

Project Options

A = project using mostly artistic talents; **W** = project using mostly written talents;
D = project using mostly dramatic talents; **M** = project using mostly musical talents

Please choose from the following projects. If you have an idea for a different project, I must approve it before you begin working!

1. Book Jacket (A/W)

- Your book jacket must actually fit on the book.
- Your book jacket must include a cover design appropriate for the theme of the book.
- Your book jacket must include a summary of the book on the back.
- You may include personal information about yourself, the cover artist, on the inside flap of your book cover.
- Your book jacket should be neat and attractive.

2. Carving (A)

- Your carving should be made of an appropriate material.
- Your carving should be of a main character from your book.
- Your carving should convey the important aspects of the character's personality (style of clothing, accessories, facial expression, etc.)
- Your carving should be detailed and neat.

3. Board Game (A)

- The game must include all necessary playing pieces as well as instruction.
- The instructions must include a short paragraph explaining how the game relates to the book.
- The game must be playable by the class or a small group in the class.
- The student will be required to explain and demonstrate the game to the class.
- The game must include appropriate information from the book or be based on a game from the book.
- The game may be based on a popular board game or may be a completely new creation from the student's imagination.
- The game should be easy to use and attractive to players (neat, legible, decorated, etc.)
- Examples include: file folder game, Trivial Pursuit game, Monopoly, etc.

4. Scrapbook (A)

- The scrapbook should be made of appropriate materials and should be neat and attractive.
- The scrapbook should be a minimum of 10 pages.
- The scrapbook should contain a minimum of 20 pictures.
- Each page of the scrapbook should contain pictures (hand-drawn or photographs only...no computer work) with captions for each.
- Your pictures should convey important events that happened in the book.
- The scrapbook can be created about any of the characters in the book.
- The scrapbook can be created from any of the characters' points of view (a mom for her daughter, a friend for a friend, etc.)

5. 3-D Map (A)

- Your map should be created out of appropriate materials.
- Your map should demonstrate some aspect of the setting of your book.
- Your map should include road signs or destination signs highlighting important areas of your map.
- Your map should be neat and attractive.

6. Model (A)

- Your model should be made of appropriate materials and should be an appropriate size (not too huge, not too small.)
- Try to make your model to scale.
- Your model should be of some object or structure from the book.
- Your model should represent all aspects of the object of structure. The more detail, the better!

7. Dramatic Reading (D)

- You should choose an important scene from your book to read for the class.
- You should practice reading your scene before you perform it for the class.
- You should create different character voices if there is dialogue.
- You should be sure to use much voice inflection and make the piece interesting to your audience.
- You do not need to memorize your scene, but you should look at your audience as much as possible. Don't use your script as a crutch.
- You should incorporate appropriate hand gestures and facial expressions.
- Your reading style should reflect the mood of the scene.
- You will be required to turn in a copy of the section you will be reading, along with a short summary (1/2 page) of why you chose this particular scene.

8. Puppet Show (D)

- You will create at least two puppets to convey important characters from your book.
- The puppets should be detailed and attractive.
- Using your puppets, you (with the help of a capable partner) will act out an important scene from your book.
- Your scene should be at least 2 minutes long.

9. Diary (W)

- The diary should look like a real diary. You may choose to use an actual diary or use a notebook or something similar and decorate it to look like a diary or journal.
- The diary entry should contain a minimum of 10 entries.
- Each entry should be dated.
- The diary may be written from a main character's point of view or from the point of view of a minor character.
- Each entry should be an account from the book written in the character's own voice.
- Each entry should relate directly to the book and add more depth to what the character might have been thinking/feeling.
- The diary should be neat, attractive, and be edited for errors.

10. Dolls (A)

- Your dolls should be made of appropriate materials.
- Your dolls should represent characters from your book.
- You will be required to make a minimum of three dolls.
- Each doll should have clothing, facial expressions, etc., that convey the personality aspects of the character.
- The dolls should be home made, not store bought.

11. Ballad or Song (M)

- You should create a ballad or song to convey something important about the plot or characters from your book.
- You may use an existing melody or create one of your own.
- You should create original lyrics for your song.
- Your song should be a minimum of 1 minute long.
- You will be required to either perform your song in front of the class or record our song before hand and play it for the class.

