

Independent Reading Management Kit: Genre

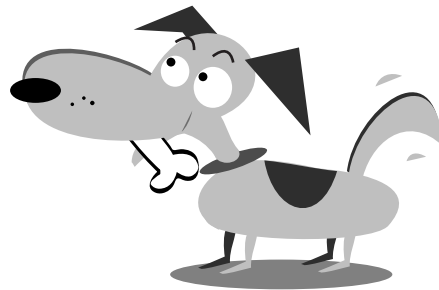
Reproducible, Skill-Building Packs That Engage Kids in Meaningful and Structured Reading & Writing in a Variety of Genres

by Laura Witmer



Independent Reading Management Kit: Genre

by Laura Witmer



SCHOLASTIC
Teaching
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To my family and friends—
thanks for your support and encouragement.

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Introduction

The purpose of this book is to provide teachers with a way to help students become independent and responsible readers. In my ten years of teaching, I have discovered that many teachers, including myself, spend too much time concentrating only on reading skills and not enough time simply letting students read. We need to allow our students to be more responsible for their own reading, as well as provide our struggling readers with adequate practice. Reading is like any of the other subjects we teach: students need to practice in order to succeed.

This book describes the program I developed to help students become more successful independent readers. I found that even the most reluctant readers enjoy working through an interesting literature project. Literature projects also provide a way for me to keep track of the progress my students are making while reading independently. Giving students a choice in their projects allows them to take responsibility for their own reading progress. It also allows each student to work at his or her own pace and interest level. I have used this program with all types of students. Students with reading disabilities are able to participate and work at a level where they feel confident. Even my most challenged readers start to feel good about themselves and their reading progress.

How to Use This Book

The activities in this book may be used as an independent reading program, or they can be used to supplement your existing reading program. The book covers the nine main genres. For each genre, there is a tic-tac-toe title page that lists the nine projects available for students to complete.

Teacher Tip

Organizing Your Classroom Library

To help students choose books from the appropriate genre, I put books from a specific genre together on one shelf. I then use stick-on labels to identify which shelf holds which genre. Gathering books is the hardest part. I have found books at library sales, garage sales, and secondhand bookstores, and have purchased books through book clubs. Students can also go to the library to find a book.

Organizing Your Forms

In order to simplify running your independent reading program, make multiple copies of all the activity sheets. I store my project sheets in colored hanging folders in a plastic crate. I use a different color folder for each genre. For example, yellow folders are for historical fiction. Label each hanging folder with the genre and the project name. Students can then be responsible for finding needed forms on their own.

Introducing the Process

There are several steps I use to introduce the independent reading projects to my students. At the beginning of each new genre, I copy the title tic-tac-toe page and all the project instruction pages. (I cut apart the pages that have two projects on them.) When I give my students the project packet, I go through each project to explain the requirements. I explain that they are to choose their projects in a tic-tac-toe pattern. I then give my students a chance to choose a book that meets the genre requirements. Once the book is chosen, I give them a due date for their projects. They record the due date on their tic-tac-toe page. I give them at least a month to read their book and complete the projects.

Teacher Tip

Materials

Almost all the projects require paper and pencils or pens. Only additional materials, beyond paper and pen, are listed for each project. You should have a supply of both lined and unlined paper available for your students.

Assessing Student Work

Each project has its own rubric designed specifically for that project. After students have decided what genre projects they will complete, I make a copy of the grading summary page for that genre. For each student, put a check in the box next to the three projects he or she plans to complete. I grade the projects as students complete them. When they've completed all three, I record the final total on the summary line at the bottom. This is their final grade. I sometimes allow them to pick a fourth project to use for extra credit.

Displaying Student Work

Once the projects are turned in for final grading, I choose some exemplary work to display around the room. I like for students to see what the other projects look like. It is also motivating to students who may be moving to a new genre to see what projects they will soon be working on.

Individualized Reading Contract

Name _____ Date _____

Book Title _____

Genre _____ Author _____

Reading Plan

I plan to read from page _____ to page _____ by _____.
(date)

I plan to read from page _____ to page _____ by _____.
(date)

I plan to read from page _____ to page _____ by _____.
(date)

I plan to read from page _____ to page _____ by _____.
(date)

I plan to read from page _____ to page _____ by _____.
(date)

I plan to read from page _____ to page _____ by _____.
(date)

List the three tic-tac-toe activities you plan to do for your book.

1. _____

2. _____

3. _____



Historical Fiction

Vocabulary Cards

What you'll need:

ten index cards

Steps:

- 1 Choose ten vocabulary words from your book. Write each word on the first line on the lined side of the card.
- 2 Next, write a definition of the word using clues from the text.
- 3 Then, write the dictionary definition.
- 4 On the blank side of the card, tell how the definitions are alike and how they are different.

Grading Criteria	
Chose ten words	10 points
Dictionary definitions	10 points
Text clue definitions	10 points
Followed directions	10 points
Mechanics	5 points
Neatness	5 points
	<hr/> 50 points

Event Map

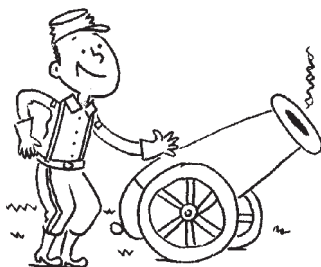
What you'll need:

Event Map sheet (page 13)

Steps:

- 1 Choose the most significant event in your book.
- 2 Follow the directions on the Event Map to tell about the event.

Grading Criteria	
Event map explanations	20 points
Followed directions	20 points
Mechanics	5 points
Neatness	5 points
	<hr/> 50 points



Character Prediction

Steps:

After you have finished reading your book, predict what will happen next to an important character by writing a new ending to the story. Briefly summarize the ending of the book (in about one paragraph).

Eleazar

Island of the Blue Dolphins

Karana goes to the live at the mission, but she's very unhappy. She feels so different from everyone there. She never feels like she fits in. She misses all the animals she had made friends with. Most importantly, she misses her independence. Eventually, she decides to leave the mission to try to return to her island. She has decided that being independent is more important than being around people.

Grading Criteria

Summary of story ending	15 points
New ending	20 points
Followed directions	5 points
Mechanics	5 points
Neatness	5 points
	<hr/> 50 points

Character Comparison

What you'll need:

Character Comparison sheet (page 14)

Steps:

- 1 Choose a character from your story.
- 2 Complete the Character Comparison sheet.
List ways you are the same as the character you chose, and then list ways you are different

Grading Criteria

Same qualities	20 points
Different qualities	20 points
Followed directions	5 points
Neatness	5 points
	<hr/> 50 points

Design a Package

What you'll need:

empty cereal box, white paper to cover cereal box, colored pencils or markers, tape

Steps:

- 1 Cover the cereal box completely with white paper.
- 2 Create a packaging design for a food product that you read about in your book.
Be sure the design fits with the time period of your book.
- 3 Be sure to include a catchy name for your product.

Grading Criteria

Ad accurately depicts time period of the novel	15 points
Graphics	10 points
Cereal box layout	10 points
Creativity	10 points
Neatness/colorfulness of box	5 points
	<hr/> 50 points

Change the Setting

Steps:

- 1 Briefly describe the current setting of the story.
- 2 Think of a new setting for the story and describe it in a paragraph.
- 3 Tell how the story and its characters would be affected if the setting and time period were changed.

Grading Criteria

Summary of current setting	15 points
Description of the new setting	15 points
Explanation of setting effects	10 points
Mechanics	5 points
Neatness	5 points
	<hr/> 50 points

Kailah

Runaway to Freedom takes place on a plantation in the 1870s.

I would like to change the setting to a ranch in Montana in 1950.

The novel would be completely different if the setting and time were changed. The novel is about how four slaves run away from their plantation to find freedom in Canada. If the setting were changed to a Montana ranch, the plot of the story wouldn't work because the slaves would not have to leave their home and travel to another country just to live freely. The characters' lives would be better if the setting were changed. They could own property and live together as a family. I think the ranch setting would fit Julilly better because she dreamed about being free and not having to work for mean men that whip her if she doesn't work fast enough.

Select a Quote

Steps:

- 1 Skim through your book and select a short quote that made you pause and think.
- 2 Write the title and author of the book on a sheet of paper.
- 3 Copy the quote and page number.
- 4 Explain why this quote appealed to you.
How did it make you feel? What did it make you think or visualize?
- 5 Show how the quote connects to a theme, event, or character in the book.
- 6 Then tell how the quote connects to your life or to another book.

Quote from the novel	5 points
Explanation	20 points
Quotation connections	20 points
Neatness	5 points
	<hr/> 50 points

Rewrite a Boring Part

Steps:

- 1 Skim through the book and choose a part of the book that you found boring.
- 2 Summarize this part of the book.
- 3 Rewrite this part to make it more exciting.
Add details that would help to make it more interesting. Remember to keep the new part you write consistent with the story plot.



Summary of boring part	15 points
Adequate details in rewritten part	20 points
Followed directions	5 points
Mechanics	5 points
Neatness	5 points
	<hr/> 50 points

Story Chain

What you'll need:

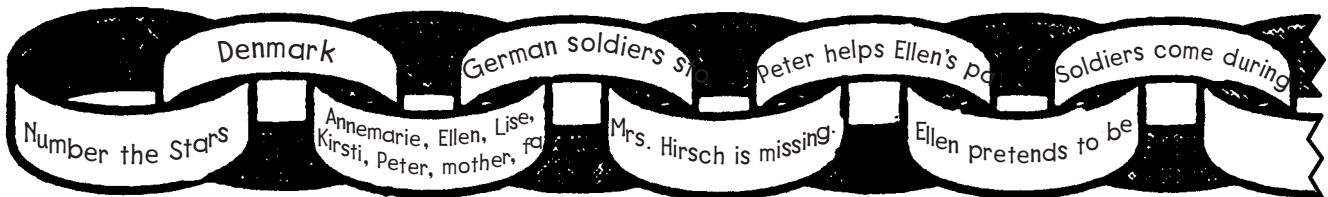
ten sentence strips, pens or markers, tape

Steps:

- 1 On the first sentence strip, write the title and the author of the novel you read.
- 2 On the second sentence strip, tell where the story is taking place.
- 3 On the third sentence strip, tell who the characters are in the novel. Give a brief description of each character.
- 4 Choose seven important events in the story. Write one event on each of the seven remaining sentence strips. Make sure you include enough details about the event so that an outsider who hasn't read the book would understand the sequence of the story.
- 5 Use your sentence strips to make a linked chain. Make sure you tape them together in order.

