

## Before You Read

### The Tale of 'Kiko-Wiko

#### Connect to the Graphic Story

Think about a story you've written. How did you invent the characters? What were some of the traits of your characters? If your characters could talk, what would they tell you about the story?

**Partner Talk** With a partner, talk about a story you have both read. If the characters in the story could tell you their opinions about the story, what would they say? What would they think of the other characters and the story's events? What changes to the story's setting and plot would they suggest?

#### Build Background

The graphic story you are about to read is from a comic book series called Akiko.

- Akiko is a fourth-grade girl who goes on many exciting adventures.
- In the series, Akiko often travels to strange planets with her friends.
- The character Akiko is based on two famous characters from children's books: Dorothy from *The Wizard of Oz* and Alice from *Alice's Adventures in Wonderland*.
- The author began writing the Akiko stories when he lived in Japan. He picked a common Japanese name for his main character. 'Kiko is a nickname for Akiko.

#### Vocabulary

**whimsical** (hwim' zi kəl) *adj.* full of odd or lighthearted ideas (p. 402). *The whimsical story was about monsters and dragons.*

**disruptions** (dis rup' shənz) *n.* unwanted breaks or interruptions (p. 405). *It was difficult to concentrate on the game due to my little sister's constant disruptions.*

#### Meet Mark Crilley



**Gifted Artist** Mark Crilley began drawing at a young age. After college, he taught in Japan, where he invented the character Akiko. Since then, he has published more than fifty issues in the Akiko comic book series. He writes, "somewhere underneath all the silly drawings and slapstick humor lies a gentle reminder of the little fourth grader within us all."

LOG  
ON

#### Literature Online

**Author Search** For more about Mark Crilley, go to [glencoe.com](http://glencoe.com) and enter QuickPass code GL29763u3.

## Set Purposes for Reading

### **BQ** BIG Question

As you read, ask yourself, which parts of the story make me laugh? Which characters are funny? Why?

### **Literary Element** Humor

In a literary work, **humor** is the quality that makes characters and their situations seem funny, amusing, or ridiculous. Humor often points out the **irony** of a situation—when the outcome of a situation is the opposite of what was expected.

Humor makes reading fun. Humorous characters and events help readers connect to and become more involved in what they are reading. As you read, ask yourself, which characters and events in the story make me smile or laugh?

### **Reading Skill** Analyze Graphic Stories

**Graphic stories** are similar to comic strips, but the stories are usually longer. The purpose of many graphic stories is to entertain readers, but some also teach readers about history or current events.

When you **analyze graphic stories**, you pay attention to the special characteristics of graphic stories. For example, spoken words usually appear in dialogue balloons. A character's emotions or actions are often revealed in an illustration. Events take place in panels, or individual frames.

As you read "The Tale of 'Kiko-Wiko," notice how the illustrations and text work together to advance the story. Watch for elements that remind you of books, film, or television. Then compare the characteristics of the graphic story with the characteristics of traditional short stories. Use a graphic organizer like the one below.

Characteristics	Graphic Story	Traditional Story
story structure	panels or frames	paragraphs
illustrations		
dialogue		
narration		
plot		
character traits		

### Learning Objectives

For pages 400–409

In studying this text, you will focus on the following objectives:

**Literary Study:** Analyzing humor.

**Reading:** Analyzing graphic stories.

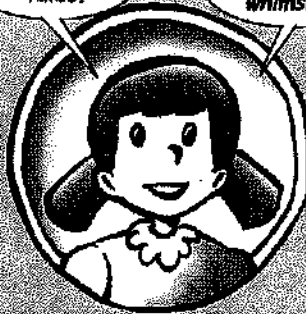
### TRY IT

**Analyze** With a partner, talk about comics that you have read in a newspaper or a comic book. What special features of comics help you understand their stories? Which comics are your favorites? Are they funny or serious? Do you like them more or less than traditional short stories?

