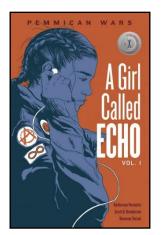
INDIGENOUS KNOWLEDGE CENTRE - GRAPHIC NOVELS



Pemmican Wars by Katherena Vermette: Echo Desjardins, a 13 year-old Metis girl, is struggling with her feelings of loneliness while attending a new school and living with a new foster family. Then an ordinary day in Mr. Bee's history class turns extraordinary and Echo's life will never be the same. During Mr. Bee's lecture, Echo finds herself transported to another time and place--a bison hunt on the Saskatchewan prairie--and back again to the present.."--Provided by publisher. Series: A Girl Called Echo.

Seven Generations: a Plains Cree saga by David Robertson: Follows the lives of a Plains Cree family from the 19th century up until the present day.

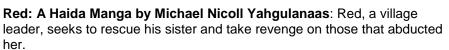
The Marrow Thieves by Cherie Dimaline: In this futuristic dystopian novel for teens, the Indigenous people of North America are on the run in a fight for survival.

This Place: 150 Years Retold: An anthology of stories from Canada's 150 years told from an Indigenous perspective.

Surviving the City by Tasha Spillett: Surviving the City, is a story about womanhood, friendship,

resilience, and the anguish of a missing loved one. Miikwan and Dez are best friends. Miikwan's Anishinaabe; Dez is Inninew. Together, the teens

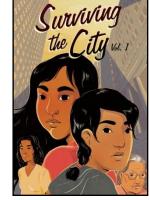
navigate the challenges of growing up in an urban landscape - they're so close, they even completed their Berry Fast together. However, when Dez's grandmother becomes too sick, Dez is told she can't stay with her anymore. With the threat of a group home looming, Dez can't bring herself to go home and disappears. Miikwan is devastated, and the wound of her missing mother resurfaces. Will Dez's community find her before it's too late? Will Miikwan be able to cope if they don't? Colonialism and the issue of Missing and Murdered Indigenous Women, Girls, and Two-Spirit People are explored in Natasha Donovan's beautiful illustrations.

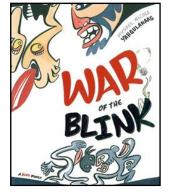


War of the Blink by Michael Nicoll Yahgulanaas Story of a fisherman who suspects a party of raiders is descending upon his island home and sets out to guard the village on his own.

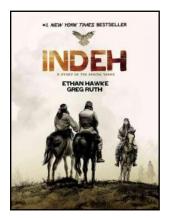
A Blanket of Butterflies by Richard Van Camp: Follows the journey of Shinobu, as he tries to retrieve his family's samurai armor and sword from the local museum in Fort Smith, NWT. When he

discovers that his grandfather's sword was lost in a poker game, he sets out to retrieve it with the help of a young boy, Sonny, and his grandmother.





Darkness Calls by Steven Keewatin Sanderson: A young man living on a reservation struggles with his individuality feels separated from his peers. The young man ultimately becomes involved in a battle for his life as he slips into depression and begins to think about taking his own life. Two characters of Cree legend, Wesakecak and Wintiko, take the form of hero and villain in the batte of good versus evil for the young man's life.



Indeh: A Story of the Apache Wars by Eathan Hawke:

Reimagines the experiences of Cochise, a young Geronimo and the war-torn Apache nation of 1872 as their culture is decimated in the aftermath of an attack on the Mexican village of Azripe.

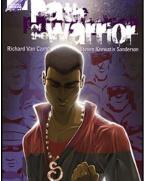
The Night Wanderer: A Native Gothic Novel by Drew Hayden Taylor: Tiffany Hunter, a young Ojibwa living in Ontario, struggles with growing up and her father's decision to open a bed and breakfast, as a man who calls himself Pierre L'Errant, an Ojibwa whose thirst for adventure took him to Europe, where he was turned into a vampire, becomes their first guest.



Trickster: Native American Tales: Collects twenty-one short stories in graphic novel format of tricksters from a variety of Native American traditions.

Just a Story by Steven Keewatin Sanderson: This is a story about Wendy and Adam, two kids who learn through the support of others to manage their stress and anger despite their parents fighting.

Dakwäkãda Warriors by Cole Pauls: Two Earth protectors are trying to save the Earth from evil pioneers and cyborg sasquatches.



Path of the Warrior by Richard Van Camp and Steven

Keewatin Sanderson: Cullen gets rolled out of his gang and is forced to reconnect with his family and community. Team sports and culture become his new support system.

I am Algonquin by Rick Revelle: Paints a picture of the original peoples of North America before the arrival of Europeans. Series: Algonquin Quest.

