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Dare to Know

Kodomomuke

Literally meaning “intended for children,” this category is focused on young readers below the age of twelve. These light-hearted works are designed primarily to entertain, as well as promote literacy. *Kodomomuke* typically uses simple, imaginative, and creative stories that promote the values and morals of a good life such as consideration, manners, and following the right path. The most common genres are action, adventure, and comedy. *Kodomomuke* can either be original stories, reworkings of existing Japanese material, or adaptations of classic Western literature, including fairy tales and literary stories. *Joji-muke* is specifically aimed at young girls, while *shōnen-muke* is directed to young boys.

Common Elements

Simple plots
Moral message

Little plot or character development
Discontinuous storylines

Graphic Novel Examples*

<i>Anne of Green Gables</i> (2020) by L. M. Montgomery and Crystal Chan
<i>Anpanman</i> (1969-ongoing) by Taskashi Yanase
<i>Astro Boy</i> (1952-1968) by Osamu Tezuka
<i>Chibi Maruko-chan</i> (1986-2022) by Momoko Sakura
<i>Digimon Next</i> (2005-2008) by Tatsuya Hamazaki
<i>Doraemon</i> (1969-1997) by Shogakukan

<i>Hamtaro</i> (1997-2000) by Ritsuko Kawai
<i>Heidi</i> (1966) by Johanna Spyri and Masako Watanabe
<i>Hello Kitty</i> (1974-ongoing) by Yuko Shimizu
<i>Pokémon Adventures</i> (1997-ongoing) by Hidenori Kusaka
<i>Yo-kai Watch</i> (2012-ongoing) by Nonyuki Konishi

* The dates given reflect the original serial publications in Japan.