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DC Super Hero Girls: Hits And Myths (DC Super Hero Girls Graphic Novels)



Synopsis

A New York Times Bestseller! Welcome back to DC Super Hero High in the newest original graphic novel from the DC Super Hero Girls line! *Intro to Epics* is one of Wonder Woman's favorite classes at DC Super Hero High, but balancing high school literature assignments with learning to be a superhero can be tough, even for an overachiever. But you know what they say about learning? "experience is the best teacher!" So when Wonder Woman, Batgirl, Supergirl, Bumblebee, Poison Ivy, Katana and Harley Quinn fight a cyclops, a witch and a bevy of sirens, they're sure to learn a thing or two about *The Odyssey* if they survive their epic battle in the underworld! *DC SUPER HERO GIRLS: HITS AND MYTHS* continues to develop the relationships forged in *DC SUPER HERO GIRLS: FINALS CRISIS*. Written by Shea Fontana, this story is perfect for girls ages 6-12. The DC Super Hero Girls line is an exciting new universe of super-heroic storytelling that helps build character and confidence, and empowers girls to discover their true potential. Developed for girls aged 6-12, DC Super Hero Girls features DC Comics' most powerful and diverse lineup of female characters as relatable teens, playing out across multiple entertainment content platforms and product categories to create an immersive world. Icons including Wonder Woman, Supergirl, Batgirl, Harley Quinn, Bumble Bee, Poison Ivy, Katana and many more make their unprecedented teenaged introductions, as each character has her own storyline that explores what teen life is like as a super hero.

Book Information

Lexile Measure: 400 (What's this?)

Series: DC Super Hero Girls Graphic Novels

Paperback: 127 pages

Publisher: DC Comics (November 1, 2016)

Language: English

ISBN-10: 1401267610

ISBN-13: 978-1401267612

Product Dimensions: 6.1 x 0.2 x 9 inches

Shipping Weight: 6.4 ounces (View shipping rates and policies)

Average Customer Review: 4.7 out of 5 stars 33 customer reviews

Best Sellers Rank: #52,118 in Books (See Top 100 in Books) #53 in Books > Children's Books > Comics & Graphic Novels > Media Tie-In #80 in Books > Children's Books > Fairy Tales, Folk Tales & Myths > Greek & Roman #85 in Books > Children's Books > Comics & Graphic Novels >

Superheroes

Age Range: 8 - 12 years

Grade Level: 3 - 7

Customer Reviews

View larger DCSHG "Shea Fontana Interview Questions" 1. How did the DCSHG project resonate with you when you were first approached? What inspired you to sign on? When DC and the animation team first contacted me, the project was a very big secret "they wouldn't even tell me what it was we were talking about! The initial interview was a bit of a game of twenty questions trying to decipher what exactly I was being interviewed about. The only information I had was that DC was involved and I assumed it probably had something to do with one of their female characters " and that was plenty to get me excited! DC has such a rich history with empowering female characters that it would have been an honor to write for any one of them. When I found out I would be writing for not just one but many of the major DC characters, I was thrilled. DCSHG is a unique opportunity to reach girls and to make girls a priority in the comic book world. But good stories are for everyone so we know boys will like it too and the webisodes already attracting a co-ed audience. 2. How does DCSHG differ from other animated series you've worked on? Any challenges or surprises? It's been really fun and challenging to write DCSHG! There are so many facets to the types of content we're doing that I'm writing a lot of different genres with the same set of characters. The webisode shorts that we do are more comedy-centric while the DVD releases will be full-on action epics. The graphic novel is a whole new medium for me and that was a challenge to get to know the format. Though a lot of people have mentioned that it has been surprising to see how much young girls love big action that was not a surprise to me because I was a girl who loved superhero action! 3. Since your background is mostly in animation writing, did you do anything special to prepare for this project? I think the most important thing when getting into any type of writing is to read as much as possible. Not only did I read a lot of graphic novels, I also got my hands on some great graphic novel manuscripts. Studying the manuscripts was very helpful in transitioning from the type of storytelling that I'm used to in animation to the type of storytelling that works in graphic novels. I was lucky to have a team of incredibly experienced editors at DC working on this graphic novel and they provided invaluable help along the way. 4. What was your relationship with these DC characters before you started? Has this project changed how you view them? I was a DC fan going in, but once I actually got into the thick of it, I realized how little I knew about the DC universe. It has been