12. TV Commercial (D)

- You should create a tv commercial to sell the book you read.
- Your commercial should be a minimum of 1 minute long.
- Your commercial should highlight the best parts of the book without giving away the resolution.
- Your commercial should try to convince people to read your book. (Review propaganda techniques for ideas.)

- You should use props in your commercial to make it exciting and visually appealing. You may add background music as well.
- You will be required to present your commercial to the class or record it and play it for the class.

13. New Ending (W)

- Your ending should be written from the same point of view and in the same style the author used.
- Your ending must be typed.
- You will be graded on content as well as grammar, neatness, and spelling.
- You should have someone proofread your writing before you make a final copy to turn in.
- Your ending should be an appropriate length (2-5 pages.)

14. Puzzle (A)

- Your puzzle should be made of appropriate material.
- Your puzzle should piece together to convey one idea (theme, setting, one character, etc.)
- Each piece of your puzzle should directly relate to the one idea you are trying to convey (how the author shows theme, different aspects of the setting, etc.) Your puzzle does not have to piece together to form a picture, but it can, if the picture conveys something directly related to the book.
- Your puzzle should be attractive and neat.

15. Collage (A)

- Your collage should cover a minimum area of 8x10 inches.
- Your collage should be completely covered in pictures/words/appropriate designs from the book.
- Each item on your collage should relate directly to the book (setting, character personality traits, plot, etc.)
- You may include photographs, drawings, computer-generated pictures, words, and 3-D items (buttons, ribbon, etc.) You may use anything that connects the collage to the book and is appropriate.
- Your collage should be neat and attractive.

16. Mobile (A)

- Your mobile should be made of appropriate materials (hanger, etc.)
- Your mobile should include at least five items hanging from it.
- Your items should all directly relate to your book.
- The items can be hand made or not. The items might include such things as a toy bicycle, a hand-made figure of a person, a paper flower, etc. Each item must relate to the book in some way.
- Each item should be neat and attractive.
- You may also add other small decorations (pipe cleaners, streamers, etc.) to add to the mood of your mobile.

17. Newspaper (W)

- Your newspaper should directly relate to the book you read. It might be a newspaper from the town, a newspaper focusing on an event related to the story, etc.
- Your newspaper should look like a newspaper (preferably typed).
- Your newspaper should include at least five different articles/areas of the paper. These might include a front page story, a sports page, a comics page, a local news page, a world news page, an editorial, a letter to the editor, etc.
- Your newspaper should include appropriate pictures (hand-drawn, computer-generated, actual photographs, etc.)
- Your newspaper should be an appropriate length(long enough to convey important information from/about the book.)

18. Diorama (A)

- A diorama is a three-dimensional scene with modeled figures against a painted background.
- Your diorama should be made of appropriate materials (suggestions: old shoe box, small appliance box, etc.)
- Your diorama should convey a scene or a certain place from the book.
- with your diorama you should include a brief paragraph (written on a note card, small piece of posterboard, etc.) explaining your diorama and the connection between it and your book.
- Whether you are creating a scene from the book or a depiction of a part of the setting, your diorama should include three-dimensional characters.

19. Brochure (A)

- Your brochure should be made of appropriate materials and should be attractive, neat, and informative.
- Your travel brochure should relate to some PLACE in the book. This might be the main setting. It might be a destination to which your character traveled.
- Your travel brochure should convey the mood of the place you are describing.
- Your travel brochure should entice the reader to want to travel to this place to see it for himself/herself.
- The brochure must include pictures (hand-drawn, magazine cuttings, photographs, etc.)
- The brochure must include facts about the destination.
- The brochure should include a map indicating where the destination is in relation to other places around it.

20. Masks (A/D)

- You will create at least two masks to convey important characters from your book.
- The masks should be detailed and attractive.
- Using your masks, you (with the help of a capable partner) will act out an important scene from your book.
- Your scene should be at least 2 minutes long.