Grading Criteria

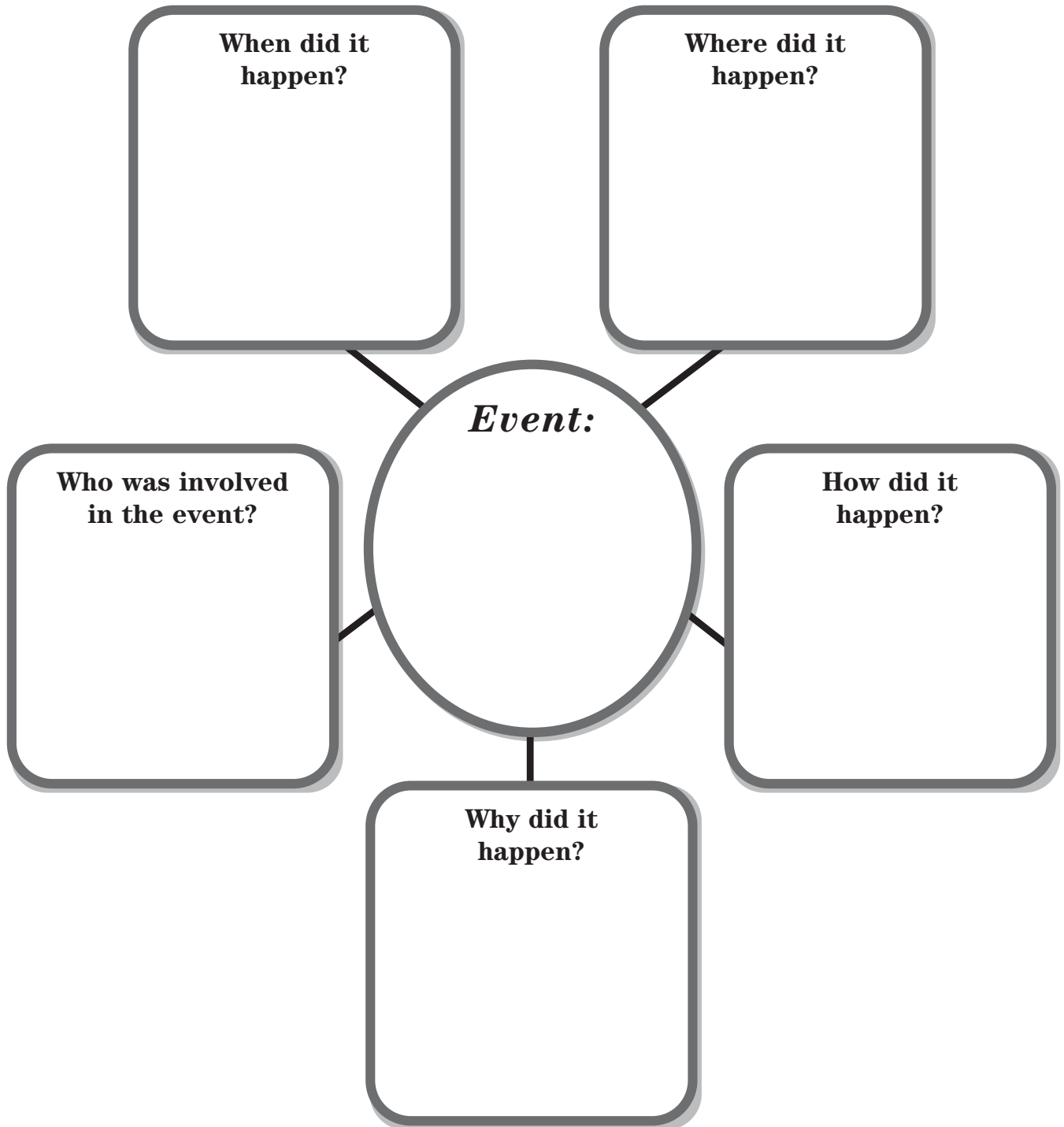
Setting	5 points
Characters and descriptions	10 points
Important events	25 points
Followed directions	5 points
Neatness	5 points
	<hr/> 50 points



Name _____ Date _____

Book Title: _____

Author: _____



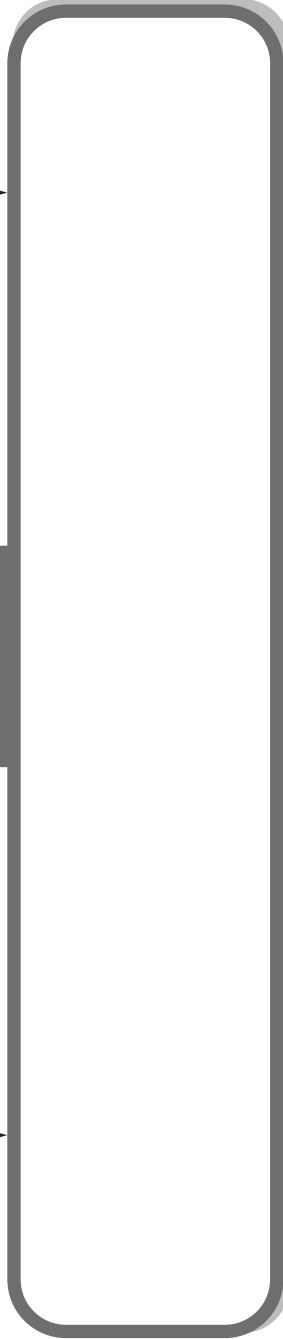
Name _____ Date _____

Book Title: _____ Author: _____

Character

Yourself

Same



Different

Grading Summary Historical Fiction

	Possible Score	My Score
<input type="checkbox"/> Vocabulary Cards		
Chose ten words	10 points	_____
Dictionary definitions	10 points	_____
Text clue definitions	10 points	_____
Followed directions	10 points	_____
Mechanics	5 points	_____
Neatness	5 points	_____
	50 points	_____
<input type="checkbox"/> Event Map		
Event map explanations	20 points	_____
Followed directions	20 points	_____
Mechanics	5 points	_____
Neatness	5 points	_____
	50 points	_____
<input type="checkbox"/> Character Prediction		
Summary of story ending	15 points	_____
New ending	20 points	_____
Followed directions	5 points	_____
Mechanics	5 points	_____
Neatness	5 points	_____
	50 points	_____
<input type="checkbox"/> Character Comparison		
Same qualities	20 points	_____
Different qualities	20 points	_____
Followed directions	5 points	_____
Neatness	5 points	_____
	50 points	_____
<input type="checkbox"/> Design a Package		
Ad accurately depicts time period of the novel	15 points	_____
Graphics	10 points	_____
Cereal box layout	10 points	_____
Creativity	10 points	_____
Neatness/colorfulness of box	5 points	_____
	50 points	_____

Grading Summary Historical Fiction

	Possible Score	My Score
<input type="checkbox"/> Change the Setting		
Summary of current setting	15 points	_____
Description of the new setting	15 points	_____
Explanation of setting effects	10 points	_____
Mechanics	5 points	_____
Neatness	5 points	_____
	50 points	_____
<input type="checkbox"/> Select a Quote		
Quote from the novel	5 points	_____
Explanation	20 points	_____
Quotation connections	20 points	_____
Neatness	5 points	_____
	50 points	_____
<input type="checkbox"/> Rewrite a Boring Part		
Summary of boring part	15 points	_____
Adequate details in rewritten part	20 points	_____
Followed directions	5 points	_____
Mechanics	5 points	_____
Neatness	5 points	_____
	50 points	_____
<input type="checkbox"/> Story Chain		
Setting	5 points	_____
Characters and descriptions	10 points	_____
Important events	25 points	_____
Followed directions	5 points	_____
Neatness	5 points	_____
	50 points	_____
Total for all three projects		_____

Mystery Projects

Name _____ Due Date _____

Book Title: _____

♦ Make a tic-tac-toe by choosing three projects to complete for your novel.

Clue Journal	Write a News Story	Story Map
Problem Identification	Emotion Time Line	Design a Game
Pyramid Triorama	Illustrate a Quote	Character Scrapbook



Clue Journal

What you'll need:

small sheet of construction paper, colored pencils or markers, stapler

Steps:

- 1 Create a clue journal for your mystery. Start by using the construction paper to design a cover for the journal. Be sure it includes the book's title and the author's name.
- 2 On the first page, write a few sentences identifying the problem in the story.
- 3 As you read your novel, record any clues that are introduced, one per page. Be sure to include the page number on which the clue appears.
- 4 After you record a clue, tell whether you think it is important to the story and explain why.
- 5 When you get to the second-to-last chapter, make a prediction about who you think committed the crime. Label this page "Final Prediction."
- 6 On the last page of the journal, tell who committed the crime and whether your prediction was right or wrong.
- 7 Staple the pages and cover together to form a book.

Grading Criteria

Organization	10 points
Adequate supporting details	10 points
Length requirement	10 points
Prediction	5 points
Followed directions	5 points
Mechanics	5 points
Neatness	5 points
	50 points

Write a News Story

What you'll need:

News Story sheet (page 24)

Steps:

- 1 Complete the News Story sheet for your mystery.
- 2 Using the News Story sheet as your guideline, write a news story that summarizes the book. The summary should be at least three-quarters of a page typed or one and a half pages hand-written.

Grading Criteria

Organization	10 points
Followed directions	10 points
Adequate supporting details	10 points
Length requirement	10 points
Mechanics	5 points
Neatness	5 points
	50 points

Story Map

What you'll need:

Story Map sheet (page 25)

Steps:

- 1 As you read your story, complete the Story Map sheet.
- 2 If you need more room to record the problem solution steps, use the back of the sheet.

Grading Criteria

Setting identification	5 points
Problem identification	10 points
Solution identification	5 points
Solution steps	15 points
Followed directions	5 points
Mechanics	5 points
Neatness	5 points
	<hr/> 50 points

Problem Identification

What you'll need:

Problem Identification sheet (page 26)

Steps:

- 1 Think of a problem that faced the character in your story. Write that problem in a complete sentence on the Problem Identification sheet.
- 2 Identify three solutions that the character could have used to resolve the problem.
- 3 Rank these solutions from 1 to 3, with 1 being the best, 3 being the worst.
- 4 Explain your number 1 choice.

