

CHARACTER FACEBOOK PAGE: Create a mock Facebook page for one of your characters. Who would he/she have as friends? What interests would he/she have? What photos would be posted? Include an “about” section, status updates, comments from friends and your responses.

CHARACTER THERAPY SESSIONS: You are a psychologist, and your patient is a main character from your book. He or she has come seeking comfort and advice. What questions would you ask your patient? What advice would you give? Now, with a partner or small group, videotape portions from five consecutive sessions between psychologist and patient. Include the final diagnosis/recommendation for your character.

3-D MODEL SETTING: Make a three-dimensional model of an important setting in your book using clay, ice cream sticks, soap, wood, and/or marshmallows—anything that will yield a 3-D design. Include as many details as possible. Type a one-page report describing the setting and why it is significant to the story.

MINECRAFT SETTING: Recreate an important setting from your book using the lego-like video game Minecraft. Include as many details as possible— buildings and their interiors as well as exteriors, important objects, etc. Type a one-page report describing the setting and its significance. Present to class from a laptop or use screen shots of your design.

COLLEGE ESSAY: Create a college application and essay for a main character, using details from the book as well as your own inferences. Include name, high school classes taken, grades, class rank, extracurricular activities, jobs and/or community service. Finally write an essay in which you evaluate a significant experience, achievement, risk you’ve taken, or ethical dilemma you’ve faced and its impact on you.

AUTHOR’S BOOK SIGNING: Imagine you are the author trying to “sell” your book at a bookstore signing event. Create a poster advertising your book to the audience, and then do an actual 2-3 minute book talk, presenting an overview and explaining enough about the beginning of the story so that everyone will want to read it. Finally, read aloud an exciting, interesting, or amusing passage that leaves the audience hanging and add, “If you want to know more you’ll have to read the book.” If the book talk is well done, most of the students will want to read the book!

AUTHOR’S TELEVISION INTERVIEW: Write 8-10 questions you would like to ask the author of your book. Then write the answers to those questions in the way you think the author would respond. Working with a partner, videotape a “television interview” using your questions and answers.





WEB SITE: Create a web site about your book. Include a home page as well as pages for each of the following: author, plot, main characters, setting, symbolism, and theme. The web site should be informative as well as attractive. You may use a free website creation tool such as www.weebly.com.

POSTCARDS FROM A CHARACTER: Design a series of postcards from a character. On one side draw/paint/reproduce an appropriate photo and on the other side compose a message to you, your teacher, or one of the other characters. There should be at least five postcards. Shoot for eye-catching design, intriguing messages, distant postmarks, etc.

NEWSPAPER ARTICLE: Write a newspaper article about an important and exciting event in your book. Write it using a journalistic style—be sure to include who, what, where, when and why. Design it to look like an actual article. Include photographs and captions of key people and/or events.

PUPPET SHOW SCENE: Make simple puppets (stick puppets, finger puppets, paper bag puppets, and so on) or complex puppets (marionettes) and present an important scene from your book. Minimum two-minute presentation

BOARD GAME: Create a board game which includes the following:

- Game Cards (at least 15) which contain quotations from the book
- Game Pieces (at least 4 different ones) representing characters
- Game Board, complete with your artwork, which relates to the story
- Typed directions on how to play the game, including the object of the game and how to win.

COSTUME DESIGN BOOK: Pretend you are the costume designer for a theatrical production of your book. Draw detailed costumes for five characters. Each drawing must be on a plain 8 ½ " X 11" page, colored, with fabric swatches attached. Write a one-page report explaining what each character would wear and in what scene.

BOOK TITLE ACROSTIC: On a sheet of construction or decorative paper, write the title of the book vertically down the side. For each letter in the title, construct a sentence or line of poetry that begins with that letter and tells something significant about the story. Illustrate your poem.

MOVIE PRODUCER PITCH: Imagine that you are the author of the book you have just read. Write a 1-2 page typed letter to a movie producer persuading him or her to make your book into a movie. Explain why the story, characters, conflicts, etc., would make a good film. Suggest a filming location and the actors to play the various roles.

SHOEBOX DIORAMA: Construct a diorama (three-dimensional scene inside a shoebox which includes models of people, buildings, plants, and animals) of one of the main events of the book. Include a 1-page typed description of the scene.