- **21. Character Suitcase (A)**
- You are going to make and pack a “suitcase” that one of the characters from your book would take on a trip.
- You must include: a luggage tag that has the character’s name, address, and destination written on it; memorabilia to decorate the outside of the suitcase, such as bumper stickers or moments from previous trips; ten items the character would pack (tangible or intangible); a brief explanation stating why the character chose to pack each item, written from the character’s point of view.
- Tangible items might include a (miniature) hatchet for survival, (fake) money to buy things, etc. An intangible item might include courage, hope, and adventuresome spirit, etc. You might find something tangible to represent these items or make descriptive cards for the items.

22. Advice Column:

Choose the character or characters in the book who have problems. Write letters from these characters to an advice columnist, YOU. Write back to the characters offering your advice for their troublesome situations. Look at several days of advice columns before writing your own. Expression of problems, solutions, and character will be graded. I will also grade on letter format and advice column style. Minimum length: 2 pages **(W)**

23. Prequel:

Sequels to books and movies are popular. Lately several storytellers have been working backwards, telling the story that happened before the story already told. Use this as an opportunity to explore why characters are the way they are, and how they got to know each other. Plot of story and relevance to the original story will be graded. Minimum: 2 pages **(W)**

24. Evening Newscast:

Pretend you are the anchor of a TV news program. Write a news story about an exciting part of the story, the crisis in the story, or the problem in the story. Prepare cue cards and deliver the telecast to a live studio audience (your class). Quality of story, following of news style, and presentation of telecast will be graded. Minimum: 3 minutes **(D)**

25. Meet a Character:

Become a minor or major character from your book. Find a simple costume and write a monologue telling about the main character and the plot of the story. Quality of planned monologue and portrayal of the character will be graded. Minimum: 3 minutes **(D)**

26. Cover Design:

This project is for people who have a flair for art. Design a new cover for your book. Also change the title. Make sure the title is appropriate for the story. Include a description of the book on the back, just like a real book jacket. Be able to explain why you chose the new title and the scene illustrated. Neatness and artistic ability will be graded. **(A)**

27. Theme Song:

TV shows often have theme songs. Create your own theme song for your book. Use an existing melody and add your own lyrics or write the melody too! Perform or record your song and play it for the class. The song should relate something important about the plot or character. Lyrics and performance will be graded. Minimum performance time: 2 minutes **(M)**

28. Investigate the Setting:

If your book has a historical or real setting, research the place and time. Make a report to the class about your findings. Quality of information, ability to use a variety of sources to research, and presentation will be graded. Minimum: 2 pages **(W)**

29. Character Cards:

Create “character” cards (like baseball cards) for the characters in your book (including major and minor characters). On the front, draw a picture of the character. On the back include important information about the character. Neatness, description, and attention to detail will be graded. **(A)**

30. Travel Brochure:

Design a travel brochure for one or more of the locations in your book. Explain how the chosen location(s) is vital to the book’s plot. Creativity, visual appeal, and inclusion of pertinent details will be graded **(A)**

31. Time Capsule:

This report provides people living in the future with the reasons your story or books is such an outstanding book. Make a time-capsule design and neatly print or write your reasons inside the capsule. Visual appeal and depth of reasons included will be graded. **(A/W)**

32. Sales Talk:

This serves as an advertisement to “sell” your selection to one or more specific groups. You decide on the group to target and the sales pitch you will use. Include graphics in your presentation. Presentation skills, artistic work, and persuasiveness will be graded. Minimum presentation time: 3 minutes **(A/D)**

33. Literary Interview:

You will write out an interview with one of the characters in your story. It is your responsibility to write meaningful questions and appropriate responses. You will act as both the interviewer and as the character. Grammar and authenticity of character will be graded. Minimum: 2 pages **(W/D)**

34. Pen Pal:

Write a letter to one of the characters in your story. Tell him/her how similar and different your life is to his/hers. Ask that character questions and offer your opinions about some of the situation in the story. Then write a letter back to yourself pretending to be that character. Grammar and authenticity of character will be graded. Minimum: 2 pages **(W/D)**

35. Funny Papers:

Make a comic strip about one or more of the scenes in your story. Include a title frame and lots of conversation bubbles to retell what happened. Artistic ability and attention to story details will be graded. **(A)**