Grading Criteria

Problem identification	15 points
Solution identification	15 points
Reason	10 points
Followed directions	5 points
Neatness	5 points
	<hr/> 50 points



Emotion Time Line

What you'll need:

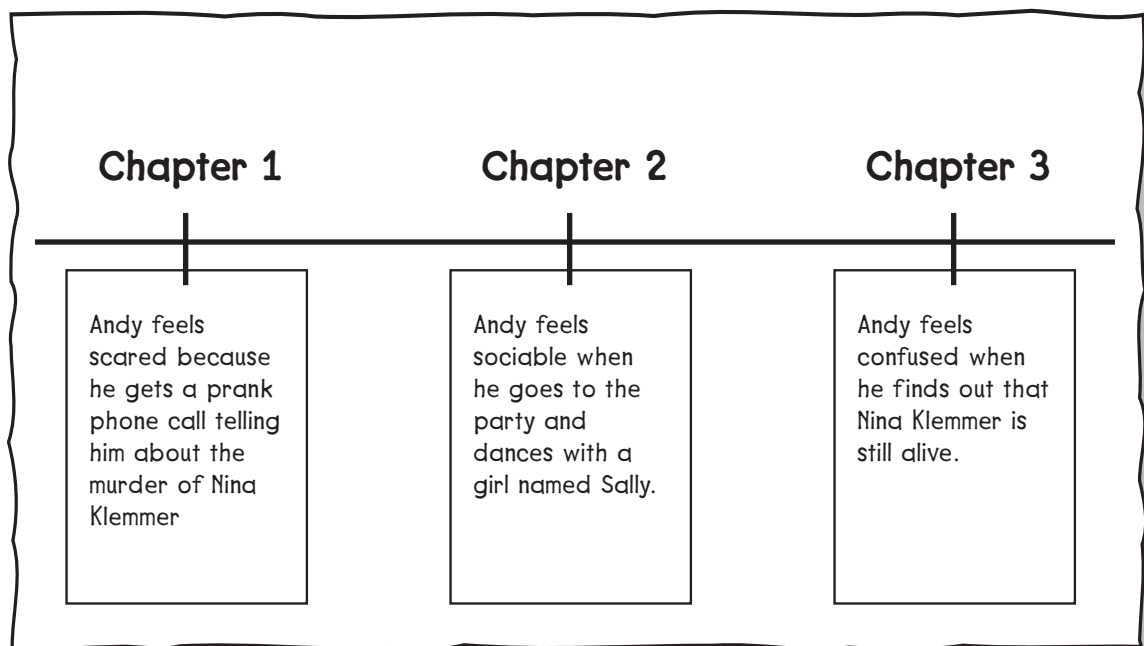
two sentence strips, Emotion Time Line sheet (page 27), Feeling Words Chart (page 28), tape, ruler, colored pencils or markers, index cards

Grading Criteria

Emotional statements	20 points
Explanations	20 points
Followed directions	5 points
Neatness	5 points
	<hr/> 50 points

Steps:

- 1 Tape the two sentence strips together along the short ends to make a time line.
- 2 Mark off three-inch sections along the time line. Start by measuring three inches from the left side of the time line, and continuing to the edge of the right side. Label each section with a chapter number.
- 3 As you read each chapter in your book, record the two feelings of the main character on the Emotion Time Line sheet. Use the Feeling Words Chart if you need help coming up with the right words to explain how the character felt.
- 4 Choose one feeling. Holding the index cards vertically, write a description of how the character felt and why he or she had this feeling for each chapter on the time line.
- 5 Tape the index cards onto the sentence strips below the appropriate chapter number.
- 6 After you have finished reading the novel, choose one of the character's emotions that you have also experienced. Write the emotion on the back of the Emotion Time Line sheet and tell about when you felt this way.



Design a Game

What you'll need:

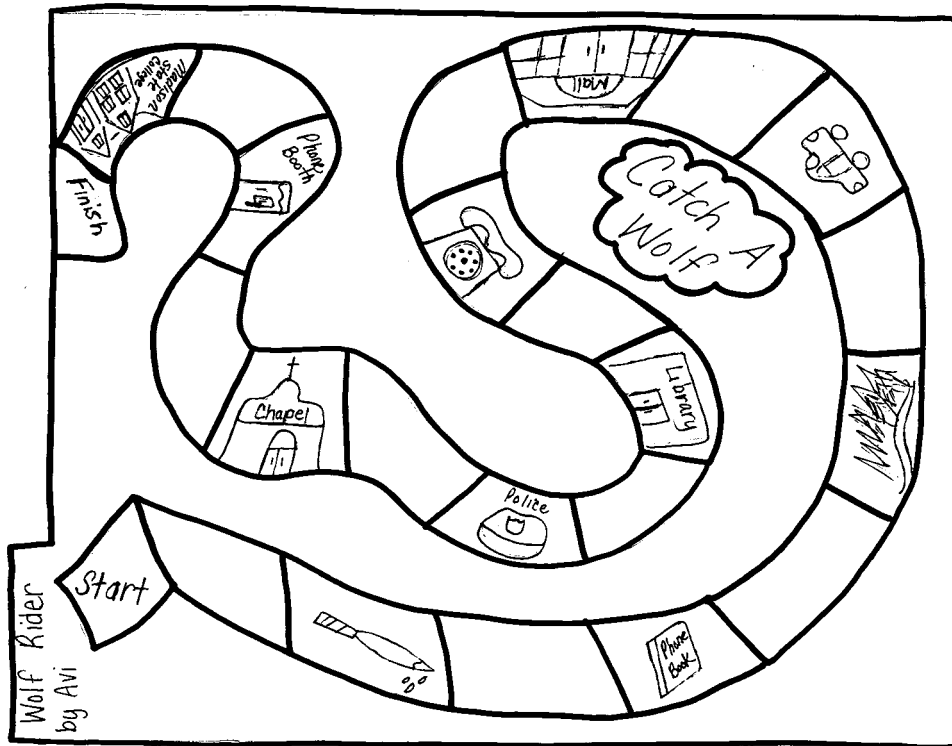
file folder, colored pencils or markers

Steps:

- 1 Design a game based on the mystery novel you read. Use the file folder for the game board. (You may want to model your game on popular board games.)
- 2 Your game should include cards with questions about your book. Players will need to answer the questions on the cards correctly in order to move their game pieces.
- 3 Decorate your game board with images or symbols related to your book.
- 4 Give your game a catchy title.

Grading Criteria

Well-designed game board	15 points
Question cards	10 points
Followed directions	10 points
Written directions	5 points
Colorful	5 points
Neatness	5 points
	<hr/> 50 points



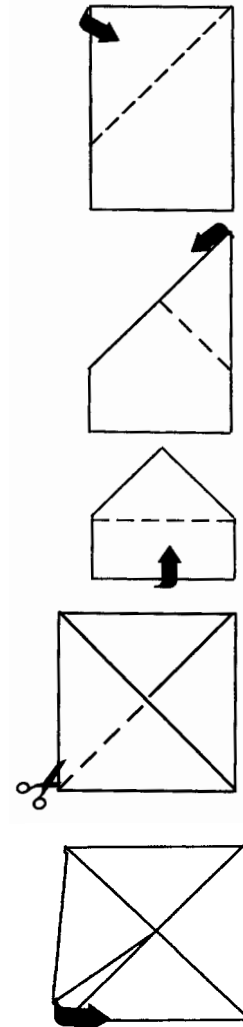
Pyramid Triorama

What you'll need:

four sheets of small white construction paper, scissors, tape, pencil, colored pencils or markers.

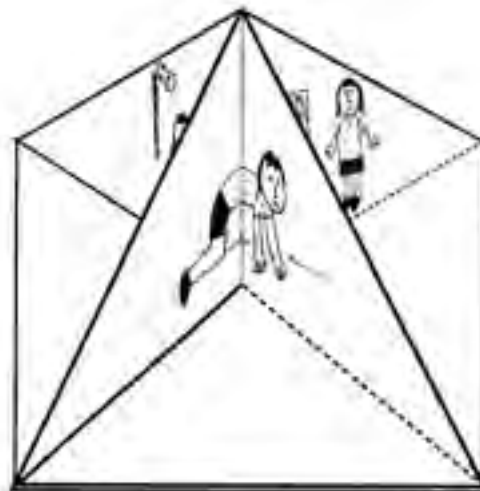
Steps:

- 1 Fold the top left corner of a sheet of construction paper diagonally so that the top edge of the paper is flush with the right edge of the paper.
- 2 Fold the top right corner diagonally so that it touches the lower point of the previous fold.
- 3 Fold the rectangular panel at the bottom up. Cut off the panel.
- 4 Open the paper up and cut the lower left diagonal crease up to the center point of the paper.
- 5 Repeat steps 1–4 so you can create three more trioramas.
- 6 For each triorama, fold one flap over the other and tape.
- 7 Choose four important scenes from your mystery novel. Recreate the scenes in each of the trioramas.
- 8 Tape the four trioramas together to make a pyramid.
- 9 Explain each scene by writing a paragraph about it on lined paper.



Grading Criteria

Followed directions	10 points
Organization	15 points
Adequate details	15 points
Colorful	5 points
Neatness	5 points
	50 points



Illustrate a Quote

What you'll need:

colored pencils or markers

Steps:

- 1 Choose a quote from your book that you feel is important, or that seems to speak to you.
- 2 Write your chosen quote on the bottom of a sheet of unlined paper.
- 3 Above the quote create an illustration to match your quote.
- 4 On the back of the paper, tell why you chose this quote.

Grading Criteria

Quote from the novel	5 points
Explanation	20 points
Illustration	20 points
Neatness	5 points
	50 points

Character Scrapbook

What you'll need:

stapler, scissors, glue, magazines you can cut up, colored pencils or markers

Steps:

- 1 Fold four sheets of plain paper together in half horizontally. Then staple them along the fold to make a book.
- 2 On the front cover of your book, write the title: “ _____ (the main character’s name) Scrapbook.” Decorate the cover to match the main character’s style.
- 3 Open to the first page and draw a portrait of the main character. Write the character’s name.
- 4 On the remaining pages, draw pictures or find pictures from magazines of items that relate to the character.
- 5 Glue the pictures into the book or color the pictures you have drawn.
- 6 Add captions to the pictures that tell how they relate to the character.
- 7 Staple the pages and the cover together.

Grading Criteria

Organization	10 points
Adequate details	20 points
Reasoning for pictures	10 points
Followed directions	5 points
Neatness	5 points
	50 points

Name _____ Date _____

News Story Topic

News Story Headline

News Story Opening Sentence

Who is the story about?

List details

When did the story happen?

List details

What happened in the story?

List details

Why did it happen?

List details

Where did it happen?

List details

Name _____ Date _____

Book Title: _____

Setting

Main Characters

Problem

Steps Taken to Solve Problem
(List as many as you need to retell the main action.)

Problem Solution

Name _____ Date _____

Character's Problem:

3 Solutions: Rank from 1 to 3. On the back of this sheet, tell why you made your number 1 choice.

Rank

Name _____ Date _____

Chapter:

1.

2.

Chapter:

1.

2.

Chapter:

1.

2.

Chapter:

1.

2.

Chapter:

1.

2.

Chapter:

1.

2.

Chapter:

1.

2.

Chapter:

1.

2.

Chapter:

1.

2.

Chapter:

1.

2.

