

Mading Readers are Tackling Literacy Through



Book Projects: Grades Kindergarten-Fifth

NOVEMBER DATE: CORRECTION NOVEMBER 24, 2014

It's time to put your reading comprehension skills to work! This year, you will be expected to read and do projects for seven books. It is up to you to select the books and projects you will share with your class. A different project must be chosen for each book. Your books must come from different genres: realistic fiction, non-fiction, historical fiction, science fiction, biography, mystery, fairy tales, fables, myths, and fantasy.

Here are the due dates for each book project:

Please review the parent/student handbook with detailed ideas for the book projects. You may also contact your child's teacher.

- From the choices listed, choose seven ways to share your books.
Every project must be different.
- Book projects are due on the dates below. If you finish your project early, please bring it in and schedule a presentation. Projects are due on the following days: (**dates may be scheduled to change*)

October 31, 2014

November 24, 2014

January 30, 2015

February 27, 2015

March 27, 2015

April 30, 2015

May 29, 2015

- Book projects will be completed at home. You may use supplies from the classroom or from home. Any changes to your project (book or project idea) must be approved.

Every project consists of three elements:

1. Sharing your project with the class.
2. Giving an oral summary of the book (no more than 5 minutes). Please practice at home so you know what you are going to say for your oral presentation.
3. Participating in a short discussion of how your project was completed.

Primary Book Projects

(Grades Kindergarten- Second)

1. Written Book report
2. Crossword Puzzle (Across and Down)
3. Shoe Box Diorama (Model)
4. Lights, Camera, Action!
5. Hanging Mobile
6. Mystery Person: Who Am I?
7. Book Jacket
8. TV Commercial
9. Sweet Poetry
10. Clay Models

11. Ten Important Questions

12. It's All About Me

13. Word Search

Information for Primary Book Projects:

1. WRITTEN BOOK REPORT

A. Write the title of the book on the top line and underline it. Skip a line and write the author under the title.

B. Skip a line. Write a summary paragraph about the book. Be sure your paragraph has a main idea.

C. Write additional paragraphs about the main events that happen in the book in the order that they happened. Include details that support your topic sentences.

D. Write a paragraph about your reaction to the book. The paragraph should be written so the book sounds interesting enough for someone else to read.

E. Make a cover page for your report. It should include the title, author, your name, the date, and an illustration.

F. This report can be written or typed.

G. Be prepared to give an oral summary of the book. Be familiar with the characters, setting, problem and solution.

2. CROSSWORD PUZZLE (Across and Down)

- A. Make a list of 20 key words that remind you of your book.
- B. Get graph paper from the classroom or print it off the computer. Then write the words on the graph paper making a crossword design. Use all capital letters when you write the words.
- C. Outline each word in the puzzle by drawing a line on top of the graph paper line around each word. Use a ruler to make your lines straight. This is your answer sheet.
- D. Number the words going across first. Write the number of the word in the upper left corner of the first letter of the word. Next, number the words going down. If the number for the first letter of the word going down is already there, keep that number. If there is no number already in the box, give the word a new number.
- E. On a separate piece of paper, list the clues for the words ACROSS. Use the number in the box of the first letter in the word in the puzzle for the clue for that word.
- F. List the clues for the words DOWN. Be sure the numbers of the clues match the words in the puzzle.
- G. Copy the outline of the puzzle on another sheet of graph paper. Use a ruler to draw the lines. Add the numbers in the upper left corner of the box. **DOUBLE CHECK FOR ACCURACY!** This is the blank puzzle that will be solved.
- H. Write a title for the puzzle. It should be the title of your book.
- I. Write your name and book title on the top of each sheet--the clues, the blank puzzle, and the answer sheet.
- J. Be prepared to give an oral summary of the book. Be familiar with the characters, setting, problem and solution.

3. SHOE BOX DIORAMA (model)

A. Trace the bottom of a shoe box on a plain piece of paper. Cut out the shape. Make sure it fits into the bottom of the shoe box. Draw and color the background or setting of the scene on this paper. Glue it in the shoe box.

B. Draw, color, and cut out characters. Attach L-shaped strips of heavy paper to the back of each character. Glue each character to the bottom of the box. Do this for any other props you would like to add to make your scene realistic.

C. Be prepared to give an oral summary of the book. Be familiar with the characters, setting, problem and solution.

4. LIGHTS, CAMERA, ACTION!

A. Choose an event from your book that would be fun and interesting to act out. If more than one character appears in the scene, have classmates who have read the same book take the other parts.

