

# Book Project Options

## NUMBERED ACTIVITIES (1 to 2 hour investment):

1. "Become" one of the characters. Comment on the events of the reading from his/her point of view. Describe an incident the way this character sees it. Include the thoughts and feelings of the character that may not be mentioned in the story.
2. Ask questions about the text. These should be thoughtful, possible discussion-provoking questions. They should not be simple fact questions, and they should not be able to be answered with a simple "yes" or "no". You should ask at least five questions of the text.
3. Imagine a new ending for your book. Rewrite at least the last page of your book so that it has a drastically or slightly different resolution. Be sure to write in the same style as the author. Include an explanation of how and why you changed the ending.
4. Create a dictionary of terms that would help someone reading this book. Make a list of at least fifteen particular words (jargon, 'slang, technical language, specialized terminology, etc.) that the author uses in this story. These words must be slightly out of the ordinary; they should have particular significance in the book. Define each word as it is used in the story.
5. Write a letter to the author of the book. Tell him/her what you liked and disliked about the story and his/her writing style. Give them specific reasons and examples from the story to support what you say. Be sure that your letter is in the correct format. [Sample: Max Ride](#)
6. Create a book jacket description for the story. Pretend you are trying to "hook" readers' interest in the story by explaining its contents on the back of the book. How would you tell people what the book is about and persuade them to pick it up and read it?
7. Imagine a meeting between you and one of the book's characters. Where would you meet? What would you discuss? Create a dialogue that includes references to the story's action, other characters, and bits about your own life.
8. Become a casting agent. If your book were to be made into a movie, which famous stars you would you choose to play the roles of each character? Support your choices with explanations (appearance, experience, similarities, personality, etc.).
9. Build a timeline for the major events in the story, focusing on at least twelve incidents. Highlight the initial conflict(s), climax, and resolution of the story in some way. Be sure that the action is accurately placed and that the time between events is indicated neatly.
10. Design a crossword puzzle using content from the book. The puzzle should be neat (use an online puzzle maker). Use at least eighteen hints for your puzzle. Submit BOTH a blank puzzle with hints AND a completed puzzle with hints and answers. [Sample: Lost Hero](#), [Sample Max Ride](#)
11. Write an obituary for one of the characters in the book. Your obituary should follow the outline provided at <http://www.lippertfuneralhome.com/owg.htm>. It must be at least four paragraphs. Use information gathered from the story as well as your own imagination.

12. Become a character and write a diary with at least 5 entries. Include events from the novel and how you feel about them. Write in the voice of the character (using his/her dialect, words, sayings).
13. Write a "Dear Abby" column with questions from three of the characters in the novel asking for advice. Their problems/questions should be in keeping with how they were presented in the book. You must include your solutions/answers as Dear Abby. Each Q &A should be about a half-page.
14. Draft a mock interview with one of your characters. Pretend you are the host of a talk show. Create a list of at least ten questions (and the character's responses) that you could ask your "guest." The questions should pertain to the events in the story, but may also search to reveal unknown secrets about the person (which should keep in line with the integrity of the character).
15. Write a resume of one of your better-detailed characters. Imagine that the character is applying for a job (appropriate to his/her role in the story). Include objective, prior experience, education/schooling/degrees, vital statistics, hobbies, references. Make the document look official.
16. Rewrite the story or part of the story as a poem or a song. Be sure to include important incidents and conflicts.
17. Discuss an important symbol in one of your stories. Explain why you believe the symbol is important, and what you believe it is supposed to represent. This should be at least a half-page explanation.
18. Write a news article covering the events in your story. Include quotes, expert opinions, "photos." Be sure to include who, what, when, where, why, and how.
19. Imagine you were to go through the trash of one of the characters. Explain what you might find and why. Base your "finds " on the story and character actions. Describe at least six items.
20. Research and present information about a particular part of the story: a person, place, event, etc. Try to discover interesting background facts not presented in the story. Your resources must be accurately cited. The presentation may take numerous forms: a speech, a poster, an essay, a pamphlet, etc.
21. Create a twenty question quiz about your book. The questions should test a reader's knowledge of the story and should focus on character, plot, setting, motivation, conflict, and resolution. Please include the answers to your quiz questions as well.
22. Find the top 10 web sites a character in your book would most frequently visit. List the title and web address for each choice. Include 2-3 sentences for each on why your character might like each of the sites. (Be sure the web addresses are accurately recorded as they will be verified.)

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## **LETTERED ACTIVITIES (3 hour investment):**

A. Draw a picture of a scene from the reading. Explain why you chose that scene and what each aspect of your picture represents. The artistic quality of the picture is important.