Name _____ Date _____

scared	mad	relaxed	enraged
sleepy	disgusted	tied up in knots	timid
quiet	hungry	shaky	anxious
breathless	tired	nervous	delighted
weak	happy	overwhelmed	grim
afraid	friendly	excited	safe
triumphant	joyful	embarrassed	confused
confident	vulnerable	lonely	slow
serious	unhappy	cowardly	ugly
crazy	bothered	thrilled	sad
strong	paranoid	upset	glum
pleasant	sociable	reserved	shocked
gracious	content	cheerful	tense
pleased	miserable	angry	glad
gloomy	sorrowful	melancholic	bitter
discontent	chilly	helpless	calm
somber	solemn	peaceful	hurt
like a failure	abandoned	deserted	lost
pressured	defeated	lonesome	secure
certain	furious	positive	brave

Grading Summary

Mystery

	Possible Score	My Score
<input type="checkbox"/> Clue Journal		
Organization	10 points	_____
Adequate supporting details	10 points	_____
Length requirement	10 points	_____
Prediction5 points	_____
Followed directions	5 points	_____
Mechanics	5 points	_____
Neatness	5 points	_____
	<u>50 points</u>	_____
<input type="checkbox"/> Write a News Story		
Organization	10 points	_____
Followed directions	10 points	_____
Adequate supporting details	10 points	_____
Length requirement	10 points	_____
Mechanics	5 points	_____
Neatness	5 points	_____
	<u>50 points</u>	_____
<input type="checkbox"/> Story Map		
Setting identification5 points	_____
Problem identification	10 points	_____
Solution identification5 points	_____
Solution Steps	15 points	_____
Followed directions5 points	_____
Mechanics5 points	_____
Neatness	5 points	_____
	<u>50 points</u>	_____
<input type="checkbox"/> Problem Identification		
Problem identification	15 points	_____
Solution identification	15 points	_____
Reason	10 points	_____
Followed directions5 points	_____
Neatness	5 points	_____
	<u>50 points</u>	_____

Grading Summary Mystery

	Possible Score	My Score
<input type="checkbox"/> Emotion Time Line		
Emotional statements20 points	_____
Explanations20 points	_____
Followed directions5 points	_____
Neatness5 points	_____
	50 points	_____
<input type="checkbox"/> Design a Game		
Well-designed game board15 points	_____
Question cards10 points	_____
Followed directions10 points	_____
Written directions5 points	_____
Colorful5 points	_____
Neatness5 points	_____
	50 points	_____
<input type="checkbox"/> Pyramid Triorama		
Followed directions10 points	_____
Organization15 points	_____
Adequate details15 points	_____
Colorful5 points	_____
Neatness5 points	_____
	50 points	_____
<input type="checkbox"/> Illustrate a Quote		
Quote from the novel5 points	_____
Explanation20 points	_____
Illustration20 points	_____
Neatness5 points	_____
	50 points	_____
<input type="checkbox"/> Character Scrapbook		
Organization10 points	_____
Adequate details20 points	_____
Reasoning for pictures10 points	_____
Followed directions5 points	_____
Neatness5 points	_____
	50 points	_____
Total for all three projects		_____

Adventure Projects

Name _____ Due Date _____

Book Title: _____

♦ Make a tic-tac-toe by choosing three projects to complete for your novel.

Event Time Line	Problem Chain	Novel News
Story Map	Character Journal Entries	Setting Map
Adventure Brochure	Conflict Chart	Life Connections



Event Time Line

What you'll need:

eight 4-inch squares of paper, glue, two sheets of 9-by-18-inch white construction paper

Steps:

- 1 As you read your book, record information about important events on the squares.
- 2 Glue two pieces of construction paper together by the short ends.
- 3 Glue the completed squares onto the construction paper in a pattern that shows the chronological order of the events.
- 4 Choose two events that you can connect to your life, another book, or a world event.
- 5 On the back of the time line, tell which events you chose and explain the connection you made with them.

Grading Criteria

Chronological order of events	15 points
Event explanation	10 points
Connections	10 points
Followed directions	5 points
Mechanics	5 points
Neatness	5 points
	<hr/> 50 points

Problem Chain

What you'll need:

Problem Chain sheet (page 37)

Steps:

- 1 As you read a chapter in your novel, complete the appropriate section on the Problem Chain sheet. Use the back of the sheet if you need more room for chapter entries.
- 2 When you finish the book, write a brief summary of the book ending.
- 3 Write a sentence telling which problem faced by the character was the most life changing. On the back of the sheet, write an explanation.

Grading Criteria

Setting	5 points
Characters and description	10 points
Problem/solution links	15 points
Solution summary	5 points
Life-changing problem	5 points
Followed directions	5 points
Neatness	5 points
	<hr/> 50 points

Novel News

What you'll need:

Novel News sheet (page 38), construction paper, samples of front pages of several newspapers

Steps:

- 1 Use the Novel News sheet to write a summary of the plot of your book in the style of a newspaper article.
- 2 On the construction paper, create the front page of a newspaper about your book. Use the sample newspapers as models. Decide what your headline will be, and then add your newspaper article.
- 3 Include a section with a brief description of the weather. This should relate to the weather that appeared most frequently in your novel.
- 4 Include an advertisement for the adventure featured in your novel.

News story	15 points
Adventure ad	10 points
Weather report	5 points
Graphics	5 points
Layout	5 points
Creativity	5 points
Neatness	5 points
	<hr/> 50 points

Story Map

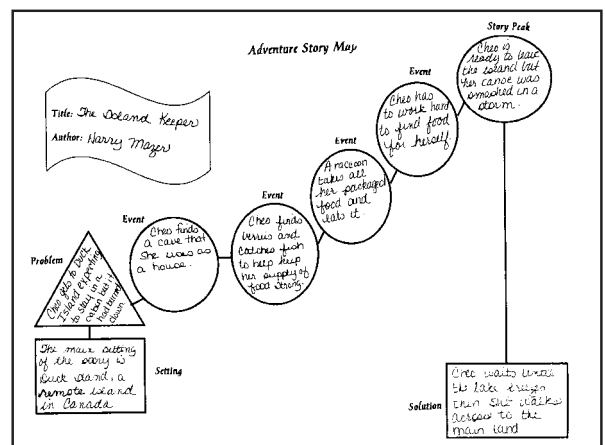
What you'll need:

Adventure Story Map sheet (page 39)

Steps:

Complete the Story Map.

Event explanations	20 points
Setting identification	5 points
Problem identification	5 points
Solution identification	5 points
Followed directions	5 points
Mechanics	5 points
Neatness	5 points
	<hr/> 50 points



Character Journal Entries

What you'll need:

colored pencils or markers, stapler

Steps:

- 1 Choose a character from your book.
- 2 Write ten journal entries describing the experiences of that character in your novel. Write your entries from the point of view of your character. Each entry needs to be at least one page long. Make sure you include a date on each of your entries.
- 3 Create a cover for your journal that includes the book's title and author's name.
- 4 Add illustrations to the cover that relate to the book and your character.
- 5 Staple the cover and pages together to form a book.

Grading Criteria

Organization	10 points
Adequate supporting details	10 points
Length requirement	10 points
Followed directions	5 points
Cover design	5 points
Mechanics	5 points
Neatness	5 points
	<hr/>
	50 points

Setting Map

What you'll need:

9-by-18-inch sheet of white construction paper, colored pens or markers, five index cards, ruler

Steps:

- 1 Think about all the different places your character went throughout your book. On the construction paper, make a map that illustrates the different locations in the story. Label each place.
- 2 Write the title and the author of your book somewhere on the map.
- 3 Include a route that shows the order in which the character visited each place.
- 4 Write five questions on index cards that you could ask someone to answer about your map. Write the answers on the reverse side.
- 5 Make sure you include a map key and a compass rose.

Grading Criteria

Organization	10 points
Followed directions	10 points
Map route and labels	15 points
Questions/answers	5 points
Map key/compass rose	5 points
Neatness	5 points
	<hr/>
	50 points

Adventure Brochure

What you'll need:

colored pens or markers, glue, old magazines that can be cut up, scissors

Steps:

- 1 Imagine you are setting up an adventure like the one that took place in your novel. Create a brochure that would make people interested in going on the adventure. The brochure should include information about the location, organized activities that are available, skills people will learn, sleeping/eating/bathing facilities, and any special features of the location. It should be informative and colorful.
- 2 Turn a sheet of paper horizontally so the paper is longest from left to right.
- 3 Fold the left third of the paper toward the middle.
- 4 Fold the right third of the paper backward toward the middle to make a trifold brochure.
- 5 Draw and/or cut out pictures for your brochure. Write a caption for each drawing or picture.

Grading Criteria

Organization	10 points
Adequate details	15 points
Followed directions	10 points
Mechanics	5 points
Colorful	5 points
Neatness	5 points
	50 points



Conflict Chart

What you'll need:

Conflict Chart sheet (page 40)

Steps:

- 1 Complete the Conflict Chart. Provide as many examples from the story as you can for each conflict type.
- 2 On the back of your sheet, tell which of the conflicts was the most important to the story and explain why.

Grading Criteria

Conflict examples	20 points
Adequate supporting details	15 points
Explanation	5 points
Mechanics	5 points
Neatness	5 points
	<hr/> 50 points

Conflict Chart — Adventure

Name: Peter Date: Nov 29

Book Title: Hatchet

Author: Gary Paulsen

Person vs. Self — The character faces struggles against his or her own emotions, conscience, or physical limitations.
Person vs. Person — The character struggles against another character.
Person vs. Society — The character struggles against something perceived by society as against a representative of values.
Person vs. Nature — The character struggles against a force of nature.
Person vs. Unknown — The character struggles against an unknown force.
Person vs. Object/Tool — The character struggles against an object or tool.

Identify as many examples as possible from your novel for each type of conflict.

Person vs. Self
 Peter is confused and angry about the events.

Person vs. Person
 Brian is angry with his mother and that's why he left.

Person vs. Society

Person vs. Nature
 The porcupine sticks Brian with its quills.

Person vs. Unknown

Person vs. Object/Tool

Life Connections

What you'll need:

Life Connections sheet (page 41)

Steps:

- 1 Complete the Life Connections sheet by choosing four quotes or parts of the novel that you can connect to your own life. Write the quotes in the speech balloons.
- 2 Explain your connection to each of the quotes. Write your explanations in the boxes.

Grading Criteria

Quotes from the novel	20 points
Quotation connection	20 points
Adequate details	5 points
Neatness	5 points
	<hr/> 50 points

Name _____ Date _____

Book Title: _____

Author: _____

Main Characters

Setting

Chapter

Problem:

Solution:

Chapter

Problem:

Solution:

Chapter

Problem:

Solution:

Chapter

Problem:

Solution:

Chapter

Problem:

Solution:

Chapter

Problem:

Solution:

Summary

Life-Changing Problem

Name _____ Date _____

Book Title: _____

Author: _____

Answer the five W questions about your adventure book.