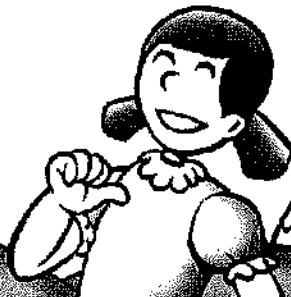
# The Tale of Kiko-Wiko

I love fairy tales.

They're so whimsical.

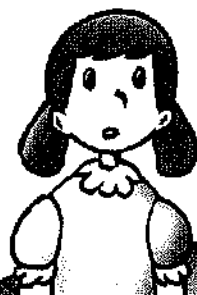


Once upon a time there was a little girl named 'Kiko-Wiko.



That's me!

Of course it's you. You're the only character in the story so far.



Yeah, but that doesn't prove anything.

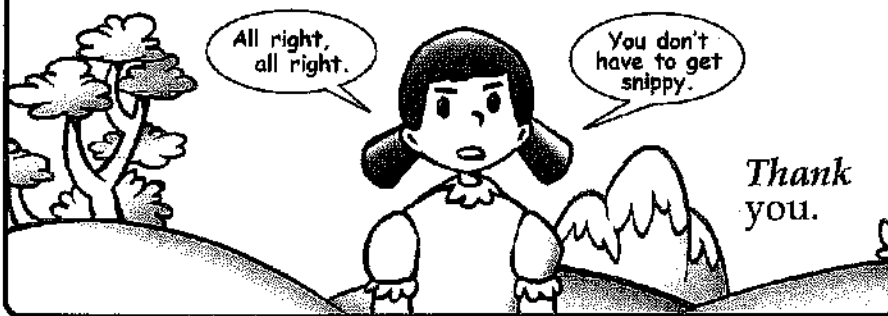
I could be 'Kiko-Wiko's evil step-sister or something.

**Humor** What is funny about the way 'Kiko speaks to the narrator?

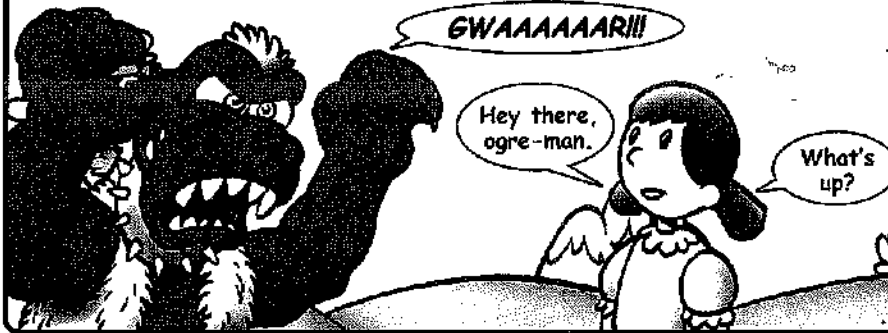
## Vocabulary

**whimsical** (hwim'zi kəl) *adj.* full of odd or lighthearted ideas

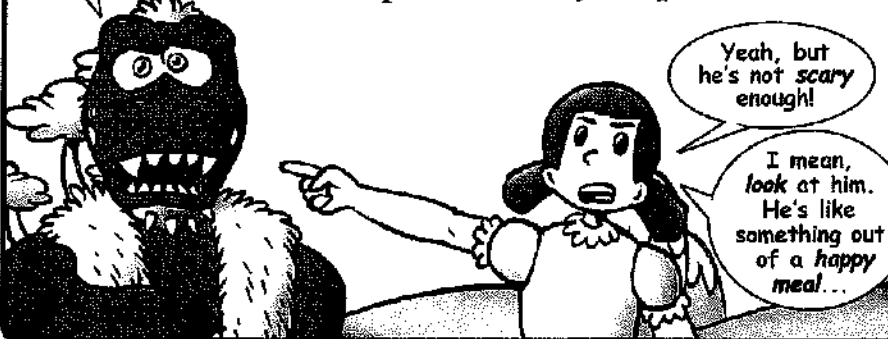
Why don't you leave the narration to *me*, little Miss Devil's Advocate?<sup>1</sup>



One day 'Kiko-Wiko was out for a walk when along came a monstrous ogre.<sup>2</sup>



Hang on. She's not supposed to say that, is she? No, she's not. I believe the line is, "Help, somebody help me."