B. Create a board game based on the characters, events, or theme of your book. Be sure that the game is playable and that participants must rely on their knowledge of the book in order to succeed!

D. Draw a map of where your story took place. It should contain areas where significant events happened. Use a key to describe these happenings. Be certain to include a title and label the appropriate areas. Detail, color, and accuracy are points to remember.

E. Make a collage of a major theme from the book. Use clippings from magazines, newspapers, etc. The collage must be on paper that is 11"x17" and should include at least 10 different clips. On the back of the collage, explain in a few paragraphs what theme you are representing and what it has to do with your novel.

F. Make a tri-fold travel brochure that invites tourists to visit the setting of the book. Describe the scenery and surroundings. Explain the types of activities that might be available. Your brochure should employ colorful design, pictures, and phrasing in order to entice travelers to go there.

G. Create a comic strip or a storyboard for the events in the story. Be sure that the illustrations explain the story clearly. Do not include every detail-- only those that are necessary to understand the actions. You will not be judged on your artistic talent, only on your apparent effort. [Sample: Catching Fire](#)

H. Design a website or construct a power point presentation about your book. Be prepared to present either creation to the class. [Jacob's sample: The Enemy](#).

I. Construct a mobile of the story's characters. The mobile should include the book's title and then the cast of characters represented in any artistic form you choose. Some examples include cardboard cutouts of the characters, abstract construction paper shapes, index cards labeled with names, etc. A list of each character's traits and/or a description of the character should be on the reverse side of each hanging object.

J. Design a 24x30 poster for a film adaptation of the book. Include a synopsis of story and a meaningful picture representing some aspect of the novel. Invent a catchy slogan or tagline to draw audiences to see the movie. Be colorful! Your final product must show thought and effort.

K. Make a scrapbook about the story or pretend a character had made it about his/her life. This should look like a real scrapbook, complete with actual memorabilia, awards, letters, photos, mementos, ticket stubs, report cards, etc. Include book title and character's name on the book. Label each item (at least fifteen) and explain its significance.

- L. Write a piece of music to fit a character, event, or feeling from the story. Explain how and why you created the piece. Be prepared to perform it (if requested) or record the performance and submit it.
- M. Act out and video at least three scenes from the book. The entire presentation should run about ten minutes. Submit a written copy of setting, dialogue, direction, etc.
- N. Build a miniature stage setting of a scene in the book. Include a written explanation of the scene. Make several sketches of some of the scenes in the book and label them. Explain why you chose them and how they are significant to the story line.
- O. Design a CD cover (front, back, and insides) that is 8" x 8". The back cover should list the soundtrack for the novel (title and artist) that includes at least 10 well known songs. On the inside, write at least one sentence (per song) explaining how it relates to the story events or characters. ([Mango Street](#)) The look of the front cover is up to you, but should be professional and show your understanding & insight regarding the book.
- P. Sketch costumes for at least three characters in the novel. Each character needs 3 costume changes. For each drawing, explain why the outfit, accessory, color is appropriate to its owner. How is the apparel useful or necessary in particular settings or situations? [Sample: Max Ride](#)
- Q. Construct puppets resembling two of the story's characters. The puppets can be made of any combination of materials (paper, cloth, plastic, etc.) and should be functional. Attach a 3 " x 5" index card to each puppet listing his/her name, significance in the story, and how what you have made truly illustrates the character.
- R. Make a "wanted" poster for one of the characters or objects in your book. Include the following: (a) a drawing or cut out picture of the character or object, (b) a physical description of the character or object, (c) the character's or object's misdeeds (or deeds?), (d) other information about the character or object which is important, (e) the reward offered for the capture of the character or object. Again, this should look official and professionally done.
- S. Photograph real people, places, and things that represent the same in your novel. Put 15+ pictures in an "album." The album's front cover should list the name of the book and the author. For each photo, write a caption that labels the picture and explains how it connects to the story.
- T. Record a podcast with visuals. It should review the novel. Include the following: a) title and author, b) genre of the story, c) names of major characters, d) brief description of conflict(s), e) what you liked/disliked about the book, j) a recommendation for a specific audience. Include a written script of the podcast.
- U. Make a documentary video that teaches about an important aspect of the book. You might need to do some research about the purpose and style of a documentary as well as research about the topic itself. Be sure to make a strong connection between the topic of the documentary and the specific ways that it connects to the book.
- W. Using the plot or action of the book, create a video game (ie. Cortex Command).