Who:

What:

When:

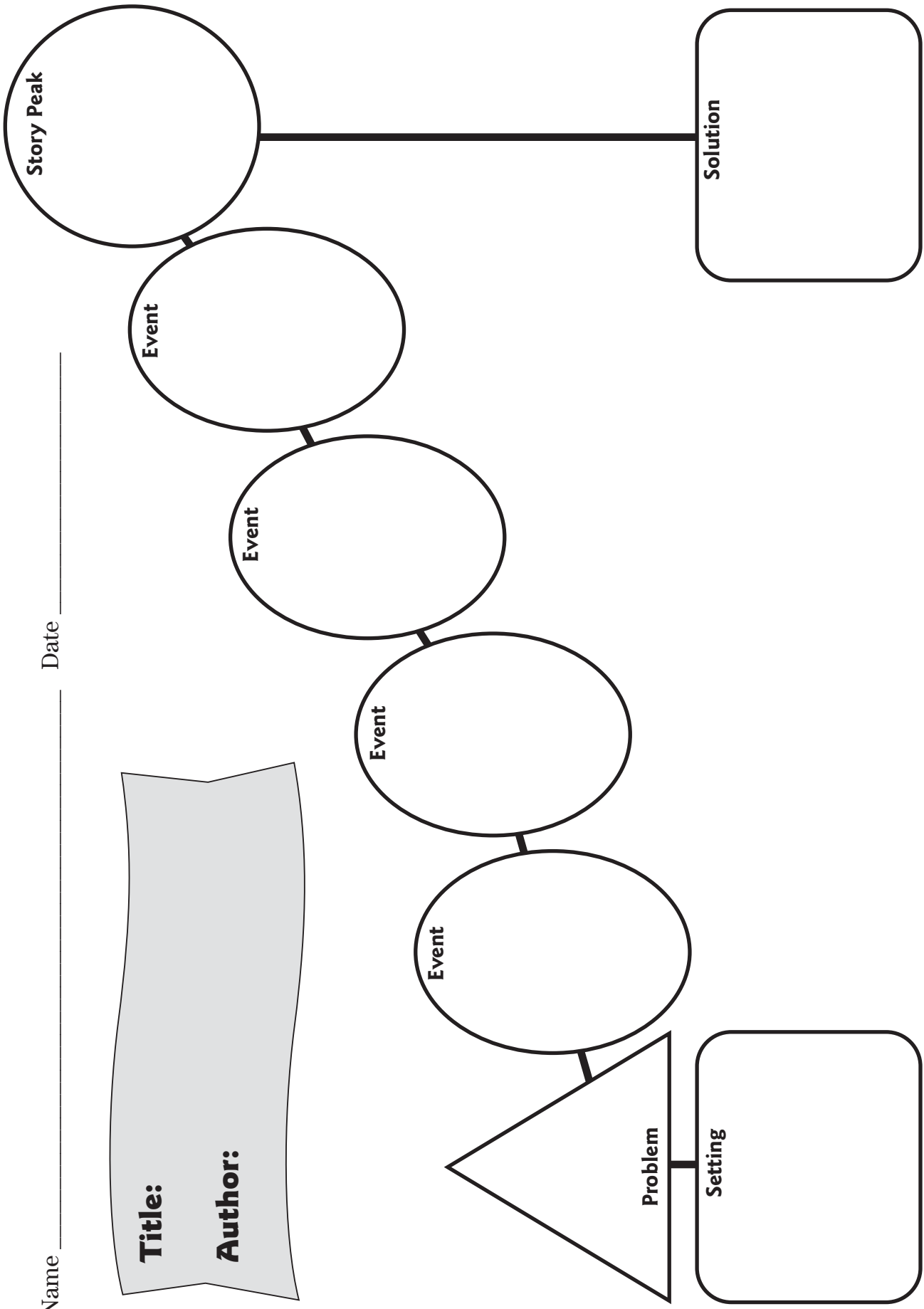
Where:

Why:

Now write a summary using the answers to your questions.

Name _____ Date _____

Title: _____
Author: _____



Name _____ Date _____

Book Title: _____

Author: _____

Person vs. Self – The character faces struggles against his or her own emotions, conscience, or physical limitations.

Person vs. Person – The character struggles against another character.

Person vs. Society – The character struggles against something presented by society or against a representative of society.

Person vs. Nature – The character struggles against a force of nature.

Person vs. Unknown – The character struggles against an unknown force.

Person vs. Object/Tool – The character struggles against an object or tool.

❖ Identify as many examples as possible from your novel for each type of conflict.

Person vs. Self

Person vs. Person

Person vs. Society

Person vs. Nature

Person vs. Unknown

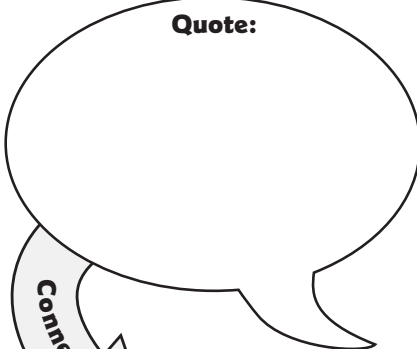
Person vs. Object/Tool

Name _____ Date _____


Book Title: _____

Author: _____

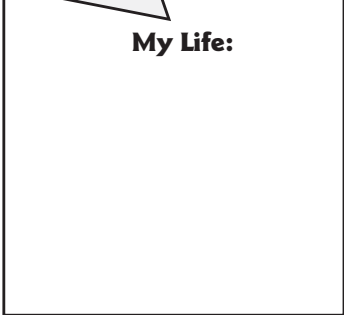
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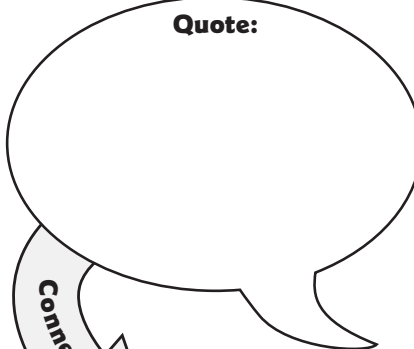
Connection




My Life:



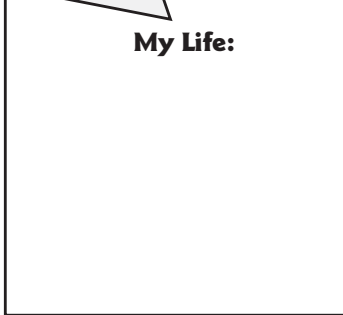
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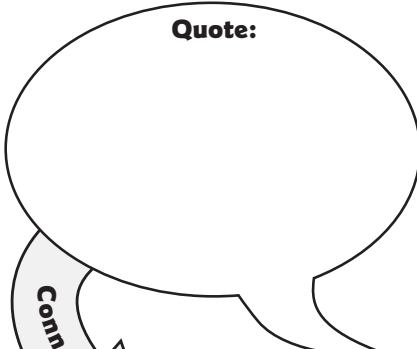
Connection



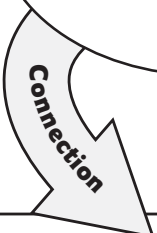
My Life:



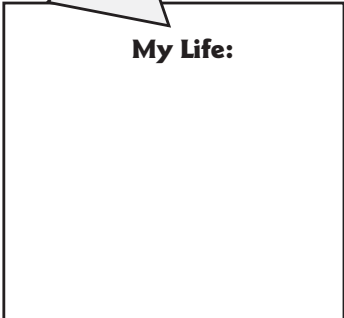
Quote:



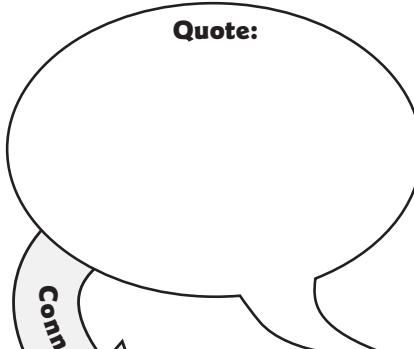
Connection




My Life:



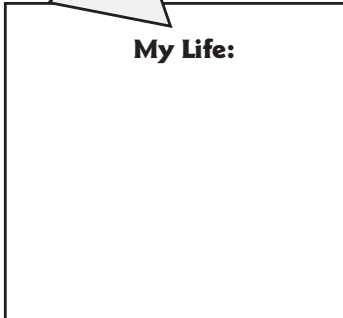
Quote:



Connection



My Life:



Grading Summary Adventure

	Possible Score	My Score
<input type="checkbox"/> Event Time Line		
Chronological order of events	15 points	_____
Event explanation	10 points	_____
Connections	10 points	_____
Followed directions5 points	_____
Mechanics	5 points	_____
Neatness5 points	_____
	50 points	_____
<input type="checkbox"/> Problem Chain		
Setting5 points	_____
Characters and description	10 points	_____
Problem/solution links	15 points	_____
Solution summary	5 points	_____
Life-changing problem	5 points	_____
Followed directions	5 points	_____
Neatness	5 points	_____
	50 points	_____
<input type="checkbox"/> Novel News		
News story	15 points	_____
Adventure ad	10 points	_____
Weather report5 points	_____
Graphics5 points	_____
Layout5 points	_____
Creativity5 points	_____
Neatness5 points	_____
	50 points	_____
<input type="checkbox"/> Story Map		
Event explanations	20 points	_____
Setting identification5 points	_____
Problem identification5 points	_____
Solution identification5 points	_____
Followed directions	5 points	_____
Mechanics	5 points	_____
Neatness	5 points	_____
	50 points	_____

Grading Summary Adventure

	Possible Score	My Score
<input type="checkbox"/> Character Journal Entries		
Organization	10 points	_____
Adequate supporting details	10 points	_____
Length requirement	10 points	_____
Followed directions5 points	_____
Cover design5 points	_____
Mechanics	5 points	_____
Neatness5 points	_____
	50 points	_____
<input type="checkbox"/> Setting Map		
Organization	10 points	_____
Followed directions	10 points	_____
Map route and labels	15 points	_____
Questions/answers5 points	_____
Map key/compass rose5 points	_____
Neatness	5 points	_____
	50 points	_____
<input type="checkbox"/> Adventure Brochure		
Organization	10 points	_____
Adequate details	15 points	_____
Followed directions	10 points	_____
Mechanics5 points	_____
Colorful5 points	_____
Neatness	5 points	_____
	50 points	_____
<input type="checkbox"/> Conflict Chart		
Conflict examples	20 points	_____
Adequate supporting details	15 points	_____
Explanation5 points	_____
Mechanics5 points	_____
Neatness	5 points	_____
	50 points	_____
<input type="checkbox"/> Life Connections		
Quotes from the novel	20 points	_____
Quotation connection	20 points	_____
Adequate details5 points	_____
Neatness	5 points	_____
	50 points	_____
Total for all three projects		_____

Fairy Tale Projects

Name _____ Due Date _____

Book Title: _____

♦ Make a tic-tac-toe by choosing three projects to complete for your novel.

Time Traveler	Puppet Play (Partner)	Story Map
Pack Your Trunk	Scene Collage	Talk Show Interview (Partner)
Wanted Poster	Design a Magic Object	Similarity & Difference Chart



Time Traveler

What you'll need:

Time Traveler sheet (page 50), colored pencils or markers

Steps:

- 1 On the Time Traveler sheet, fill in the actual setting information based on your fairy tale. Make sure you use specific examples from the story.
- 2 Then, create a new setting for the story. List the new setting information on the sheet.
- 3 Draw a picture of the setting on a sheet of unlined paper.
- 4 On lined paper, write a paragraph explaining how the new setting would affect the character and the story plot. Your paragraph should be half a page, typed. Use specific examples from the story.
- 5 Decide which setting you would rather live in. Write a paragraph explaining your choice.

Grading Criteria

Paragraphs	20 points
Setting illustration	20 points
Followed directions	5 points
Mechanics	5 points
	<hr/> 50 points

Puppet Play

What you'll need:

paper towel roll tubes, yarn, paper, clay, scraps of cloth

Steps:

- 1 Choose one or two partners to work with.
- 2 Decide on a scene from a fairy tale. Rewrite the scene as a script for a puppet play.
- 3 When you've completed your script, make a puppet. The puppet can be made out of any type of material, so be as creative as possible.
- 4 Turn your script in to your teacher before the due date so it can be approved before you perform your play.