really fun to get into the comic material for all of our heroes and see how the characters have evolved through the years. Since we have created a new universe for the characters, we've had to play with some of the characters' backstories and mythologies, but it has been a priority for us to remain true to the defining personality traits of each of our heroes. The core DNA for the characters remains intact while we explore what they may have been like as high school students.

5. What has it been like to reimagine these iconic characters as a group of teenage friends? What new possibilities or value do you think this adds to their stories? It has been a blast to 'hang out' (in my head!) with the teenage versions of these characters. Especially with characters like Harley and Ivy, who have been traditionally portrayed as villains, it's been fascinating to imagine how they might be different if they had a group of supportive super hero friends while they were in high school. Like all teenagers, our characters are still exploring who they'll become. Plus, they're testing the boundaries of their powers, trying to determine what's important to them, and figuring out where they belong. Our core characters are so diverse and the teenage experience is so rich that there's unlimited potential for stories in this world.

6. One of the guiding principles behind this series is to embolden young girls and all kids and inspire them to be their own heroes. How has this core idea shaped your writing of this project? It has always been important to me to portray the DC Super Hero Girls characters as relatable, flawed, and genuine teenagers. I wanted to avoid making this diverse group of girls too perfect or god-like (even Wonder Woman is only half-god!). It's hard for kids to see themselves in characters who are flawless. But when a character has hopes, dreams and fears that kids reflect how kids really feel, it shows them that no matter who they are, they can make heroic decisions too. The message is that you don't have to be perfect to be a hero. We all have the potential to make heroic decisions. We also made it a priority to have a diverse and inclusive cast of characters so that young girls can see characters like themselves portrayed positively on the screen. Traditionally in entertainment, females are relegated to backseat roles like girlfriend, wife, sassy friend, or receptionist, and it was really important to us to show girls taking charge as the heroes of their own stories. Super Hero High is a co-ed school and we show that girls can work together with boys who are their friends while being independent, strong characters who aren't defined by their male counterparts.

7. The DCSHG retail line includes a lot of amazing interactive accessories that enable kids to connect with their favorite characters. Which DC Super Hero Girl do you most identify with? It's impossible to not bring pieces of myself to the characters I write, so they're all at least a little bit like me. I'm probably most like Wonder Woman. We're both perfectionists about our work, tend to take on a lot and have

high expectations for ourselves. Also, Ivy is introverted like Ivy. There's a storyline of one of the webisode shorts about Principal Waller encouraging Ivy to have more of a social life by joining a club. That's straight out of my school experience when teachers would say things like, "Shea does well with her school work, but she just needs to come out of her shell."

8. Which character do you most enjoy writing? Are any particularly challenging? Our cast is so diverse that each character is exciting to write in a different way. Bumblebee has such a great energy and is usually the most empathetic of the characters. I get to exercise my wacky side with Harley who always has the punchline. Katana is just dripping with a modern coolness. Supergirl may be the strongest teen on the planet, but she's still figuring out who she is, who she wants to be and how she'll use her powers. Batgirl may be the most challenging to write since she's a tech genius and I am not. She's the one who most often has me researching the proper terminology or what parts one might need to build a Batjet. 9. Do you have any opportunities to interact with fans? What type of feedback have you received from them so far?

