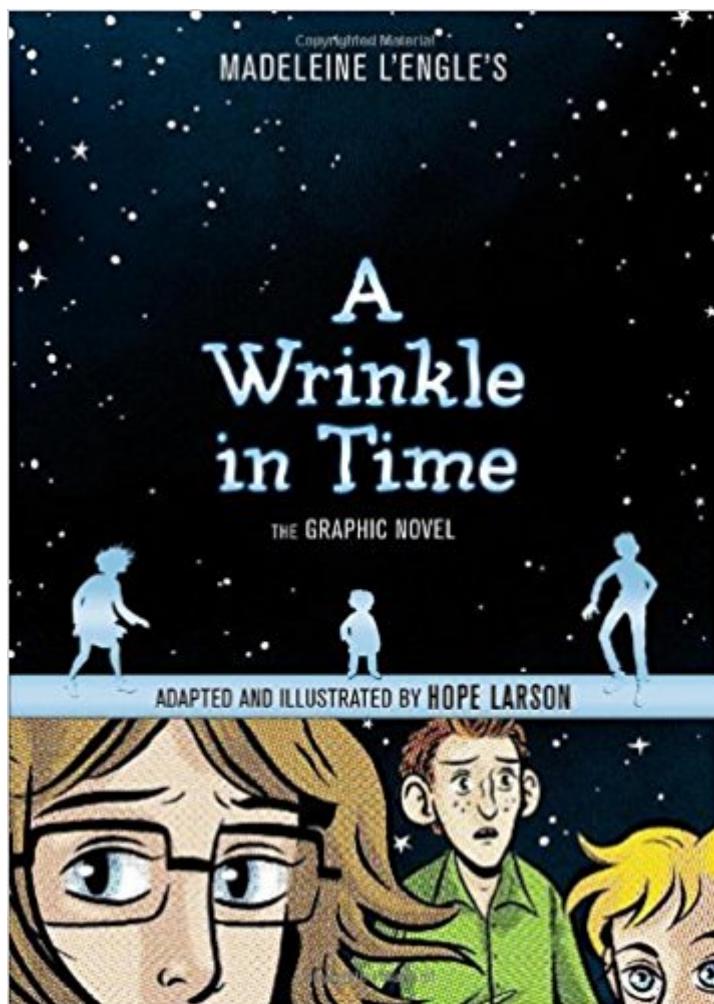


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# A Wrinkle In Time: The Graphic Novel



## Synopsis

The world already knows Meg and Charles Wallace Murry, Calvin O'Keefe, and the three Mrs--Who, Whatsit, and Which--the memorable and wonderful characters who fight off a dark force and save our universe in the Newbery award-winning classic *A Wrinkle in Time*. But in 50 years of publication, the book has never been illustrated. Now, Hope Larson takes the classic story to a new level with her vividly imagined interpretations of tessering and favorite characters like the Happy Medium and Aunt Beast. Perfect for old fans and winning over new ones, this graphic novel adaptation is a must-read.

## Book Information

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Hardcover: 392 pages

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Average Customer Review: 4.4 out of 5 stars 191 customer reviews

Best Sellers Rank: #96,330 in Books (See Top 100 in Books) #82 in Books > Children's Books > Science Fiction & Fantasy > Science Fiction > Time Travel #796 in Books > Children's Books > Comics & Graphic Novels #1104 in Books > Children's Books > Classics

Age Range: 10 - 14 years

Grade Level: 5 - 9

## Customer Reviews

\*Starred Review\* Commemorating its fiftieth anniversary, Lâ™Engleâ™s classic couldnâ™t have scored a better talent to adapt its story into comics form. Larson produces high-quality coming-of-age stories featuring female protagonists, with the most recent (Mercury, 2010) even including a fantasy element to highlight the taleâ™s emotional stakes. She dives wholeheartedly into Lâ™Engleâ™s seminal epic, chronicling the journey of Meg Murry, her preternaturally intelligent younger brother, Charles, and their friend Calvin Oâ™Keefe, crossing distant worlds to save the Murryâ™s, lost patriarch. Guided by three grandmotherly guardian angels, they navigate the dangers of a mind-controlled world fallen under the influence of a cosmic force of pure evil.

Larson has miraculously preserved the power of the original's social and religious themes, as well as its compelling emotional core, while staying true to her distinctive voice and aesthetic. Her soft-lined, large-eyed characters are a modern exemplar of classical American cartooning, and the metallic blue coating of the pages evokes both the timelessness of the story and the remoteness of alien worlds. This adaptation is fabulous for presenting a fresh vision to those familiar with the original, but it's so true to the story's soul that even those who've never read it will come away with a genuine understanding of L'Engle's ideas and heart. Grades 6-12. --Jesse Karp

âœKnow somebody who hasn't met Mrs Whatsit, Mrs Who or Mrs Which? Larson's colorful panels bring Madeline L'Engle's brilliant time-travel favorite to life in an exciting new way. This is page-turning eye candy of the highest order.â • âœJames PattersonâœThis adaptation is fabulous for presenting a fresh vision to those familiar with the original, but it's so true to the story's soul that even those who've never read it will come away with a genuine understanding of L'Engle's ideas and heart.â • âœBooklist, starred reviewâœThe memorable story of Meg Murry, Charles Wallace Murry, and Calvin O'Keefe's adventure across space and time is conveyed with all the intellectual and emotional impact of the original novel.â • âœBCCBâœLarson has remained true to the story, preserving the original chapter format and retaining L'Engle's voice. Black-and-white artwork is accented with blue, echoing the original cover color.â • âœSchool Library Journal

Bought this as a gift for an 9-year old girl. I wanted to buy her a book that would nurture her budding scientific mind, but was afraid the print version would be too difficult for her at a young age -- though I really wasn't sure, I just remembered reading it as a pre-teen. I played it safe and got her the graphic novel in the hopes it would turn her to the print version as she got older. She loved this book. Her father, who was a fan of the original, also sincerely loved this graphic novel. It ended up being a great gift.