36. Talk Show Host/Hostess:

Pretend that you are a television talk show host/hostess and will be interviewing a character from your story. Compose a list of questions that your viewers would be interested in. Ask one of your friends to be the character and conduct a "live taping" of your show or produce a video. Professionalism, believability of characters, and attention to story details will be graded. Minimum length: 5 minutes **(D)**

37. Movie Marquee:

Your story is about to become a major movie, and you have been chosen to design the promotional poster! Include the title, author of the book, a listing of the major characters in the book and the actors and actresses who will play them, and a short paragraph summarizing the story. Artistic ability and attention to story details will be graded. **(A)**

38. Model:

Create a model of an important person, place, or thing from your book. Add details to make the model realistic. Artistic ability and details will be graded. **(A)**

39. Patchwork Quilt:

Use a piece of 18" x 26" posterboard and six 8" x 8" squares of paper. Glue the squares on the posterboard and simulate "stitching" around each piece using a crayon or marker. Each of the squares will tell specific information about your story. One square should state the title and author, and the other squares should tell about the characters, plot, and settings. Visual appeal and attention to story details will be graded. **(A)**

40. Author Talk:

Research the author of one of your books. After giving a brief summary of the book to the class, present a time-line of the author's life and important information about his/her personal life and writing career. Use of different resources, details about the author, and presentation will be graded. Minimum 1 page. **(W)**

41. Diary:

As one of the characters in your book, make several diary entries conveying your feelings about the events of your life. Create a diary cover for your book as well. Grammar, visual appeal, and attention to story details will be graded. **(A/W)**

42. Life Sized:

Create life-sized models of two of your favorite characters and dress them as they are dressed in the book. Crouch down behind your character and describe yourself as the character. Tell what your role is in the book and how you relate to the other character you have made. **(A/D)**

43. Stage:

Build a miniature stage setting of a scene in the book. Include a written explanation of the scene. You will be graded on the details and neatness of your stage. **(A)**

44. Newspaper Review:

Write a book review as it would be done for a newspaper. (Be sure you read a few before writing your own.) Minimum length: 1 page. **(W)**

45. Front Page:

Write a feature article (with a headline) that tells the story of the book as it might be found on the front page of a newspaper in the town where the story takes place. Minimum length: 1page. **(W)**

46. Historical Timeline:

After reading a book of history or historical fiction, make an illustrated time line showing events of the story and draw a map showing the location(s) where the story took place. Minimum: 10 events and 1 map **(A/W)**

47. Movie Comparison:

Read a book that has been made into a movie. (Caution: it must have been a book FIRST. Books written from screenplays are not acceptable.) Write an essay comparing the movie version with the book. You may not do any books we have read at school. Minimum length: 2 pages **(W)**

48. Newspaper:

Create a newspaper for your book. Summarize the plot in one article, cover the weather in another, do a feature story on one of the more interesting characters in another. Include an editorial and a collection of ads that would be pertinent to the story. Make sure you put your articles in columns like a real newspaper and include pictures. Minimum: 2 pages **(W/A)**

49. Timeline:

Make a time line of all the events in the book. Create a thumbnail picture for each event. Minimum: 15 events and 15 pictures. **(A/W)**

50. Bag Book Report:

Using a brown grocery bag, color the front with a picture from the book, title and author. Fill the bag with a minimum of 10 objects which will be pulled out one at a time to describe the story to the class. Be imaginative and to not use pictures of items. **(A/D)**

51. Game:

After reading a book, design a game, based on that book as its theme. Will you decide on a board game, card game, concentration? The choices are only limited to YOUR CREATIVITY! Be sure to include clear directions and provide everything needed to play. (A/W)

52. TV Show:

Make a television box show of ten scenes in the order that they occur in the book you read. Cut a square from the bottom of a box to serve as a TV screen and make two slits in opposite sides of the box. Slide a butcher roll on which you have drawn the scenes through the two side slits. Make a tape to go with your television show. Be sure to write out a script before taping or performing live. (A/D)

53. YOUR OWN PROJECT:

If you have a great idea for another creative project, let me know!