

Independent Reading book pRojEct

*All projects must exhibit original work

Due by April 15th

*All writing must be typed and professional (unless otherwise approved for creative reasons)

*Each option will be presented to your classmates in a “show and tell” style presentation

Book project

Choose two of the following options to complete your project. Choose **DIFFERENT** options from your previous project.

1. Design and make your own clothing line relating to your book (for future fashion designers)
 - Illustrate AND create the clothing
 - Write an explanation for your creations – explaining why and how
2. Create a mobile from items related to the story (for visual, crafty students)
 - Select 10 items that represent people, places, events, or other parts of the book and hang them from a hanger (or other device) using string or yarn.
 - Write a key that explains each object and why you chose it.
3. Film a performance of a pivotal scene in your book (for future filmmakers and screenwriters)
 - Write the screenplay.
 - Recruit performers.
 - Film the performance.
4. Make a new book jacket for the book. Digital and professional (for literal and/or creative thinkers)
 - Front cover: Draw and color an illustration for the book.
 - Inside front flap: Write descriptions of the main characters.
 - Inside back flap: Write a description of the setting and a short summary of the book.
 - Back cover: Write 5-10 quotes from the book that are important to understanding the story.
5. Create a poster-size collage to represent the book (for visual, creative, spatial, and/or analytical thinkers)
 - at least 10 photos or illustrations.
 - Write a key describing each item on the collage.
6. Create a graphic novel version of your book (or a comic book version of a chapter) (for creative writers and artists)
 - Multi-page, professional lay out and format
 - Colored, unless otherwise approved

7. Create a book in a bag (for literal and/or creative thinkers)

- Choose 10 items that represent people, places, events, and other parts of the book. Place them in a brown paper bag.
- Create a label for your bag that includes the title and author.
- Write a key describing each of the items and explain their importance to the story.

8. Write a letter to the author that shows your reaction to the book (for literal and/or creative thinkers)

- Include all elements of a friendly letter (date, greeting, body, closing, & signature).
- Include:
 1. Your opinion of the book and reasons for your opinion
 2. The character in the book you identify with the most and why
 3. Your favorite part of the book
 4. At least 2 questions you have about the book
- Make sure you include your home or school address in the letter.
- Include an addressed envelope with your return address & the author's address. (Check the back of the book or author's Web site for author's address. You may also send the letter directly to the publisher, which should be on the copyright page of the book.)

9. Write out an interview between you and a character (for literal and/or creative thinkers)

- Write at least 10 questions to ask your character. Then answer each question as you think the character would respond.

10. Create a "Ten Facts About [Book Title]" handout (for literal thinkers)

- Create a fact sheet of 10 facts you found out during reading but did not know before you read the book.
- *Only for Nonfiction/Informational; Biography & Autobiography

11. Create a board or card game about the book (for creative, logical, and/or strategic thinkers)

- The game should include details about the setting, characters, and plot to show knowledge of the book.
- Include instructions about how to play.
- Game must be play-able

12. Draw and paint or color a portrait of a character (for artists)

- Include a description of the character you draw or paint. (What does he or she look like? How old is he or she? What type of person is she? Why is he or she important to the story?)

13. Write at least three diary entries that a character would write that include details about the story (for creative, logical, and/or analytical thinkers)
 - Diary entries should be at least 10 sentences each.
 - Diary entries can be typed or handwritten.
 - Fiction (Realistic, Historical); Mystery; Fantasy; Biography or Autobiography

14. Create an illustrated timeline showing important events from the book (for logical, strategic, and analytical thinkers)
 - Choose at least 10 important events from the story. Write a description of each event, and draw & color an illustration for each event.
 - The events must be in the order in which they occurred.

15. Create a diorama of a scene from the book (for the brave and craftily creative)
 - Create a scene from the book in a shoebox (or other creative way)
 - Write a detailed description of what the scene shows.