Grading Criteria

Organization	10 points
Followed directions	10 points
Adequate details	10 points
Puppet	10 points
Presentation	10 points
	<hr/> 50 points

Story Map

What you'll need:

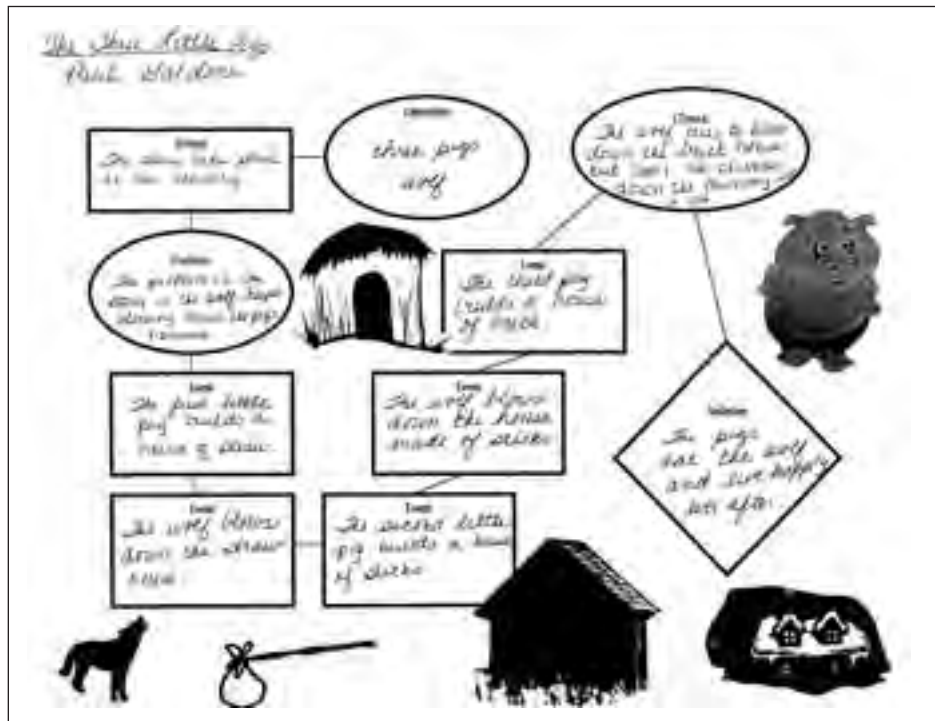
9-by-18-inch sheet of white construction paper, colored pencils or markers

Steps:

- 1 Design a story map for your fairy tale. Make sure you include:
 - Setting
 - Characters
 - Problem
 - Five events—draw a line to show their connection and put the events in order
 - Climax
 - Solution
- 2 Write a paragraph that explains your story map on another sheet of paper.
- 3 Illustrate your story map with images from your fairy tale. For example, if your story has castles, unicorns, and wizards, you should incorporate them into your map design.

Grading Criteria

Story Map design	5 points
Event identification	5 points
Setting identification	5 points
Problem identification	5 points
Solution identification	5 points
Paragraph	5 points
Creativity	5 points
Followed directions	5 points
Mechanics	5 points
Neat/colorful	5 points
	50 points



Pack Your Trunk

What you'll need:

9-by-18-inch sheet of white construction paper, paper lunch sack, colored pencils or markers

Steps:

- 1 Make a list of ten items that represent your character. Then write a few sentences about each item, telling what each item says about the character and where the item first appears in the story.
- 2 Draw and color a picture of each item. Put your items in the paper sack “trunk” and write the character’s name on the outside.
- 3 Practice talking about each item because you will have to present these items to the class along with your explanation of their importance to your character.
- 4 Present your items to the class when your project is due.

Grading Criteria

Explanation	15 points
Character objects	10 points
Presentation	10 points
Followed directions	5 points
Creativity	5 points
Neat/colorful	5 points
	<hr/> 50 points

Scene Collage

What you'll need:

9-by-18-inch sheet of white construction paper, colored pencils or markers, glue, materials such as tissue paper, foil, yarn, photos from old magazines

Steps:

- 1 Choose a scene from your fairy tale.
- 2 Create a collage illustrating your scene by gluing various materials like tissue paper, foil, yarn, construction paper, and magazine pictures on the large sheet of construction paper.
- 3 Use lined paper to write a short paragraph telling about the scene, where in the fairy tale it occurs, and why you chose this particular scene. Glue this page to the bottom of your scene.
- 4 Finally add the fairy tale’s title.

Grading Criteria

Collage picture	15 points
Paragraph	15 points
Creativity	10 points
Followed directions	5 points
Neatness	5 points
	<hr/> 50 points

Talk Show Interview

What you'll need:

a costume for dressing up as a character from your fairy tale

Steps:

- 1 With a partner, choose a character that you would like to interview.
- 2 Write a list of ten questions that the interviewer would ask the character. (Turn these in to your teacher for preapproval before the due date.)
- 3 On presentation day, one of you will be the interviewer and the other the character. Make sure you introduce the interviewer and the character at the beginning of the segment.
- 4 To make it more authentic, the character should come in costume.
- 5 Practice the interview at home before performing it in class.

Grading Criteria

Talk-show style	15 points
Questions	10 points
Presentation	10 points
Creativity	10 points
Followed directions	5 points
	<hr/> 50 points

Wanted Poster

What you'll need:

9-by-18-inch sheet of white construction paper, colored pencils or markers

Steps:

- 1 Use the construction paper to make a Wanted Poster for the villain in your fairy tale. The layout of your poster is important, so plan the design before you begin drawing it.
- 2 Your poster must include the following:
 - The character's name
 - A picture of the character
 - A physical description of the character
 - Reason he or she is wanted
 - Location where the character was last seen
 - A reward amount

Grading Criteria

Adequate details	20 points
Layout	10 points
Followed directions	10 points
Mechanics	5 points
Neat/colorful	5 points
	<hr/> 50 points



Design a Magic Object

What you'll need:

colored pencils or markers

Steps:

- 1 Decide on a magic object that the character in your fairy tale could have used to protect him- or herself from the villain.
- 2 Draw and color the object.
- 3 Beneath your drawing, write a paragraph describing the object.

Grading Criteria

Object drawing	10 points
Adequate details	10 points
Written paragraph	10 points
Followed directions	5 points
Creativity	5 points
Mechanics	5 points
Neatness	5 points
	<hr/> 50 points

Similarity & Difference Chart

What you'll need:

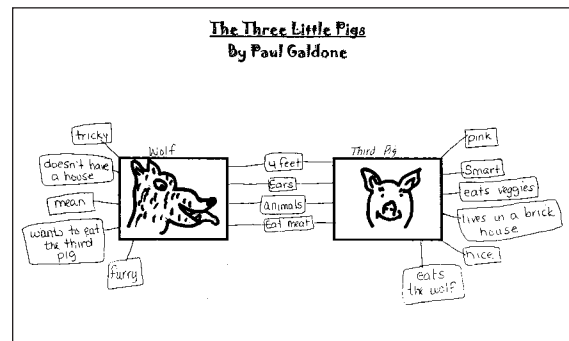
9-by-18-inch sheet of white construction paper, colored pencils or markers, ruler

Steps:

- 1 Draw two squares (one on the right side and one on the left side of the construction paper).
- 2 In each square, draw a picture of a main character in the fairy tale. Label each drawing.
- 3 In between the two squares, draw horizontal lines. Use them to write the similarities between the two characters.
- 4 Around the outside of each square, tell how the characters are different.
- 5 Provide as many similarities and differences as you can. Be specific and use examples from the story.

Grading Criteria

Similarity retelling	15 points
Difference retelling	15 points
Followed directions	5 points
Organization	10 points
Neatness	5 points
	<hr/> 50 points



Name _____ Date _____

Current Setting

Time:

Place:

Mood:

New Setting

Time:

Place:

Mood:

- ❖ **Draw a picture of the new setting on a separate sheet of paper. Make sure it is neat and colorful.**
- ❖ **Write a paragraph telling how the new setting will affect the main character and the story plot.**
- ❖ **Write another paragraph telling which setting you would rather live in and why.**

Grading Summary Fairy Tales

	Possible Score	My Score
<input type="checkbox"/> Time Traveler		
Paragraphs20 points	_____
Setting illustration20 points	_____
Followed directions5 points	_____
Mechanics5 points	_____
	50 points	_____
<input type="checkbox"/> Puppet Play		
Organization10 points	_____
Followed directions10 points	_____
Adequate details10 points	_____
Puppet10 points	_____
Presentation10 points	_____
	50 points	_____
<input type="checkbox"/> Story Map		
Story map design5 points	_____
Event identification5 points	_____
Setting identification5 points	_____
Problem identification5 points	_____
Solution identification5 points	_____
Paragraph5 points	_____
Creativity5 points	_____
Followed directions5 points	_____
Mechanics5 points	_____
Neat/colorful5 points	_____
	50 points	_____
<input type="checkbox"/> Pack Your Trunk		
Explanation15 points	_____
Character objects10 points	_____
Presentation10 points	_____
Followed directions5 points	_____
Creativity5 points	_____
Neat/colorful5 points	_____
	50 points	_____

Grading Summary Fairy Tales

	Possible Score	My Score
<input type="checkbox"/> Scene Collage		
Collage picture	15 points	_____
Paragraph	15 points	_____
Creativity	10 points	_____
Followed directions5 points	_____
Neatness5 points	_____
	50 points	_____
<input type="checkbox"/> Talk Show Interview		
Talk-show style	15 points	_____
Questions	10 points	_____
Presentation	10 points	_____
Creativity	10 points	_____
Followed directions5 points	_____
	50 points	_____
<input type="checkbox"/> Wanted Poster		
Adequate details	20 points	_____
Layout	15 points	_____
Followed directions5 points	_____
Mechanics5 points	_____
Neat/colorful5 points	_____
	50 points	_____
<input type="checkbox"/> Design a Magic Object		
Object drawing	10 points	_____
Adequate details	10 points	_____
Written paragraph	10 points	_____
Followed directions5 points	_____
Creativity5 points	_____
Mechanics5 points	_____
Neat/colorful5 points	_____
	50 points	_____
<input type="checkbox"/> Similarity & Difference Chart		
Similarity retelling	15 points	_____
Difference retelling	15 points	_____
Followed directions5 points	_____
Organization	10 points	_____
Neatness5 points	_____
	50 points	_____
Total for all three projects		_____

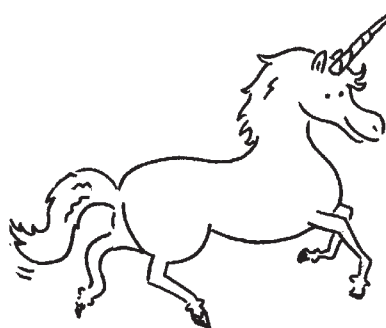
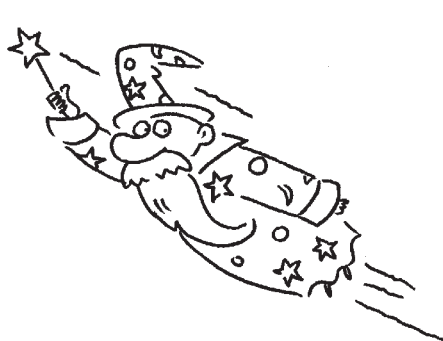
Fantasy Projects

Name _____ Due Date _____

Book Title: _____

♦ Make a tic-tac-toe by choosing three projects to complete for your novel.