It's been so great to see how the fans are responding and the feedback from fans has been overwhelmingly positive. On Twitter, in the YouTube comments or at the Cons, the fans "both kids and their parents" have been very supportive of our vision for DCSHG. I've strived to create the series that I would have wanted to see when I was a kid and it's so amazing to watch how kids light up when they see the characters. 10. What are your hopes for DCSHG moving forward? The heart of everything we do is about encouraging girls to be the heroes of their own stories. My biggest hope is that in reading the graphic novel and watching the animation will give kids that extra little boost of confidence, validation or encouragement that will make just a little bit of difference as they grow-up. I'd love to think that a little girl seeing Bumblebee and Batgirl's tech smarts could be encouraged to pursue her dream of going into tech. Or that our scientist characters, like Ivy and Frost, would spark an interest in science. The entertainment we consume has the ability to inspire us and I hope that DCSHG will be part of the inspiration for a generation of real-life superhero girls.

"DC Comics fans get a nice introduction to the fun, funny world of Super Hero High." School Library Journal "A youthful twist on popular characters." Los Angeles Times "DC Super Hero Girls offers a neat entry point into the world of comic books for new audiences." "i09 "DC Super Hero Girls continues to be the best offering from DC Comics for kids." "Geekdad

Shea Fontana is a screenwriter for film and television, as well as a comic book writer. Her works include the first original graphic novel in the DC Super Hero Girls line, as well as TV shows The 7D, Doc McStuffins, Whisker Haven Tales with the Palace Pets and more.

My 5-year old is obsessed with the DC Super Hero Girls and loves graphic novels. This is a bit ahead of her reading level but she loves the pictures and is able to read most of this without assistance (she reads well above her grade level). I love that this and the Finals Crisis graphic novel helps engage her and encourages her to read.

My 7yo enjoys her comics and this one is a welcome addition. The story parallels The Odyssey, which is being studied by Wonder Woman. It's well written. The artwork is fantastic. And it's absolutely appropriate for my daughters age. Can't wait for the next one.

My ten-year-old got this for Christmas and LOVES it. She read it the very same day as she received it and keeps talking about it. Excellent book and in graphic novel style.

My almost six-year-old loves this book! She can read a lot of it on her own and enjoys the pictures!

This DC super hero girl series is a must have for any graphic novel loving girl. A great read for my 7 and 10 year old. Slightly flaky and "girlified" but nothing preposterously annoying. Can't wait for more.

My 9 year old granddaughter enjoys these books very much.

Clever!

This was an entertaining read. For those wondering, Raven does make a cameo appearance in this book. After all, you can't have a story involving Trigon without including Raven. I'm hoping we'll see more of her in future webisodes, movies, and other releases.

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Hero Girls Graphic Novels) Graphic Design Success: Over 100 Tips for Beginners in Graphic Design: Graphic Design Basics for Beginners, Save Time and Jump Start Your Success (graphic ... graphic design beginner, design skills) Thor & Loki: In the Land of Giants: A Norse Myth (Graphic Myths and Legends) (Graphic Myths & Legends (Paperback)) 2015 Greatest Rock & Pop Hits for Piano: 21 Current Hits (Piano/Vocal/Guitar) (Greatest Hits) Wonder Woman at Super Hero High (DC Super Hero Girls) Batgirl at Super Hero High (DC Super Hero Girls) Super Hero High Yearbook! (DC Super Hero Girls) Katana at Super Hero High (DC Super Hero Girls) Supergirl at Super Hero High (DC Super Hero Girls) Welcome to Super Hero High! (DC Super Hero Girls) (Step into Reading) Marvel Super Heroes Coloring Book: Super hero, Hero, book, Wolverine, Avengers, Guardians of the Galaxy, X-men, Defenders, Illuminati, Fantastic Four, ... Human Torch, Comic, Captain America, Groot, Super humans, and Super Heroes edition 3: How too Cause Super humans and Super Heroes with Quantum Physics Super Power Breathing: For Super Energy, High Health & Longevity (Bragg Super Power Breathing for Super Energy) Super Mario Run:Diary of Super Mario: Super Run for coins! (Unofficial Super Mario Run Book) Pride and Prejudice: The Graphic Novel (Campfire Graphic Novels) The Strange Case of Dr Jekyll and Mr Hyde: The Graphic Novel (Campfire Graphic Novels) Zeus and the Rise of the Olympians: A Graphic Novel (Campfire Graphic Novels)

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