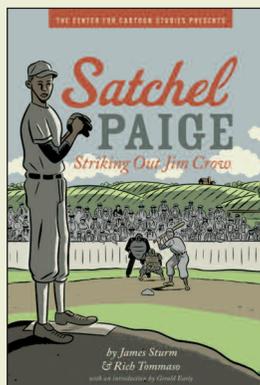


This guide was created by Tracie Vaughn Zimmer, a reading specialist and children's author.

Visit her Web site at www.tracievaughnzimmer.com to find hundreds of other guides to children's and young adult literature.

Trophic Novels from The Center for Cartoon Studies



Satchel Paige

Striking Out Jim Crow

by James Sturm
& Rich Tommaso

Hardcover \$16.99

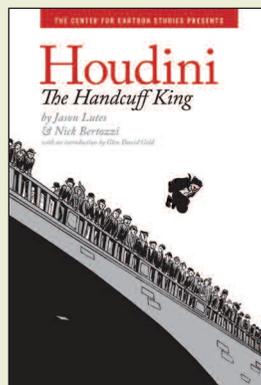
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The Handcuff King

by James Lutes
& Nick Bertozzi

with an introduction by Eric Drexler

Houdini

The Handcuff King

by James Lutes
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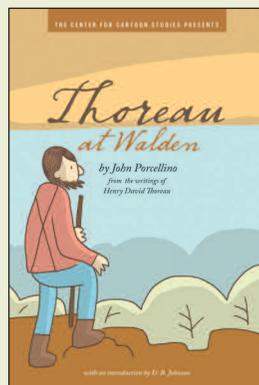
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(July 2008)



Thoreau

at Walden

by John Porcellino

from the writings of
Henry David Thoreau

Thoreau

at Walden

by John Porcellino

Hardcover \$16.99

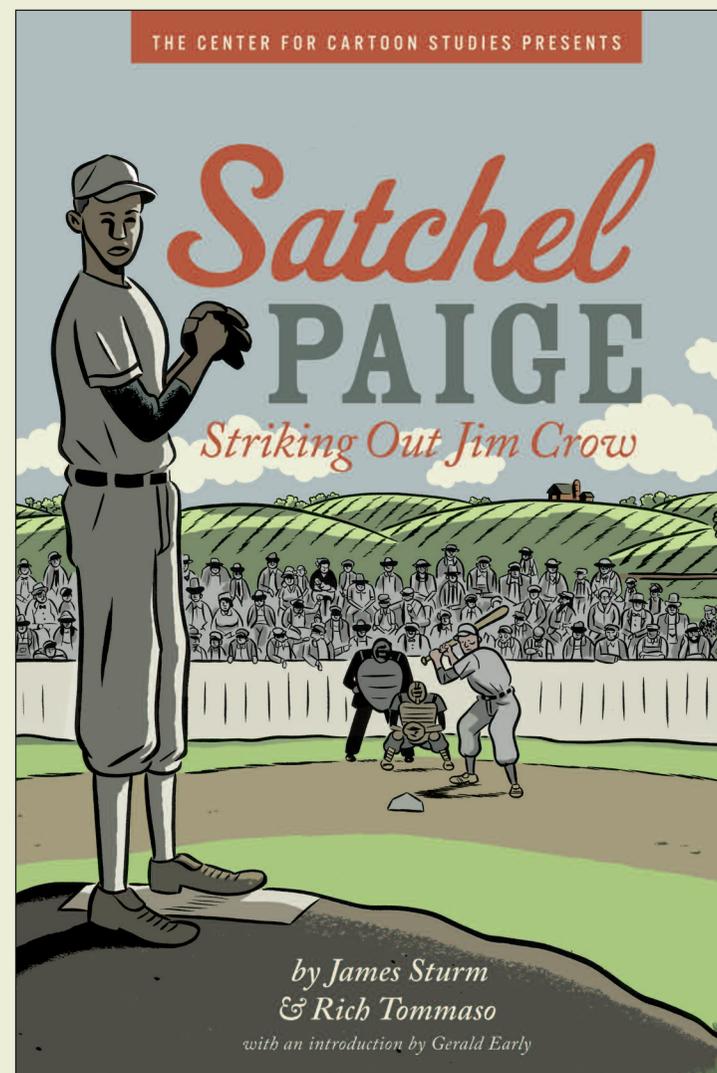
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DISCUSSION GUIDE

JUMP AT THE SUN



Jump at the Sun

An imprint of Hyperion Books for Children/Disney Book Group

114 Fifth Avenue, New York, NY 10011-5690

www.jumpatthesun.com

About the Book

Baseball Hall-of-Famer Leroy “Satchel” Paige (1905–1982) changed the face of the game in a career that spanned five decades. Much has been written about this larger-than-life pitcher, but when it comes to Paige, fact does not easily separate from fiction. He made a point of writing his own history . . . and then rewriting it. Told from the point of view of a fictional sharecropper, this compelling narrative follows Paige from his earliest days on the mound through the pinnacle of his career. A tall, lanky fireballer, he was arguably the Negro Leagues’ hardest thrower, most entertaining storyteller, and greatest gate attraction. Playing for dozens of teams, Paige vanquished thousands of batters. But his part in helping to strike out Jim Crow may be his most lasting legacy.

In stark prose and powerful graphics, author and artist share the story of a sports legend who defied the barriers of race to play the game on his own terms.

About the Guide

This guide includes discussion questions intended to provoke thought and insight into the themes of the book, which include baseball, violence, racism, boundaries, discrimination, and fame.