Character Web	Event Comparison	Plan a Trip
Prediction Chain	Gold Star Book Award	Fantasy Journal
Write an Editorial	Reality & Make-Believe Chart	Story Map



Character Web

What you'll need:

Character Web sheet (page 62)

Steps:

- 1 Write the name of the main character from your novel in the center circle on the Character Web sheet. In each of the boxes, list one characteristic or quality of the character's personality.
- 2 On the back of the sheet, write a statement or event from the story that supports each characteristic or quality you listed.

Grading Criteria	
Organization	15 points
Followed directions	10 points
Adequate supporting details	15 points
Mechanics	5 points
Neatness	5 points
	50 points

Character Web **Fantasy**

Name Nick Date 3/27

Complete the Character Web by listing one characteristic or quality of your character's personality in each square. On the back of this sheet, write a statement or action from the story that supports your choices.

Event Comparison

What you'll need:

Event Comparison sheet (page 63)

Steps:

- 1 List six important events from your novel on the Event Comparison sheet.
- 2 Compare each one event in the story to an event in your own life. Tell how the event is the same as or different from experiences you have had.

Grading Criteria

Adequate details	20 points
Organization	15 points
Followed directions	5 points
Mechanics	5 points
Neatness	5 points
	<hr/> 50 points

Event Comparison **Fantasy**

Name: Anna Date: 3/6/15

Event One:
Henry's parents die. He is forced to live with Mrs. Smith and her mother.

Real-life Comparison
When my mom and dad go out of town, I have to stay at my grandparents.

Event Two:
Henry's father invites him to a party. He doesn't think he should go. He goes anyway.

Real-life Comparison
I got an invitation to a sleepover party. My parents didn't want me to go. I talked them into letting me.

Event Three:
Henry meets Rose on his way to Hogwarts.

Real-life Comparison
I met my best friend Claire on the first day of school.

Event Four:
Henry is very good at Quidditch and joins the team.

Real-life Comparison
I'm very good at dancing. I like to join the dance team.

Event Five:
Henry stays at Hogwarts for Christmas.

Real-life Comparison
We weren't home for Christmas one year. We had to go to a wedding that was far away.

Event Six:
Henry goes into the Forbidden Forest.

Real-life Comparison
Once I got lost in a shopping mall. It was really scary.

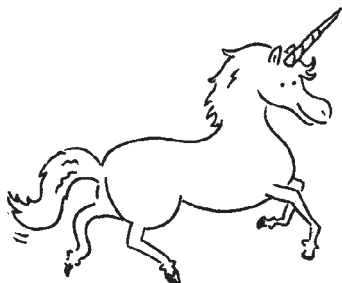
Plan a Trip

What you'll need:

small sheet of construction paper, stapler,
colored pencils or markers

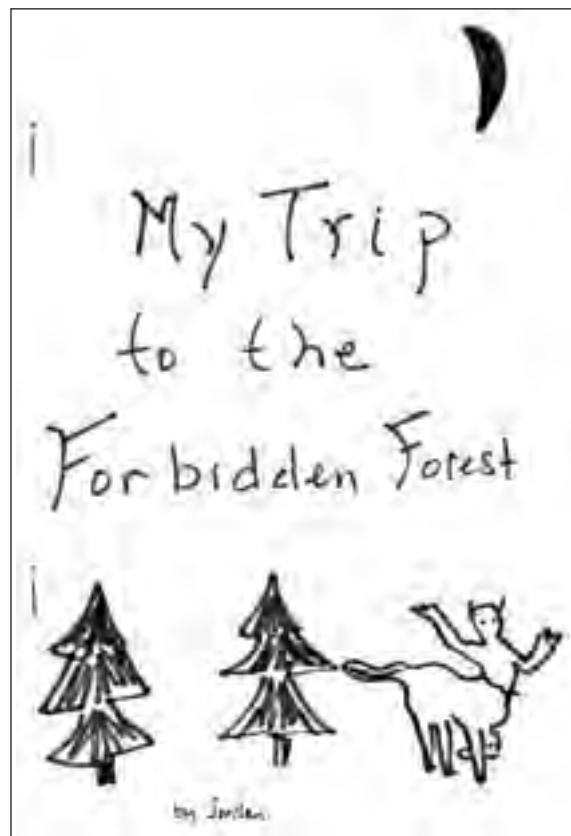
Steps:

- 1 After you have read your novel, create a trip journal for a trip similar to the one that the main character went on.
- 2 On the first page of your journal, present an outline of the imaginary trip. The following questions can help you get started, but you can add any other information that is important to your trip.
 - * Where do you plan to go?
 - * How are you going to get to your destination?
 - * Who is going with you?
 - * What do you plan to see?
 - * How much money do you have for your trip?
- 3 Write journal entries for ten days of your adventure—one entry per page. Each journal entry should be at least three-quarters of a page. Make sure you put a heading on each entry.
- 4 Create a cover for your journal. Be sure to include the title of your book and the author's name. Add illustrations to the cover that reflect the content of the book.



Grading Criteria

Adequate details	15 points
Creativity	15 points
Organization	5 points
Followed directions	5 points
Mechanics	5 points
Neatness	5 points
	<hr/> 50 points



Prediction Chain

What you'll need:

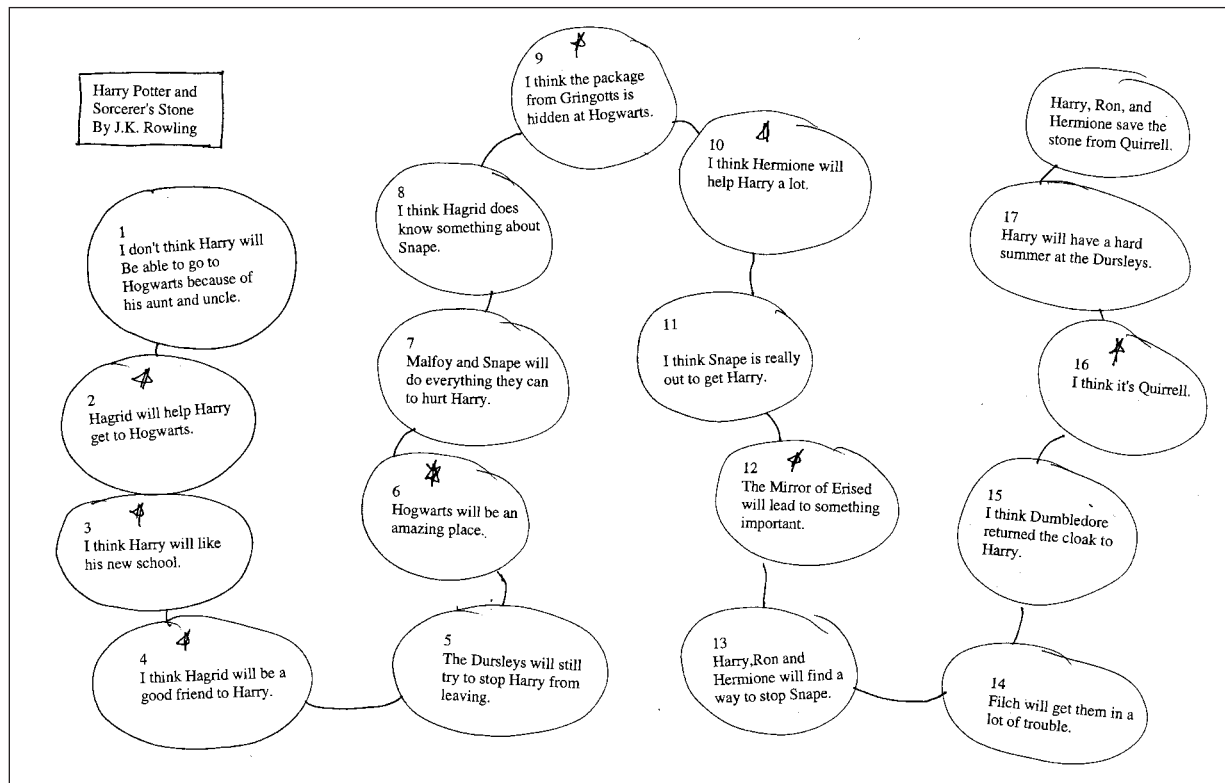
9-by-18-inch sheet of white construction paper, colored pencils or markers

Steps:

- 1 Draw a 2-inch square in the top left-hand corner of the construction paper.
- 2 Write the title and author of your novel in the square.
- 3 Each time you finish reading a chapter, draw a circle on your paper and write the chapter number and a prediction about the next chapter. Put a star in the circle if you determine your prediction was correct after you finish reading that chapter.
- 4 Continue this process until you finish the novel. Draw a line to link your circles together to make a chain.
- 5 In the last circle, retell how the story ends.
- 6 On the back of your sheet rate your prediction skills from 1 (poor) to 5 (excellent).
- 7 Tell why you rated yourself the way you did.

Grading Criteria

Adequate prediction details	15 points
Followed directions	10 points
Rating and self-reflection	5 points
Organization	5 points
Ending retelling	5 points
Mechanics	5 points
Neatness	5 points
	<hr/> 50 points



Gold Star Book Award

What you'll need:

colored pencils or markers

Steps:

- 1 Create a certificate or a ribbon that could be given as an award to the author of your book.
- 2 Write a paragraph explaining why you recommend this book for the Gold Star Book Award.

Your paragraph should include information that answers the following questions:

- * Why did you like the book?
- * Was the story believable?
- * Were the characters realistic?
- * Did the description of the setting seem accurate?
- * What was the mood of the story (funny, sad, both)?

Grading Criteria	
Creativity	15 points
Adequate details	10 points
Recommendation	10 points
Followed directions	5 points
Mechanics	5 points
Neat/colorful	5 points
	50 points



Fantasy Journal

What you'll need:

stapler, colored pencils or markers

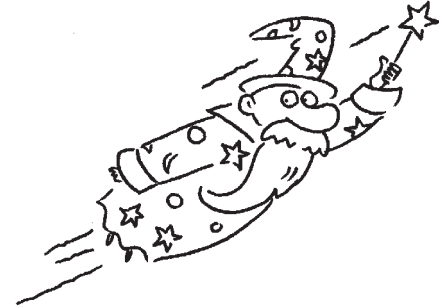
Steps:

- 1 Create a journal by folding five sheets of unlined white paper in half horizontally. Staple the journal together along the fold.
- 2 On the cover of the journal, write the book's title and the author's name.
- 3 Write journal entries, one per page, in response to the following prompts:
 - * Describe the setting. Tell how it is the same as and different from where you live. Illustrate it.
 - * Describe one element of the book that makes it clear it is a fantasy.
 - * List any questions that occur to you while reading the novel. If they get answered, come back and write down the answers.
 - * Write about how one character feels. Tell about a time you felt the same way.
 - * Describe two characters. Tell how one of these characters is the same as or different from you. Draw illustrations of them.
 - * Describe one of the situations a character faces. Tell about a time you were faced with a similar situation.
 - * Write down a quote from the book that is meaningful to you. Tell why you chose this quote.
 - * Describe the climax (high point) of the story. Then tell why you think this is the high point.
 - * List ten major events from the story in order from beginning to end. Use complete sentences. Put a star by the most important event and tell why you chose this event.
 - * Tell about an event from the story that is similar to something that happened to you. Describe your event. Explain how the two events relate.

