

Book Projects

Choose one of the following along with a summary of your book:

1. 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.
2. Create a sculpture of a character. Use any combination of soap, wood, clay, sticks, wire, stones, old toy pieces, or any other object. An explanation of how this character fits into the book should accompany the sculpture.
3. Interview a character from your book. Write at least ten questions that will give the character the opportunity to discuss his/her thoughts and feelings about his/her role in the story. However you choose to present your interview is up to you.
4. Write a diary that one of the story's main characters might have kept before, during, or after the book's events. Remember that the character's thoughts and feelings are very important in a diary.

5. Prepare an oral report of 5 minutes. Give a brief summary of the plot and describe the personality of one of the main characters. Be prepared for questions from the class.
6. Give a sales talk, pretending the students in the class are clerks in a bookstore and you want them to push this book.
7. Build a miniature stage setting of a scene in the book. Include a written explanation of the scene.
8. Dress as one of the characters and act out a characterization.
9. Imagine that you are the author of the book you have just read. Suddenly the book becomes a best seller. Write a letter to a movie producer trying to get that person interested in making 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. **YOU MAY ONLY USE BOOKS THAT HAVE NOT ALREADY BEEN MADE INTO MOVIES.**
10. Be a TV or radio reporter, and give a report of a scene from the book as if it is happening "live".

11. Do a book talk. Talk to the class about your book by saying a little about the author, explain who the characters are and explain enough about the beginning of the story so that everyone will understand what they are about to read. Finally, read an exciting, interesting, or amusing passage from your book. Stop reading at a moment 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 almost all the students want to read the book.
12. Write Graffiti about the book on a "brick" wall (your teacher can make a brick-like master and then run this off on red construction paper.) Cut your words out of construction paper and glue them on the wall.
13. Compare and contrast two characters in the story.
14. Make a poster advertising your book so someone else will want to read it.
15. Write about one of the character's life twenty years from now
16. Make a peep box of the most important part.
17. Pretend you are the main character and retell the story

- 18.** Participate with three or four classmates in a television talk show about the book.
- 19.** Find a song or a poem that relates to the theme of your book. Explain the similarities
- 20.** Make a travel brochure inviting tourists to visit the setting of the book. What types of activities would there be for them to attend?
- 21.** Prepare a list of 15 to 20 questions for use in determining if other people have read the book carefully.
- 22.** Make a dictionary containing 20 or more difficult words from the book.
- 23.** Make a crossword puzzle using ideas from a book. Need at least 25 entries.
- 24.** 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.

25. Research and write a 1-page report on the geographical setting of your story. Include an explanation as to why this setting was important to the effect of the story.

26. Design a game, based on that book as its theme. Will you decide on a board game, card game, and concentration? The choices are only limited to YOUR CREATIVITY! Be sure to include clear directions and provide everything needed to play.