16. Make a map of places where the story took place (for logical, spatial, analytical, and/or geographical thinkers)
 - The map should be colored, detailed, and self-created
 - Write a description of what each place is and why it is important.

17. Create a sculpture of a character (for artists)
 - Use modeling clay, papier-mâché, or another material to sculpt a character.
 - Write a description the character exploring the complexities of his/her life and conflict.

18. Make 3 drawings of important scenes from the book (for artists)
 - Choose your medium (or choose multiple)
 - Drawings should be colored.
 - Write a description of what each scene is and why it matters within the story

19. Write a letter to the main character of your book asking questions, offering advice, making a complaint or a suggestion, or writing your opinion about something that happened in the story (for all thinkers)
 - Include all traditional elements of a letter (date, greeting, body, closing, & signature).
 - Fiction (Realistic, Historical); Mystery; Fantasy; Biography & Autobiography

20. Prepare a travel brochure for a book. Digital and professional (for creative, logical, analytical, business, and/or practical thinkers)
 - Create a colorful brochure based on the setting of your book.
 - Give reasons people should want to visit this location.
 - Describe what occurred in this location in the book.
 - Fiction (Realistic, Historical); Mystery; Fantasy

21. Create at least three postcards from one of the characters to your teacher (for creative, adventurous thinkers).

- On the back of each postcard, write a detailed account of an important event from the story.
- On the front, illustrate that event.
- Fiction (Realistic, Historical); Mystery; Fantasy

22. Create a book award (for generous, creative, logical, and/or analytical thinkers)

- Create a book award to give to your book. Create a ribbon for the award.
- Draw and color the book cover, and place the book award ribbon on the cover.
- On the back, attach a written explanation of the book award AND a detailed explanation of why you are giving this award to the book.

23. Create a fictional record album cover with artwork and inserts (for creative music lovers)

- On one side of the cover, come up with 10 song titles that represent characters, events, or settings in the book. Below your titles, write a short summary of the book.
- Illustrate the cover on the other side, and include the title of the book.

24. Create a picture story (children's book) for your book (for creative thinkers who love kids)

- Rewrite the book for a Kindergarten or 1st grade audience. Use short sentences and age-appropriate words so that they can read it easily (or it can be read to them). Make sure to include all major parts of the story.
- Illustrate each page to go along with the story.

25. Write a unique report card for a character in your book (for creative, logical, and/or grade-focused students)

- Choose a character in your book. Come up with 5 areas of his or her personality to grade based on how the character behaved in the story.
- Write the character's name at the top of the page. Give the character a grade in each subject, and give details from the story to support the grade in the Comments section. See the example below.

Partial example:

Student: Prince Brat		
Subject	Grade	Comments
Loyalty	C	In the beginning, Prince Brat told on Jemmy to the thieves. Later, he protected Jemmy from them.

26. Write a new ending for the story or add (insert) an extra chapter (for creative writers)

- Mirror the writing style of the original author and stay true to characterization

27. Write a test for the book you read (for logical, analytical thinkers)

- Use information from the book you read to create a test that you could give other readers to check their understanding of the story.
- The test should include matching, multiple choice, and short answer questions.
- Vocabulary section: Use 5 words and their definitions
- Comprehension section: Write at least 15 questions about the characters, events, and setting of the story.

28. Create a trading card for your character (i.e. baseball card, magic the gathering, dungeons and dragons, pokemon) (for creative and/or logical thinkers)

- On the front, draw and color a picture of the person.
- On the back, write the person's statistics (be creative!)
- important accomplishments
- Biography & Autobiography

29. Create a digital (typed) Venn diagram to show similarities and differences in the traits of a main character and yourself.

- Include pictures of you and the character
- Have at least 5 similarities between main character and you
- Have at least 5 differences for the main character and 5 differences for you (no repeats!)
- Minimum total of written pieces of information = 15

30. Create-your-own. Must have my approval (for creative, non-conformists)