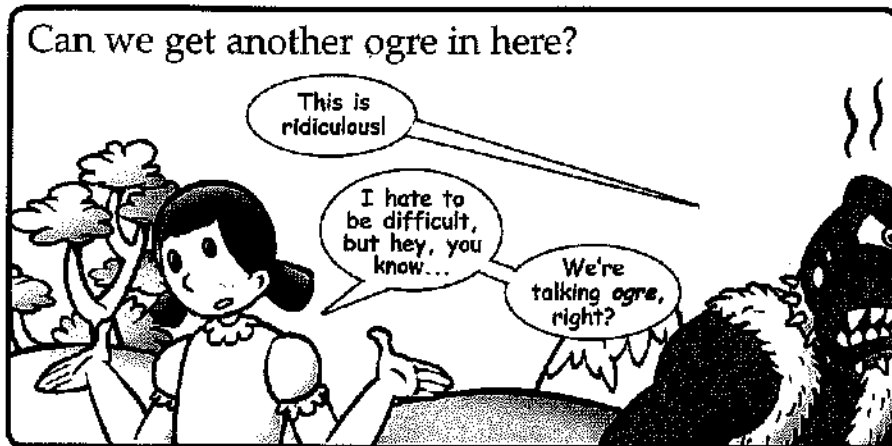
#### Analyze Graphic Stories

What do the ogre's facial expression and dialogue show?

**Humor** Who is talking here? What makes this conversation amusing?

<sup>1</sup> A **devil's advocate** is someone who argues in favor of a less popular or less accepted idea.

<sup>2</sup> An **ogre** (ō'gar) is an imaginary monster in fairy tales.



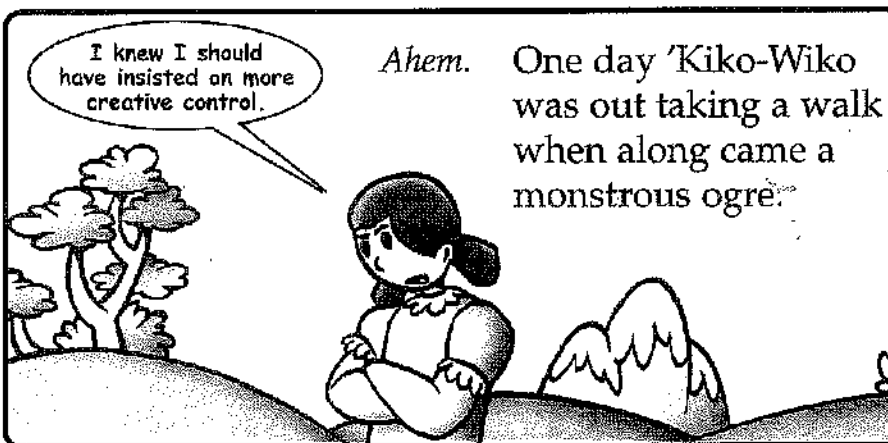
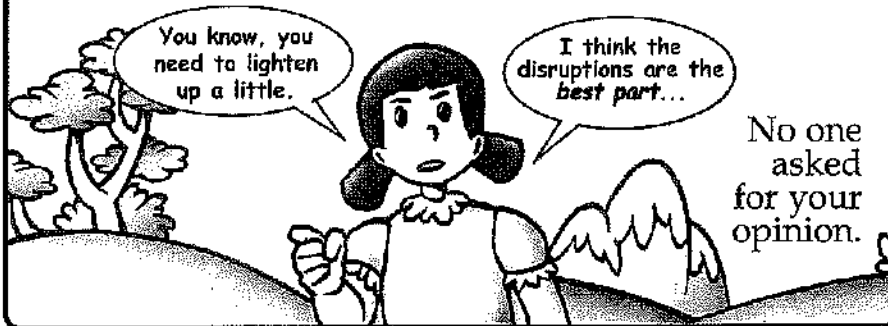
**Analyze Graphic Stories**  
 How does the ogre feel?  
 How do you know this?



