

Look at the following introductory paragraphs and notice the following:

- 1. Hooks draw in the attention of the reader*
- 2. Background information clarifies the topic to be discussed and the controversy surrounding the topic*
- 3. The thesis statement, at the end of each paragraph, is specific and asserts a position to be discussed for the rest of the paper*

Example 1:

Comics have been part of America since the 1930's and their appeal has survived to the present day. Graphic novels are comics in a trade paperback format--the story is told both through text and through images. Graphic novels first appeared on the scene in 1978 and are steadily becoming mainstream in American culture (Lyman 35). In recent years, much debate has been stirred regarding whether or not graphic novels have a place within a library's collection. To most, comics and graphic novels are silly, violent and immature. However, comics are no longer simply men in tights--many graphic novels deal with current issues, serious subjects and learning. Graphic novels become a legitimate form of literature with many titles winning major literary awards. While the overall general public tends to feel that graphic novels are a frivolous use of library budget, more and more librarians are finding that graphic novels are powerful tools in getting reluctant students to read.

Example 2:

When Americans think of badminton, they often think of lazy, spring days and picnics. They don't associate badminton with the kind of physical exertion associated with, say, tennis or baseball. But a few Americans are discovering what people from other countries have known for decades: badminton is a physically and mentally challenging sport that can lead to professional opportunities for good players. To become a professional badminton player, one must learn the rules, train well, master the strategy, and keep up with the market.