I've been a big reader since I was very young. As a small girl, I would voraciously read more or less anything that was placed in front of me, from cereal boxes to a well-loved dictionary. My grandparents loved introducing me to books that my mom loved as a kid, and one of my favorites was A Wrinkle in Time. I don't think I need to explain the story, but it is one of the best gifts a clever, perhaps slightly strange kid can receive. The book stresses the importance of valuing yourself, both your faults and your strengths. It reminds us that the ways we differ are just as important as the ways we are the same. Perhaps most important for me, it tells us that home is what (and who) we

make it. It's just a gorgeous story, and one that other, far more concise folk have summed up. This adaptation, by the wonderful Hope Larson, is simply fantastic. Much of the language is very much the same as in the original L'Engle, so it has very much the same feel. I'm re-reading the original now, and the first few chapters are more or less the same in tone and feel. With regards to the art, I am totally charmed! I love how Larson indicates color and movement. A personal favorite is when Meg mentions Calvin's eyes being blue. The whole book is blue, but when I looked at Calvin in that panel, they looked brighter. It was beautiful. Overall, I feel the art was exceptionally faithful to how I imagined the beautiful and fearsome aspects of the book. Like others, I found IT to be particularly enjoyable. I also want to stress how much I loved Mrs. Who in this version. She never resonated with me the way Whatsit did as a child, but as an adult, I've found Who to be more my speed. After all, communicating with the words of others -- It truly is easier sometimes, is it not? Perhaps I would not love this version as much were I not a lifelong fan of the book. I can certainly understand that, and I do suggest reading the novel itself first if you have not before and are an adult. For children though, this is a lovely introduction to a lovely author.

Beautifully illustrated book! This graphic novel version accurately follows the original book. I bought several copies for students who are English Language Learners in my class, and this has greatly helped boost their comprehension when we read "A Wrinkle in Time." These books are also printed on high quality paper.

Near 50 years ago, I won a copy of "A Wrinkle in Time" for having read 57 books over summer vacation. I remember I was half-way through the summer, having spent hours in the library reading (you know.. with my good friends, Henry Huggins, Nancy Drew.. etc) before they told me I could check out books and take them home. Wow! Best summer treat ever! Over the years since, I have read A Wrinkle In Time to my four children, and countless times to myself. I still have the copy with the little typewriter-typed presentation inscription and my picture in the newspaper. I am convinced there is a "Wrinkle In Time".. for how else to explain the vividness of the memories, let alone the fact that I still have this book near 50 years later! Anyway, I recently got the graphic novel and have been enjoying it immensely! Sure, the characters may look different than I imagined during my readings... but so do any old friends I might now reconnect with. I am reading the condensed words more than studying the pictures anyway. It is like looking through a text version of an old photo album with a few sketches to carry me through the passages. I can't imagine anyone who enjoys the original novel would be unhappy with this graphic novel. That said, it is worth (even important) having both. I

can't imagine having grown up not knowing Mrs. Who, Mrs. Whatsit, and Mrs. Which, the image of the giant brain and the identical houses and the children bouncing the balls at the same time..... and all the rest. I will probably reread the original novel once again this year. Anyone who enjoys graphic novels AND the original story, will not be disappointed. I would only suggest you start with the original novel. A gift of both to someone would be an amazing wonderful present!

Madeleine L'Engle's classic science fiction tale for children, "A Wrinkle in Time", has made the jump to graphic novel, courtesy of writer and illustrator Hope Larson. "A Wrinkle in Time" has stayed in print since its initial publication in 1962; this quality adaptation will introduce the story to a new generation of fans. As the story opens, we meet Meg Murry, awkward teenager, who can't fit in at school and who pines for a father gone mysteriously missing on a secret government project. Her mother can't or won't offer an explanation. Her only consolations are her uncanny younger brother Charles Wallace, and a brand new friend from school, Calvin O'Keefe, who seems to fit right into the Murry family and who, wonder of wonders, finds Meg attractive. The three children are enter on a unique adventure, a journey across unmarked time and space, to find Meg's missing father. Their journey will be by tesseract; their companions will be the three uniquely different old ladies known as Mrs. Whatsit, Mrs. Who, and Mrs. Which. The children will encounter worlds and beings undreamed of. At the most distant point of their journey, they will find Meg's father, and something else, a dark being with unexpected power. In the end, it will be up to Meg to discover her own strength and find the way home. "A Wrinkle in Time" is very highly recommended in graphic novel to its fans of any age.

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