

Liberty Christian's 2011 Required Summer Reading Program Project List for Junior High and High School

Students are expected to pick ONE of the following projects to show their understanding of the book.
Creativity is a must! Following the directions is expected!
This project is to be brought to class on Tuesday September 6th.

1. If a journey was involved, draw a map with explanatory notes of significance.

Include each location that held relevance within the story. Describe each setting and explain how this place affected the characters, contributed to the theme, and drove the conflict or outcome. The location's relevance should be made clear through the description of the impact on its characters and storyline. Be sure to have at least 15 settings marked with explanations of what happened there. Use color and pictures to add to the presentation of it. All text should be typed and then taped or glued to the map. Needs to be neat and easy to read.

2. Make a video of a pretend interview with the author of the book.

Be sure to prepare a script and practice it before filming so as to appear natural during the interview. In other words, don't film yourself reading from a script. View actual personal interviews to decide on the best set-up for your author interview. Consider such questions as: Will the interview environment be casual? Will it be formal? What would the author want to share about? Whatever creative direction you choose to take, be sure to reveal the content of the book throughout the interview. It should be a 4-5 minute "discussion". Enlist someone to interview you (the author). Costumes would add effect! *To avoid technical difficulties, format your video on a writable disc or carry it on a USB. Preferably, save your video as a Windows Media Player or MP4.*

3. Draw comic book pages as a summary of your book.

Include twelve or more comic frame illustrations retelling the story. The setting, characters, conflict, and resolution should be clearly evident. Embedded in each comic frame illustration should be written descriptions and/or dialogue. Needs to be neat and easy to read.

4. Write a letter to the main character of the book. Then write the letter he or she sends back to you.

Be sure to include specific details about the setting, characters, and conflict(s). Make the letter from the character authentic to whom he/she has shown themselves to be throughout the story. Each letter should be a minimum of 500 typed words.

5. Make a video of three or more characters in the book as puppets. Prepare a puppet show to tell the story of the book.

Be sure to include useful information to audiences who know little or nothing about your book such as: the setting, the theme, characters, and conflict, point of view, and symbolism. Length should be three or more minutes. Be sure to include clear narration (include subtitles if the audio is too quiet). *To avoid technical difficulties, format your video on a writable disc or carry it on a USB. Preferably, save your video as a Windows Media Player or MP4.*

6. Imagine that your book was made into a movie. Make a video of a movie-trailer for the book.

Feel free to look up current movie trailers for inspiration. However, make this video your own take on the novel you read. This assignment is a demonstration of your creativity as well as your understanding of the book. Be sure to include useful information to audiences who might wish to "go see" your book such as: the setting, the theme, characters, and conflict. The length needs to be 3-4 minutes. Must include: verbal narration, helpful texts, visuals, music. *To avoid technical difficulties, format your video on a writable disc or carry it on a USB. Preferably, save your video as a Windows Media Player or MP4.*

7. Create a board game based on the events and characters in the book. By playing your game, people should learn about what happened in the book.

Your game must include the following: a gameboard, a rule sheet with clear directions, and events and characters from the story. In order to demonstrate your knowledge of the book, be sure to include more than just surface “book jacket” information in your game. Your game should center around content and theme from the novel you read. You might consider adapting a game that already exists and adding information about your novel. Some game ideas might include: trivia, a hero’s journey or quest, a would you rather, loaded questions, which character would be most likely to—, etc. The rule sheet/directions needs to be typed.

8. Make a video of a pretend interview with one of the characters from the book.

Be sure to prepare a script and practice it before filming so as to appear natural during the interview. In other words, don’t film yourself reading from a script. View actual personal interviews to decide on the best set-up for your character interview. Consider such questions as: Will the interview environment be casual? Will it be formal? What will the character be asked to talk about? Whatever creative direction you choose to take, be sure to reveal the content of the book throughout the interview. It should be a 4-5 minute "discussion". Enlist someone to interview you (the character). Costumes would add effect! *To avoid technical difficulties, format your video on a writable disc or carry it on a USB. Preferably, save your video as a Windows Media Player or MP4.*

9. Make a video describing the places where important events in the book took place.

Imagine that you have been given the task of conducting a tour of the town in which your book is set. Visit at least 6 different settings that were in the book, making them as authentic and close to how they would have been in the book. The narration needs to explain each setting at it is displayed, and what happened there in the story. Should be 4-5 minutes. *To avoid technical difficulties, format your video on a writable disc or carry it on a USB. Preferably, save your video as a Windows Media Player or MP4.*

10. Create 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. The character should mention things about the setting he/she is in, the other characters around them, and some of the conflicts they are going through. Must have a minimum of 5 typed diary entries, each at least 300 words or more. Please make a cover as well, indicating whose diary it is.

11. Create a chronological timeline of the major happenings from the book’s plot.

Using a long strip of paper or poster board, for your time line, plot at least 15 of the book’s most major events using 10 words or less for each one. If possible, try to identify the time of each event with dates, season, etc. For every event plotted on the time line you need to also give a symbol/illustration which ties to the event. All writing should be typed and then taped or glued neatly to the backing. Must be neat and easy to read.

12. Create a magazine which depicts the major events, controversial issues, and significant themes from the book.

Your project should realistically portray a professional magazine. All articles in your magazine must be typed and arranged into columns on regular 8 X 10 paper. Can be done by hand or computer generated. You will need a colorful front cover with the name of your magazine, date of edition, a picture which relates to your most important article, and short description of the kinds of articles or items featured in your magazine. Remember, everything in your magazine needs to be related to the novel you read, pointing to the characters, settings, conflicts, themes, etc. You must have a minimum of 4 news articles of 200 words or more. You should also have a “Dear Abby” section with letters from characters asking for advice about their problems and then responses of advice. Also include at least 2 advertisements pertinent to the characters or setting of the book to be placed around the news articles.