

# INDEPENDENT READING PROJECT OPTIONS SHEET

**Directions:** Prepare a project based on the novel you chose for your independent reading project. Choose any one of the following possibilities OR design your own project. If you design your own, you must get the idea approved by Helms/Long BEFORE you do it! You may also modify any of these projects with prior approval. You must do a different project each six weeks (no project may be done more than once).

## Projects involving art/making things:

1. Create a picture book based on your novel. Use either photographs, magazine pictures, drawings/etc. to represent things that happened in your novel. Put them together in booklet form with a front and back cover. Portray at least 10 main scenes/events in the novel and use a written caption with each picture to explain what is happening. Picture book should tell the whole story (ending & all).
2. Create a movie poster to go with a book you read. Select current actors and actresses to play major characters. On the back of the poster (or a separate sheet of paper), explain why you chose those particular actors and actresses for the parts.
3. Create a collage on the themes/ideas presented in your book. Give it a title, such as "A Search for Identity," "Growing Up"/etc. (Poster-sized)
4. Create a diorama that shows a scene from your book. (A diorama is a scene in a box—it should be 3- D.)
5. Sketch scenes from the novel. Do at least three (unless otherwise approved).
6. Design a children's book telling a child's version of your novel. Not all novels will work for this project (consider whether the theme of the novel is one small children would understand). Books should have illustrations and a cover, too.
7. Construct a model/object that reflects an important item from the literature: shield, flag, castle, log cabin, etc.
8. Create a monthly wall calendar with a series of memorable scenes. Each month should have an illustration/picture and a caption, in addition to the dates and days/etc. (Do all 12 months.)
9. Draw a cartoon strip showing the main parts of the story. This should have at least five frames.
10. Design and create a "pop-up" book based on the text.
11. Create and produce an alphabet book (for little kids). Show knowledge of characters and events through each letter of the alphabet. Should have illustrations and a cover.
12. Create and construct a mobile showing different characters or scenes from the book.
13. Create a puzzle book based on your novel. Include such things as crosswords, search-a-words, cryptograms, word scrambles, riddles, etc. Must include at least five different puzzles (with an answer key!) and have a cover.
14. If your book involves travel from one setting to another, create a travel brochure depicting the places the main character(s) went.
15. Create a board game based on your book. Design and build the board, as well as any playing pieces, cards, spinners or dice, or other objects needed to play. Type up a set of instructions for how to play (and win) the game.

## Projects involving writing:

16. Write a magazine or newspaper-type review (critiquing and discussing) on your novel. Examine reviews of other books in magazines/newspapers to give you ideas on form/etc. (Must be at least 300 words, typed.)
17. Write a letter to the author of the book you read that explains your views of the novel. You might want to explain what the book taught you, why the book was particularly special to you, what you liked/didn't like about it, suggest ideas for a sequel/etc. Use specific examples

from the book to explain what you mean. \*For extra credit, if your author is living, find his/her address and bring the letter to school to be mailed to the actual author. (At least 300 words, typed, business letter format.)

18. Create an annotated booklist. If you have read at least three similar books (i.e. books by the same author, of the same genre, from a certain time period/etc.), write a brief summary for each of the books. The summary should introduce the book, compare it to the other books of its kind, and critique it. (Each of the three summaries should be at least 100 words, typed.)

19. Create a unit of study for your book. The unit should include each of the following items: a set of 10+ discussion questions with answers, a unit test, a worksheet, and a study/review game.

20. Write a comparison/contrast essay comparing your novel to either a movie version of the novel or another book by the same author. (At least 350 words, typed; five-paragraph form.)

21. Research the author's life to find out what may have influenced him/her to write about the topics in the ways in which he/she did. Write a report describing your findings. Make sure to include a bibliography of sources you used for this report. (At least 350 words, typed.)

22. Create a resume, cover letter, and reference list for a main character in your novel. Use correct form for each of these items.

23. Didn't like the ending of your novel? Write a new one! (Or write an epilogue: explain what happened to all of the main characters AFTER this novel is over.) Ending or prologue must still be based on events leading up to the original ending in the real story. (At least 350 words, typed.)

24. Turn your novel into a short play. Write the screenplay (script) complete with stage directions and recommend actors and actresses to play each main part.

25. Design and build a web page or site (or PowerPoint) about your book; include a synopsis (don't give the ending away!), introductions to main characters, and other information and graphics/images to "sell" your book (e.g., convince others to read it).

26. Make a newspaper about your book; include feature stories for the front page (with headlines), opinion articles from the "editor," display advertisements, classified ads, and other categories that are relevant to your story (obituaries, sports articles, entertainment calendars, etc.).

### **Projects Involving Technology**

Note: Many of the projects in the other two sections also involve technology, whether it is publishing or word processing software or using the web to search for images, sound clips, or ideas for your projects.

27. Design and build a web page or site (or PowerPoint) about your book; include a synopsis (don't give the ending away!), introductions to main characters, and other information and graphics/images to "sell" your book (e.g., convince others to read it).

28. Use photo editing software to create a slide show of pictures that represent people, places, and things in your novel.

29. Record a podcast about some aspect of your novel (should be between 5-10 minutes long).

30. Start a blog featuring your novel and post at least 10 entries discussing what you are reading as you read it. Talk about how the novel relates to you, what you are enjoying (or not enjoying) about it, include links to news articles that are related in some way or links to author sites, and upload photos relevant to the story.