Discussion Guide

- 1 How do the author and illustrator weave the story of Emmet Wilson, a sharecropper, with the story of Satchel Paige? Why do you think they made this choice instead of creating a typical biography?
- 2 Why is Emmet Wilson willing to leave his home and family? Contrast his opportunities at home during this time period to those he’ll have in the Negro baseball leagues.
- 3 Describe the narrator’s experience on the team opposing the famous Satchel Paige. What does the game reveal to the reader about both Paige and Wilson?
- 4 Explain why the narrator then returns to Tuckwilla, Alabama. As a reader, how do you know that time has passed in the story? What is Emmet’s main conflict now?
- 5 How do Dizzy Dean and Satchel Paige capitalize on their talents to make the most money? Despite this, what is Paige still refused? How would you handle this kind of discrimination?



- 6 Why does Emmet feel compelled to attend Mr. Jennings's celebration? What happens? Would you be able to bring yourself to attend?
- 7 By 1941, how has Satchel Paige's career climbed? What does he say about himself? Why do you think the Jim Crow laws of the South persisted over such a long time period?
- 8 Emmet tries to "humble down" to the Jennings twins but they resort to violence to make their point. What do they do? Why is Emmet afraid to retaliate? How does this impact every single aspect of his life, even his faith?
- 9 Summarize the game between the famous Satchel Paige and the Tuckwilla, Alabama, home team. What does watching this game do for the Wilson men?
- 10 How does the graphic novel format add to your understanding of the subjects presented? What have you learned about the institutions of sharecropping and the Jim Crow laws that you might have missed otherwise?

Panel Discussion Questions

- 1 Are there still disparate wages among whites and African Americans today? Why?
- 2 Do you think the African American newspapers were welcome below the Mason–Dixon line or not? Why? How do most people communicate about important issues today?
- 3 What is the most interesting fact you learned about baseball from this story?
- 4 How did the police handle lynchings during this time period? How was this a form of terror and control?

Projects

Language Arts/Art

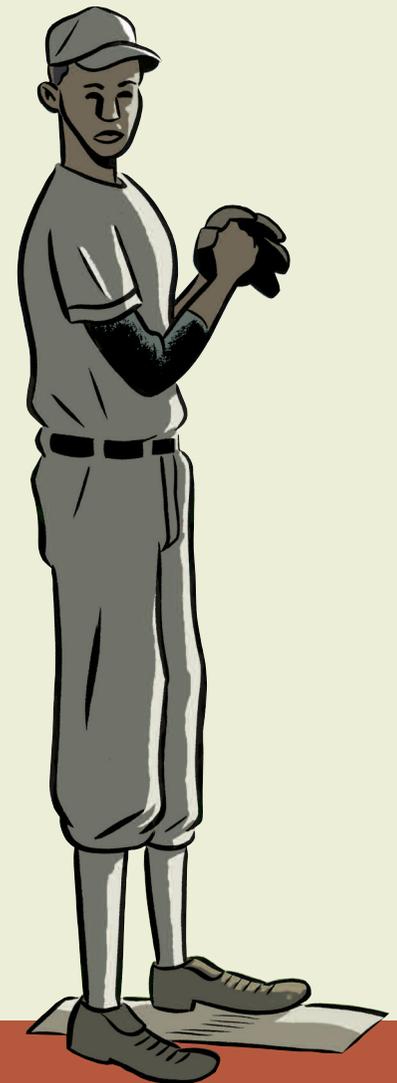
Create several graphic novel pages about an important sport, academic, or social hero of your own. Be sure to research information about your subject's life so that the panels educate and entertain.

Create a Venn diagram and compare and contrast the lives of Satchel Paige and Emmet Wilson.

History

Research one of the following topics from the novel and develop a PowerPoint, Web site, or newspaper article about what you learned (cite at least three different sources; only two of them may be online):

- Negro National League
- African American Press
- History of American Baseball
- Barnstorming
- Railroad
- Brotherhood of Sleeping Car Porters
- Jim Crow laws
- Lynching
- Graphic novels



About the Authors

James Sturm's most recent book is *James Sturm's America*. James's writings and illustrations have appeared in national and regional publications, including *The Chronicle of Higher Education*, *The Onion*, *The New York Times*, and on the cover of *The New Yorker*. James is the cofounder and director of The Center for Cartoon Studies.

Rich Tommaso has been writing and drawing original comics and graphic novels for over ten years. He has received accolades from many magazines and trade papers, including *Publishers Weekly*, *Spin*, *Wizard*, and *The Comics Journal*.



The Center for Cartoon Studies produces comics, zines, posters, and graphic novels (like this book about Satchel Paige!). For those interested in making comics themselves one day, The Center for Cartoon Studies is also America's finest cartooning school—offering one- and two-year courses of study and summer workshops. Visit them at www.cartoonstudies.org

Author Interview

1 How is writing a graphic novel different from writing other types of prose?

In comics you are writing with pictures. How big or small a panel is, the scale of the figures, whether the figures are in the middle of the panel or off to the side all affect how the story “reads.”

2 What made you decide to weave the stories of Emmet Wilson and Satchel Paige together for this book?

Paige did a great job of mythologizing himself, and it was hard to separate the facts of his life from the fiction. And in the end, I didn't want to. What was important to me, and what I decided I wanted the book to be about, was the impact he had on society and on those that followed his career. I made the character Emmet Wilson up, but he felt more real to me than Paige.

3 What advice do you have for young writers or graphic novelists?

Like hitting a baseball, if one out of every three stories you tell is any good, you are ahead of the game. Just keep stepping up into the batter's box and enjoy the game. You are never as good as you appear to be when everything is going great, and never as bad as you think you are when you are in a slump.