B. Dress up and use props to act out the action of the story. Practice several times so everyone knows what to do. You may use cards to help you remember your parts.

C. Be prepared to give an oral summary of the book. Be familiar with the characters, setting, problem and solution.

5. HANGING MOBILE

A. On a sheet of paper, brainstorm a list of the most important (1.) characters in your book, (2.) the settings, and (3.) any special objects that were part of the story. For instance, in "Charlotte's Web", Fern, Wilbur, and

Charlotte are important characters. The Arable's barn and the County Fair are settings.

Objects that are important are Wilbur's crate and the words Charlotte writes.

B. After listing all the possible characters, settings, and objects you can think of, decide which ones best represent your book. Choose 5-7 to illustrate, drawing both the front and back views. Your items should be colored on both sides. Make them medium size, not too small and not too large... just right.

C. Hang the items from pieces of yarn or string on a hanger.

D. Add a card with the book title, author and your name.

E. Once you have tied the pieces to the mobile and have each piece balanced, place a drop of glue on the string so it doesn't slip on the hanger.

F. Carry your mobile to school in a trash bag or other large bag. Paper clip the card parts together so they don't tangle. We will hang it when you get to class.

G. Be prepared to give an oral summary of the book. Be familiar with the characters, setting, problem and solution.

6. MYSTERY PERSON: Who Am I?

A. This project is good for a biography or a book about a person that nearly everyone in the class knows.

B. Choose a character from your book that is well-known to your classmates.

C. Write ten clues about your well-known mystery person on index cards. Your clues should summarize the person's whole life.

D. When you present your mystery person, you can dress up and act out clues OR read the clues that tell us about your past and who you are.

E. Your classmates will make guesses about who you are so please make sure you give clues about you and your life.

7. BOOK JACKET

A. For this project use a 12' X 18" piece of construction paper.

B. Fold the paper in half. Then fold each end of the paper in 3 1/2 inches to make the inside flaps of the book jacket.

C. On the front cover, write the title and the author of your book. Draw and color a picture that is appropriate for your book. Book Jacket by: _____

D. On the front inside flap, write a summary of the story in your own words. Include what kind of book this is, who the main characters are, the setting, and the main events of the story.

E. On the back inside flap, write a short paragraph about the author. You should include where the author lives, the author's interests, and other good books written by this author.

F. On the back cover, write a short piece of info that will catch a reader's attention.

G. Be prepared to give an oral summary of the book. Be familiar with the characters, setting, problem and solution.

8. TV COMMERCIAL

A. Decide what the best thing is about your book.

B. Write a commercial promoting your book. Be sure to tell why this book is such a good selection, but don't give away the ending. The commercial should not last more than a minute. You can have up to three other people in your commercial with you.

C. Turn in your script with the title of the book, the author, and your name on it.

D. Be prepared to give an oral summary of the book. Be familiar with the characters, setting, problem and solution.

9. SWEET POETRY

A. Decide on the type of poem you want to write: acrostic, haiku, cinquain, or rhyming.

B. Make a cover sheet for your poetry. Include the book title, the author, and your name.

C. On another sheet of paper, write your poem. Write the title on the first line.

D. On a separate sheet of paper, illustrate your poem.

E. This project can be typed or written.

F. Turn in the cover sheet, poem, and illustration, all stapled together.

G. Be prepared to give an oral summary of the book. Be familiar with the characters, setting, problem and solution.

10. CLAY MODELS

A. Choose at least two figures or objects that represent your book to make out of clay.

B. You may use any kind of clay--plasticene, modeling clay, or flour and salt play dough. You can color the clay or paint the figures after they dry.

C. On a 4" X 6" card, write the title of the book (underlined) on the top line. On the next line, write the author's name. Skip a line. Write a paragraph telling about the figure you made. Tell something that happened to this figure in the story you read.

D. Write your name at the bottom of the card. It will be on display with your project.

E. Be prepared to give an oral summary of the book. Be familiar with the characters, setting, problem and solution.

11. TEN IMPORTANT QUESTIONS

A. Write ten questions you think anyone who reads your book should be able to answer. They can be true/false, multiple choice, or short answer questions that require some writing. Your questions should be from the beginning, middle, and end of the book. Remember to use what, where, how, when, who, and why in your questions.