CHARACTER HOROSCOPE: Research the astrology or sun signs. Figure out which signs you think three of the main characters from your book were born under. Type a 1-2 page explanation of why you think they fit the signs, citing examples of their actions, attitudes and thoughts from the book.

NOMINATION SPEECH: Nominate one of the characters for an office in local, state or national government. Which office should he or she run for? What are the qualities that would make the character effective for that office? Write a 1-2 page typed speech to the community introducing your character and persuading the crowd why he or she is the right person for the office.

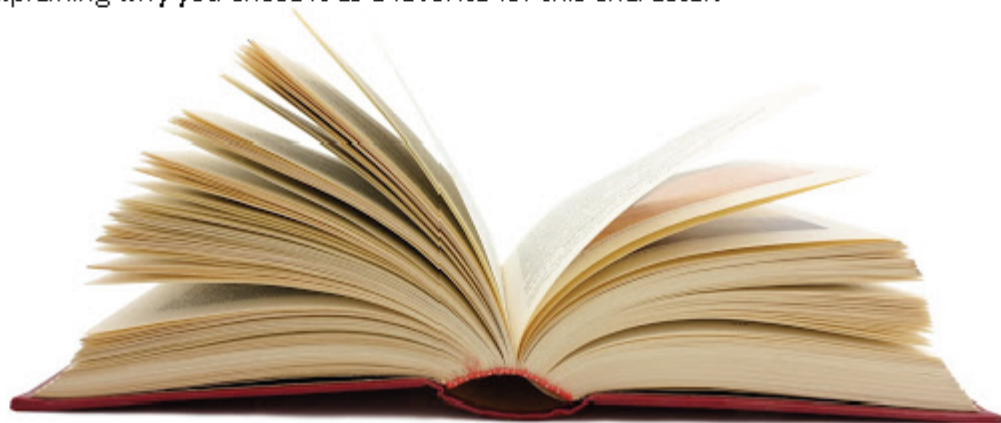
CHILDRENS' STORY: Rewrite the story for younger children in picture book form. Minimum 10 pages in color.

CHARACTER CHILDHOOD: Choose an adult main character from your book. Imagine what he or she would have been like as a child. Type a 1-2 page story of his or her childhood in such a way that reveals why the character is the way he or she is in the book.

IMPERSONATE A CHARACTER: Dress up as a character and retell the story to the class while in character. Include at least three key events from the story in a minimum 2-minute presentation.

PREPARE A DISH: If your book includes some sort of food that is significant to the story, prepare the dish for the class. Be sure there is enough to share with all. Include a one-page typed summary of why the food is significant to the book.

CHARACTER PLAYLIST: Imagine you are one of the main characters in your book. Think about the kind of music you might enjoy—genres, artists and songs. Create a playlist of 8-10 songs for him or her. For each listing, include the song name, artist, and a brief description explaining why you chose it as a favorite for this character.



CREATIVE BOOK PROJECTS

CHARACTER JOURNAL: Create and keep a journal for one the book's main characters, recording his/her feelings and chronicling events that place before, during, or after the book. Remember that thoughts and emotions are very important in a journal. There should be a minimum of five pithy and meaningful entries, several paragraphs each. Feel free to include drawings, doodles, souvenirs, etc.—anything that makes the diary seem more authentic.

SONG/PERFORMANCE: Write and perform an original song that tells about the main points and/or theme of the book. Lyrics must include a minimum of 30 lines.

RAP INTERPRETATION: Write and perform a rap “translation” of an important scene from the book. This can be performed live or shown to the class on video. Have some fun with your rap, but make sure it accurately tells the story of the scene.

COMIC BOOK: Create a mini-comic book depicting a chapter or scene of the book. This should include a minimum of fifteen panels, hand-drawn and in color. These should not be simple pencil scrawls on lined paper; the final product should show effort, academic professionalism and creativity!

SCRAPBOOK: Choose a main character from the book and create a scrapbook of photos, artwork, poems, etc. of important events through the eyes of this character. Be sure to include pictures and an explanation or journal-like thoughts and reflections about each event.

MOVIE SOUNDTRACK: Imagine your book is being made into a movie and you have been hired to create the soundtrack. Create a CD with at least seven songs representing significant events and/or themes from the book. Type a song list and, for each song, include a description of which event or scene it would accompany in the movie and why.

MOVIE TRAILER: Create a 1-2 minute video movie trailer for your book, persuading moviegoers that your story can't be missed!