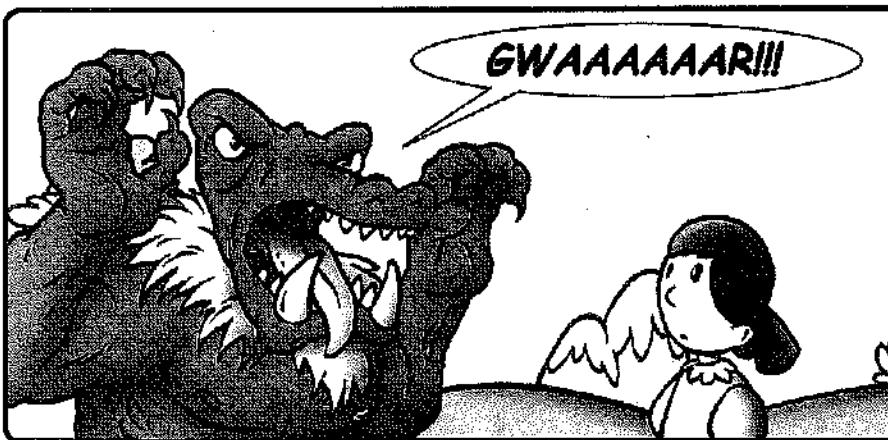
**Humor** What details in this panel are especially humorous?



Now, do you think we could *possibly* get through this without further disruptions?

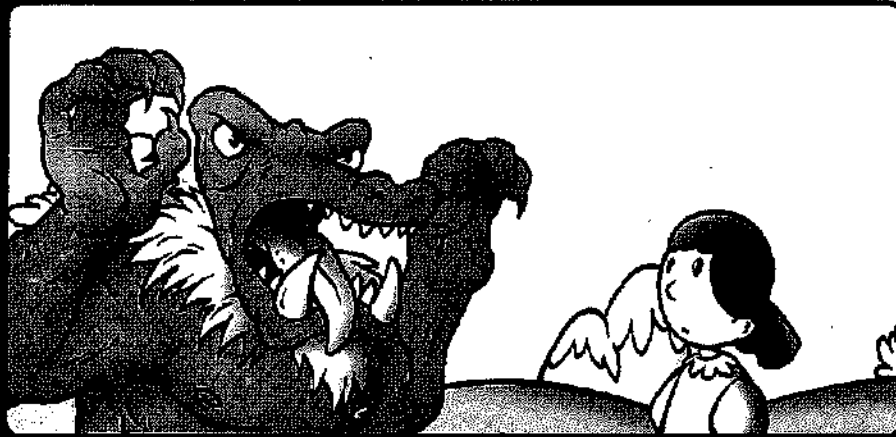


**Humor** A person in what profession might say words like 'Kiko's? Why are the words funny when 'Kiko says them?

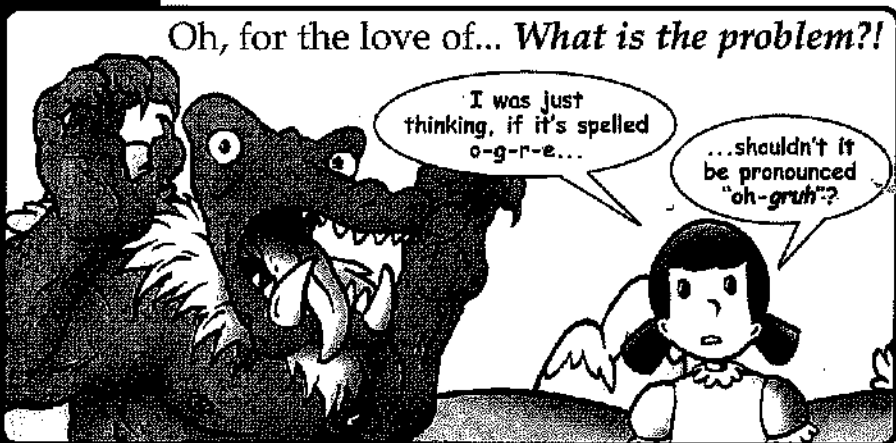


### Vocabulary

**disruptions** (dis rup' shənz) *n.* unwanted breaks or interruptions



**Analyze Graphic Stories**  
Describe 'Kiko's facial expression as she looks at the new ogre. What does it tell you about her feelings?





