Questions**

Identify the orientation, complication and resolution of the stories. Ask students to try to identify this structure in other books or movies. As a class, discuss how these narrative features give meaning to stories.

Assign small groups either Stig or Tilde, and then ask them to explain how their character demonstrates the following character traits in *Vanisher's Island*, *Leader of the Pack* and/or *The Loser Squad*:

- Courage
- Resilience
- Compassion
- Resourcefulness

Do you think Stig and Tilde have a good sibling relationship? Why or why not? Find examples in both the books to back-up your opinion.

Take a section of one of the novels and recreate it as unillustrated prose. Think about how to convey the mood, imagery, action and dialogue in words, rather than in graphic novel style. After completing this exercise, have a class discussion about the advantages and disadvantages of each style. Which do you prefer writing?

In most graphic novels (and comics), there is usually a white space between the panels called the gutter. Consider the difference between large and small panels, square and irregular shapes and full-page illustrations. Copy a page of either book, cut out the frames and arrange them on a piece of paper with a smaller gutter between each frame and then with a larger gutter. What difference does this make to our reading?

The graphic novel format allows authors to employ filmic techniques in the narrative. Find examples of filmic techniques in the novels and discuss how the author has used them to enhance the narrative.

Choose several spreads from the books and perform a visual analysis by responding to the following points:

- Objects – What objects and people can you see?
- Size – What size are the objects in relation to each other?
- Setting – Is a setting obvious? What is it?
- Colours – What are the predominant colours used?
- Position – Where are objects in relation to each other? Are they in the fore-, middle- or background?

- 'Camera' angle – From what angle do the pictures appear to be drawn? For example: high eye level, low, bird's eye view.
- 'Shot' type – What type of 'shot' has been used: close-up, medium, long, very long, etc.?
- Depth of Field – What is and isn't in focus?
- Light – Is the picture light or dark? Is it the same all over?
- Lines and vectors – In what direction do lines in the picture lead the eye?
- Body language and clothing – What facial expressions, gestures and use of space can you see? What is being worn?

Visit your school or public library and collect several other graphic novels. Compare them with the *Stig and Tilde* series. How are they similar or different to other graphic novels?

Ask students to make a list of 10 things they'd want to have if they were stranded on a desert island, with a sentence or two on why they chose each item. Anyone who would like to can share their list with the class.

Write a short story about being stranded on a desert island. What might some of the challenges be, and how could they be overcome?