

ROCKHOPPING BY TRACE BALLA



F	1	2	3	4	5	6	7	8	9	10
			✓	✓	✓	✓				

This book could be shared with all year levels but used to study reading and writing for the above year levels.

Writing	
Ideas	✓
Organisation	✓
Voice	✓
Word Choice	✓
Sentence Fluency	✓
Conventions	✓
Presentation	✓



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Reading	
Determining Importance	
Inferring	
Making Connections	
Predicting	✓
Questioning	✓
Summarising & Synthesising	✓
Visualising	

Rockhopping by Trace Balla is a graphic novel about a young boy's hiking adventure to Gariwerd (the Grampians in Victoria) with his uncle. Although this book is quite long, the story is highly engaging, and I found myself not wanting to put it down.

Writing

This would be a great mentor text to look at dialogue in writing, particularly with a focus on creating strong VOICE. The text also lends itself to studying plot and the way an author keeps their reader engaged with the inclusion of a series of mini events leading up to a larger event (ORGANISATION). The author makes the setting shine through both the text and the incredibly detailed illustrations (it made me want to book a weekend there immediately).

This would be the perfect book to share with those reluctant writers who prefer to draw and/or create comics rather than write large slabs of text. They could study this book to see how Trace Balla creates a full story told through both words and images. How does the author move the time along? Where does she slow down the pace and spotlight events? Where does she speed the pace up? Even though the sentences used in this text are very short, each word has been chosen with purpose- the sentences ebb and flow and meander up the rocks alongside the characters, and there is use of strong verbs and alliteration throughout (eg. 'We'd like to linger longer at the lake').

If you are looking at studying narratives with your students, this would be a great text for considering IDEAS and discussing the planning stage of the writing process; students could even have a go at storyboarding their own narrative idea.

Reading

For reading, it would be a great text for discussing HOW readers navigate texts with images such as graphic novels and comics (and remember, you wouldn't have to read the whole text to have this discussion).