**Analyze Graphic Stories**  
What does the word *Slam!* tell you in each of these panels?



**BQ** **BIG Question**  
Where would you expect to see the words "The End"?  
Would this story be as enjoyable as a traditional story without pictures?



## After You Read

### Respond and Think Critically

1. According to 'Kiko-Wiko, what is wrong with the first ogre? [Recall]
2. What happens when the second ogre tries to scare 'Kiko-Wiko? Explain. [Summarize]
3. What is notable or interesting about the narrator in this graphic story? Explain. [Interpret]
4. Why does the narrator quit? Explain. [Infer]
5. How is 'Kiko-Wiko similar to and different from cartoon characters that you are familiar with? Support your answer with examples from the graphic story. [Compare]
6. **BQ** **BIG Question** Think about the way that reading or hearing a funny story can improve one's day. Why does laughter help make life good? Explain. [Connect]

### TIP

#### Comparing

Here are some tips to help you compare.

- Think about the cartoon characters you are familiar with. Describe how they usually behave.
- Look back at the story for specific examples of how 'Kiko-Wiko acts.
- Ask yourself, how are 'Kiko-Wiko's actions and words like those of other cartoon characters? How are they different?

#### FOLDABLES Study Organizer

Keep track of your ideas about the **BIG Question** in your unit Foldable.

## Examine Media

### The Gift of Laughter

"Mother Goose and Grimm" is a comic strip by Mike Peters. This strip originated in 1984 and is printed in more than 800 newspapers worldwide. It often focuses on fairy-tale themes. Read the strip below.



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**Group Activity** Discuss the following questions with classmates.

1. On what does the "Mother Goose and Grimm" comic strip base its humor?
2. What do "The Tale of 'Kiko-Wiko" and the comic strip have in common?
3. Think of a comic strip that you read often. What do you like about it? Why do you think newspapers publish comic strips? Explain.

### Literary Element Humor

1. Why is 'Kiko-Wiko's reaction to the first ogre humorous? Explain.
2. What other moments or aspects of the story do you consider amusing? Explain.

### Review: Characterization

As you learned on page 104, **characterization** includes all the methods an author uses to develop the personality of characters. In "The Tale of 'Kiko-Wiko," the author uses **indirect characterization**, revealing the personality of a character through the character's words and actions and through what other characters think and say about him or her.

### Test Skills Practice

3. Which sentence best describes how 'Kiko-Wiko and the narrator deal with difficult situations?
  - A Each leaves when things are difficult.
  - B Each questions his or her own decisions.
  - C Each asks the other for help with difficulties.
  - D Both are determined to learn from others' mistakes.

### Reading Skill Analyze Graphic Stories

4. What causes 'Kiko-Wiko to say that the narrator is unprofessional?
5. Look at the graphic organizer you filled in from page 401. What are the biggest differences between graphic stories and traditional stories? Explain, using details from "The Tale of 'Kiko-Wiko."

### Vocabulary Practice

Respond to these questions.

1. What would you most likely describe as **whimsical**—a movie about a winter storm or a movie about a boy and his pet unicorn?
2. What would be most likely to cause **disruptions**—buying a new car or having unexpected house guests?

### Academic Vocabulary

"The Tale of 'Kiko-Wiko" is the creative **concept** of Mark Crilley, who thought of the main character and her adventures. Using context clues, figure out the meaning of the word **concept** in the sentence above. Check your guess in a dictionary.



### Literature Online

**Selection Resources** For Selection Quizzes, eFlashcards, and Reading-Writing Connection activities, go to [glencoe.com](http://glencoe.com) and enter QuickPass code GL29763u3.

