

A WRINKLE IN TIME GRAPHIC NOVEL – READING GROUP GUIDE



About the Book:

In the middle of a stormy night, a mysterious stranger shows up at the household of Meg Murry and her brother Charles Wallace with knowledge about disappearance of their father—the stranger explains that there is such a thing as a tesseract, a method of traveling through space and time. The two siblings are joined by Calvin O’Keefe, a popular boy with uncanny communication skills, and the three of them venture across the universe to confront a dark force called IT and save Mr. Murry.

For Discussion:

This graphic novel was adapted from a classic prose novel. Adaptations are very common—many movies and plays were originally books. What is unique about adapting a book into a graphic novel? How is it similar to adapting a book into a play or movie?

Before they confront IT, Meg, Calvin and Charles Wallace are given gifts. Calvin’s natural gift of communication is strengthened, Meg is given her faults, and Charles Wallace is given the resilience of his childhood. What gift do you think you would receive from Mrs. Whatsit?

IT argues that everyone is safer and happier because IT controls them—but obviously Camazotz is a very scary place. What do you think is the right balance between freedom and playing by the rules?

Meg, Charles Wallace and Calvin rely on instincts to make many of their decisions. What do you think of this strategy? Do you trust your own instincts?

Many graphic novels represent three dimensions on a piece of paper—but this one had to represent two, three, and more dimensions when the children traveled via tesseract. What did you think of the illustrations of these hard-to-imagine concepts?

Meg tells IT, “*Like and equal* are not the same thing at all!” Do you agree? How do the ideas of “like” and “equal” differ?

Meg, Charles Wallace and Calvin venture thousands of light years from home to find Mr. Murry, and Meg returns to Camazotz alone to save Charles Wallace. How far would you go to save a family member? What if you weren’t sure you would succeed?

The Dark Thing is evil. Mrs. Which tells the children that some of the best fighters of evil have come from earth. They list great people throughout history: Jesus, da Vinci, Shakespeare, and more. Who would you add to their list? What makes you choose them?

Meg’s advantage against IT is that she has love and IT does not. What types of love do you see in the novel? What strengths is Meg able to draw from loving and being loved?