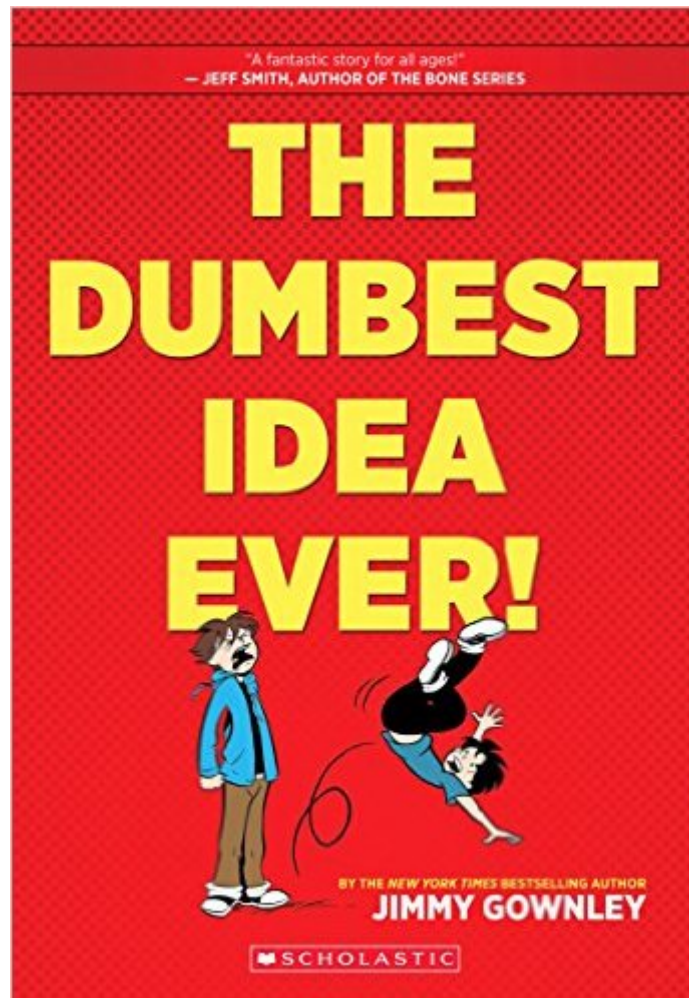


The book was found

The Dumbest Idea Ever!



Synopsis

Jimmy Gownley's graphic novel memoir about the "dumb" idea that changed his life forever! What if the dumbest idea ever turned your life upside down? At thirteen, Jimmy was popular, at the top of his class, and the leading scorer on his basketball team. But all that changed when chicken pox forced him to miss the championship game. Things went from bad to worse when he got pneumonia and missed even more school. Before Jimmy knew it, his grades were sinking and nothing seemed to be going right. How did Jimmy turn things around, get back on top at school, and land a date with the cutest girl in class? Renowned comics creator Jimmy Gownley shares his adventures as he grows from an eager-to-please boy into a teenage comic book artist. This is the real-life story of how the DUMBEST idea ever became the BEST thing that ever happened to him.

Book Information

Lexile Measure: GN330L (What's this?)

Paperback: 240 pages

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Product Dimensions: 0.8 x 5.5 x 8 inches

Shipping Weight: 13.6 ounces (View shipping rates and policies)

Average Customer Review: 4.8 out of 5 stars Â Â See all reviews Â (36 customer reviews)

Best Sellers Rank: #72,867 in Books (See Top 100 in Books) #12 in Â Books > Children's Books >

Comics & Graphic Novels > Biographies #37 in Â Books > Children's Books > Biographies >

Literary #49 in Â Books > Children's Books > Biographies > Art

Age Range: 10 - 14 years

Grade Level: 5 - 9

Customer Reviews

I have been a fan of all of Jimmy Gownley's work, most notably Amelia Rules-- but in reading this autobiography, we get a glimpse not into HOW to draw comics, but, I think more importantly-- WHY you draw comics. As an artist, some of the moments in Gownley's life were eerily familiar, from his first visit to a comic shop, to the hard work (and eventual payoff) in pursuing something that created so much magic for him. If you have a child from 8-18 interested in drawing, and want to further that spark, this is a great, readable graphic novel-- family friendly, but not talking down. Highly

recommended!

Jimmy Gownley presents the engaging tale of how he came to learn that, in many cases, the best content an author of fiction can present is that which he has lived himself in his "Dumbest Idea Ever". His atmospheric, wonderfully-rendered characters and settings are evocative of all that was wonderful of the 1980s zeitgeist. Wholesome parochial school replete with kindly nuns (Sister Anne James) and terrifying ones (Sister Regina Alma). Small-town grade school basketball rivalries played out via the local CYO (Catholic Youth Organization). Playing at Star Wars-like adventures in his Girardville neighborhood with best childhood chum, Marnie Marquardt. After being slammed with back-to-back bouts of serious illness, Jimmy comes to the realization that he wants to seriously pursue a vocation as a graphic artist. His mother and dad make every effort to support him with his dream. Jimmy matriculates to the regional Catholic high school, Cardinal Brennan, making friends with former hoops opponent Tony Graziano. This fresh educational scene also introduces him to his love interest, Ellen Toole. Jimmy shows Tony his comic masterwork (which even the author would self-deprecatingly refer to now as a "comedic" effort) -- but Tony is not only unimpressed, he's dismissive of it. He says one simple line that would stay with young Jimmy forever: "Why not make a comic strip about US?" Jimmy's done all that. And so much more. His journey is not simplistic. Jimmy didn't go from amateur output (he released his first volume of seminal work "Shades of Gray" while still in high school) to New York Times bestseller without a great deal of struggle and occasional disappointment. But his message is unmistakable: don't give up! Dream big! And have faith in your own ability and give thanks to God for it, and for those He's blessed you with along the way to help you. "The Dumbest Idea Ever" is redolent of two things: hope and joy. My own hope is that many young readers will encounter this work and joyfully pursue their own paths and talents with great confidence as a result of it.

I absolutely loved this book, read it cover to cover in no time!!! What an inspirational tale!!! This book appeals to parents, kids, and anyone who needs a boost to their day! Well written, well drawn, who could ask for more?

Just finished up reading THE DUMBEST IDEA EVER! A great inspiration for kids with a strong message to never give up on your dreams. Illustrations are outstanding and the story will hold the attention of readers of all ages! A must buy for home and schools!

There is so much that is said in this book to inspire, to encourage, to show those dreamers that it is all worth it - ALWAYS! Kudos to Jimmy Gownley who not only represented his childhood aspirations perfectly, he provides the courage for others to chase their dreams just as far. It's a beautiful message to remind us, especially our kids, that YES dreams do come true. It's about believing in yourself even when no one else does. It's about grabbing your passions and never letting them go! In the end, the idea is never as dumb as you might think! No matter where you've come from know that you can go wherever you want! Great job Mr. Gownley!

This book not only speaks to the people of the small community where it took place, but anyone who comes from a small town, or went to high school, had a first love, lost their way, found their way, doubted themselves and then finally used their experience for good. Oh yeah, and there is art for everyone to enjoy!

Perfect in every way! Funny, touching, endearing. I thoroughly enjoyed every page... I couldn't put it down. It's a part of my history too, so there's a heartfelt connection. Everyone needs to buy this book, read it and steep in what's possible for each of us if we just honor the truth within.

Once again Gownley has captured what it is like to be a kid caught between the expectations of the adult world and their own ambition. A great read for any child (or grownup) facing the same challenge.

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