B. Write the title of your book at the top of your question page.

C. Put the answers on another sheet of paper.

D. Make sure your name and book title are on both sheets.

E. This project can be typed or written.

F. Be prepared to give an oral summary of the book. Be familiar with the characters, setting, problem and solution.

12. IT'S ALL ABOUT ME

A. Gather 7 to 10 items that the main character might put in a "Me Bag".

B. Before you put the items in a bag, decorate the bag with the title of the book, the author's name, and your name. Draw pictures or designs that relate to the story.

C. Introduce the main character of the book to the class by explaining why that character would choose each of the items in the bag.

D. Be prepared to give an oral summary of the book. Be familiar with the characters, setting, problem and solution.

13. WORD SEARCH

A. Find 20 key words or new vocabulary words from your book.

B. Make a word search with the words in it.

C. Make a word list to go with the word search.

D. Make an answer sheet with the 20 words highlighted.

E. Turn in a word list, a word search, an answer sheet. Make sure your Name and the title of your book is on everything you turn in.

F. Be prepared to give an oral summary of the book. Be familiar with the characters, setting, problem and solution.

Intermediate (Grades Third-Fifth)

1. 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.
2. Give a sales talk, pretending the students in the class are clerks in a bookstore and you want them to push this book. You must provide a poster/advertisement to accompany your sales talk.
3. Build a miniature stage setting of a scene in the book. Include a written explanation of the scene.
4. Construct puppets and present a show of one or more interesting parts of the book.
5. Mark a bookmark for the book, drawing a character on the front, giving a brief summary of the book on back after listing the title and author.

6. Do some research on a topic brought up; in your book.
7. Rewrite the story for a younger grade level (Use illustrations in your book)
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.
10. Write a book review as it would be done for a newspaper. (Be sure you read a few before writing your own.)
11. Construct a diorama (three-dimensional scene which includes models of people, buildings, plants, and animals) of one of the main events of the book. Include a written description of the scene.
12. 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.
13. Write a letter (10-sentence minimum) to the main character of your book asking questions, protesting a situation, and/or making a complaint and/or a suggestion. This must be done in the correct letter format.
14. Read the same book as one of your friends. The two of you make a video or do a live performance of MASTERPIECE BOOK REVIEW, a program which reviews books and interviews authors.
15. If the story of your book takes place in another country, prepare a travel brochure using pictures you have found or drawn.
16. After reading a book of history or historical fiction, make an illustrated timeline showing events of the story and draw a map showing the location(s) where the story took place.
17. Read two books on the same subject and compare and contrast them.
18. Write and perform an original song that tells the story of the book.
19. Design a book jacket for the book. I STRONGLY suggest that you look at an actual book jacket before you attempt this.
20. Do a collage/poster showing pictures or 3-d items that related to the book, and then write a summary beside each one to show its significance.
21. Use magazine photos to make a collage about the story
22. Make a mobile about the story.
23. Write a letter to the author of the book.

24. Do character mapping, showing how characters reacted to events and changed.
25. 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.
26. Non-Fiction ...Create a brochure including pictures and 4-5 facts that you learned from your book.

Book Genres:

Mystery: The characters are usually fictional but they behave in realistic ways. There is a problem that needs to be solved. A mystery may have a detective or a spy as a main character. Clues are used by characters to find a solution to the mystery.

Biographies: A biography is a book of true stories about the life of a real person. The author is a different person than the book is written about. The person in the biography can be dead or alive. The author describes how the person affected others.

Fantasy: A fantasy is a fictional story where there is a struggle between good and evil, and often involves magic. The characters or objects do things that couldn't happen in real life. Creatures may be in the story that don't exist in life.

Fables: Fables are short stories with animal characters that act like humans. There is a lesson or moral to be learned from each story.

Myths: Myths take place before people were on earth. They try to explain things.

Realistic Fiction: The characters in these stories behave in realistic ways.

Historical Fiction: Some characters may be real and others are fictional. The story takes place during a period in history. Real events from history are mixed with fictional events.

Science Fiction: These stories are written with future ideas such as space travel and new technology. The characters are fictional. A problem is usually solved using science.

Nonfiction:

Nonfiction books provide true facts and information about different subjects.

Fairy Tales: The characters in fairy tales are made to believe. Fairy tales may involve magic. They often begin with "Once upon a time" and end with "they lived happily ever after."