Grading Criteria

Adequate details	20 points
Creativity	15 points
Followed directions	5 points
Mechanics	5 points
Neatness	5 points
	<hr/>
	50 points

Write an Editorial



Steps:

An editorial is an article in a newspaper or magazine that expresses the opinion of the editor or publisher. Write an editorial about an issue or event from your novel. The article must express your opinion about the issue. The issue should be important to the story plot. The article should be three-quarters of a page if typed or one page if hand-written. You may want to do a little research on editorials by reading newspaper editorials for several days.

Grading Criteria

Adequate details	20 points
Creativity	15 points
Followed directions	5 points
Mechanics	5 points
Neatness	5 points
	<hr/> 50 points

Reality & Make-Believe Chart

What you'll need:

Reality and Make-Believe Chart sheet (page 64)

Steps:

- 1 Find three events from your book that could happen in real life: one from the beginning, one from the middle, and one from the end of the story. Record these events on your chart.
- 2 Find three events from the beginning, middle, and end of your story that are make believe. Record these events on your chart.
- 3 Write a paragraph on the back of the sheet telling which of these events you would like to have happen to you. Explain your answer.

Grading Criteria

Real events	15 points
Make-believe events	15 points
Written paragraph	10 points
Followed directions	5 points
Mechanics	5 points
	<hr/> 50 points

Story Map

What you'll need:

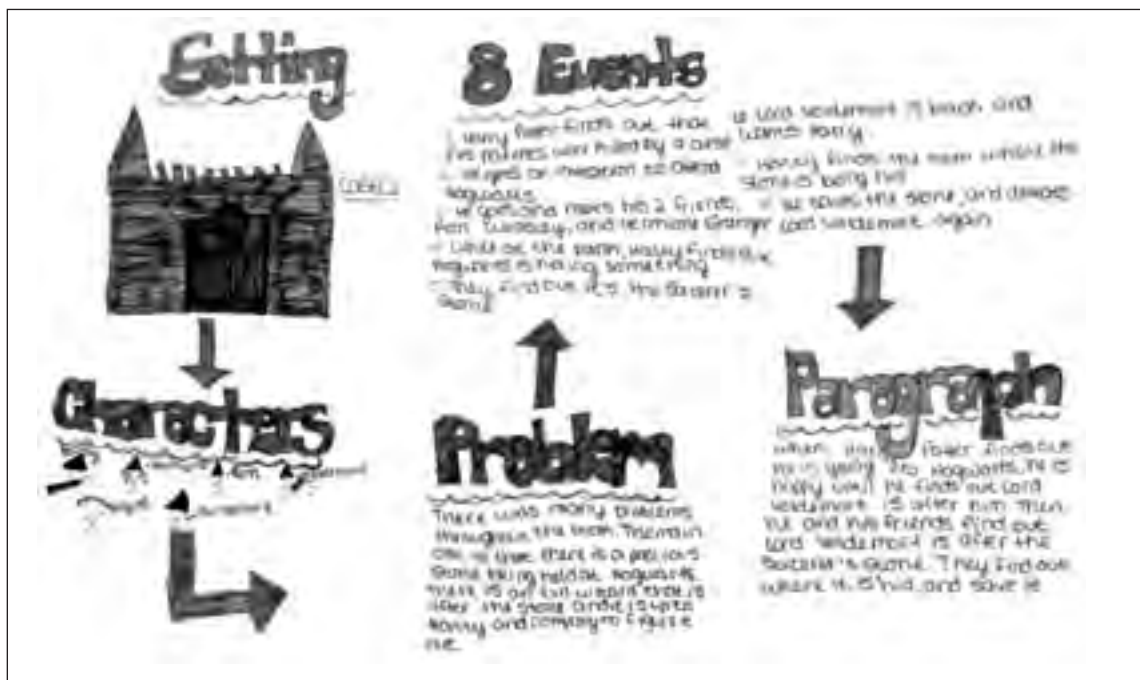
9-by-18-inch white construction paper, colored pencils or markers

Steps:

- 1 You are going to design your own story map. Make sure you include:
 - * Setting
 - * Characters
 - * Problem
 - * Eight Events
- 2 Write a paragraph telling about your story map.
- 3 Make sure your design includes key concepts from your novel. For example, if your story has castles, unicorns, and wizards, you should incorporate them into your map design.
- 4 Make sure your map is creative and colorful.

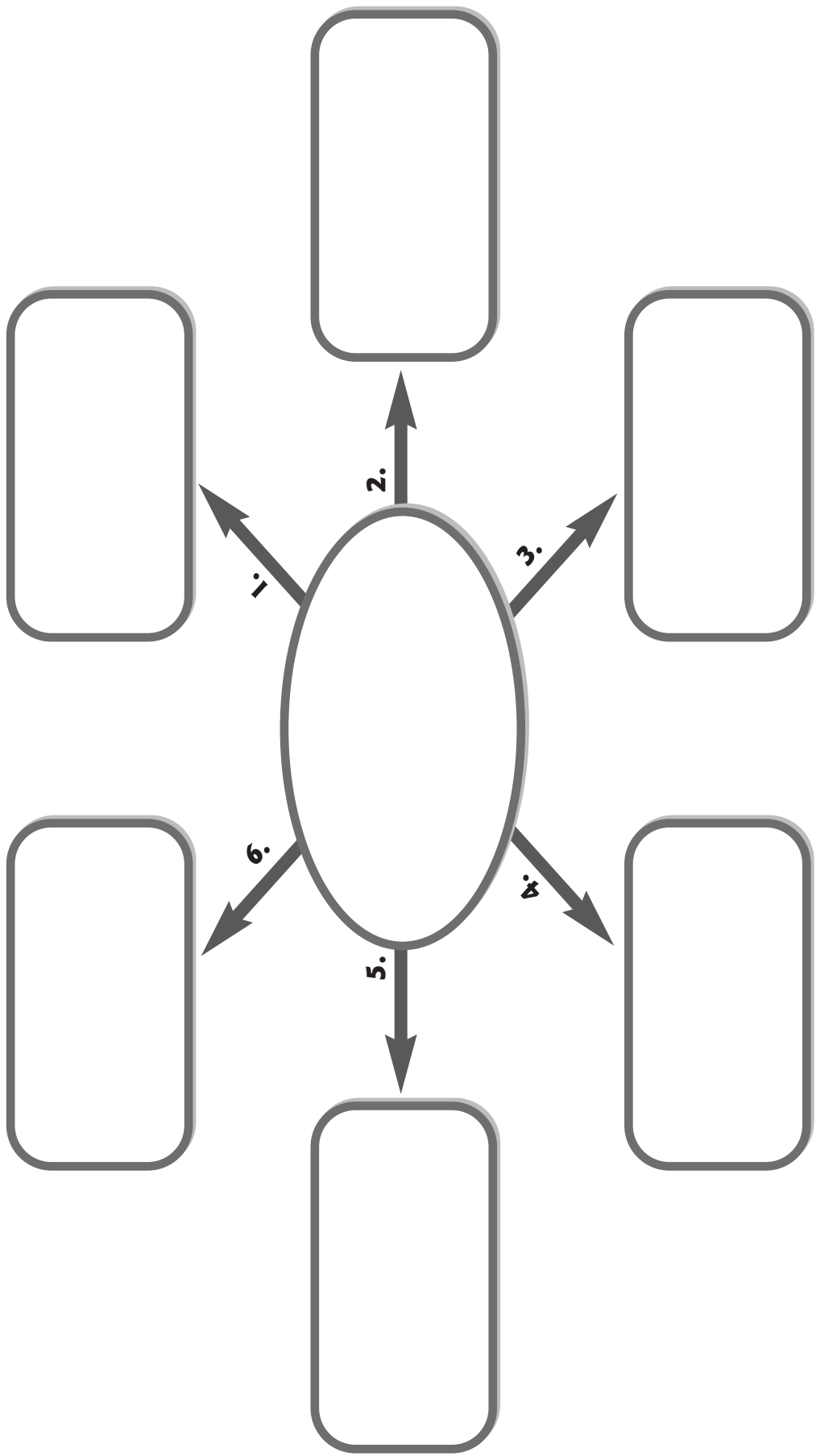
Grading Criteria

Story map design	5 points
Event identification	5 points
Setting identification	5 points
Problem identification	5 points
Paragraph	10 points
Creativity	5 points
Followed directions	5 points
Mechanics	5 points
Neat/colorful	5 points
	<u>50 points</u>



Name _____ Date _____

Complete the character web by listing one characteristic or quality of your character's personality in each box. On the back of this sheet, write a statement or action from the story that supports your choices.



Name _____ Date _____

Event One:

Real-Life Comparison

Event Four:

Real-Life Comparison

Event Two:

Real-Life Comparison

Event Five:

Real-Life Comparison

Event Three:

Real-Life Comparison

Event Six:

Real-Life Comparison

Name _____ Date _____

	Reality	Make Believe
Beginning		
Middle		
End		

Grading Summary Fantasy

	Possible Score	My Score
<input type="checkbox"/> Character Web		
Organization15 points	_____
Followed directions10 points	_____
Adequate supporting details15 points	_____
Mechanics5 points	_____
Neatness5 points	_____
	50 points	_____
<input type="checkbox"/> Event Comparison		
Adequate details20 points	_____
Organization15 points	_____
Followed directions5 points	_____
Mechanics5 points	_____
Neatness5 points	_____
	50 points	_____
<input type="checkbox"/> Plan a Trip		
Adequate details15 points	_____
Creativity15 points	_____
Organization5 points	_____
Followed directions5 points	_____
Mechanics5 points	_____
Neatness5 points	_____
	50 points	_____
<input type="checkbox"/> Prediction Chain		
Adequate prediction details15 points	_____
Followed directions10 points	_____
Rating and self-reflection5 points	_____
Organization5 points	_____
Ending retelling5 points	_____
Mechanics5 points	_____
Neat/colorful5 points	_____
	50 points	_____
<input type="checkbox"/> Gold Star Book Award		
Creativity15 points	_____
Adequate details10 points	_____
Recommendation10 points	_____
Followed directions5 points	_____
Mechanics5 points	_____
Neatness5 points	_____
	50 points	_____

Grading Summary

Fantasy

	Possible Score	My Score
<input type="checkbox"/> Fantasy Journal		
Adequate details20 points	_____
Creativity15 points	_____
Followed directions5 points	_____
Mechanics5 points	_____
Neatness5 points	_____
	50 points	_____
<input type="checkbox"/> Write an Editorial		
Adequate details20 points	_____
Creativity15 points	_____
Followed directions5 points	_____
Mechanics5 points	_____
Neatness5 points	_____
	50 points	_____
<input type="checkbox"/> Reality & Make-believe Chart		
Real events15 points	_____
Make-believe events15 points	_____
Written paragraph10 points	_____
Followed directions5 points	_____
Mechanics5 points	_____
	50 points	_____
<input type="checkbox"/> Story Map		
Story map design5 points	_____
Event identification5 points	_____
Setting identification5 points	_____
Problem identification5 points	_____
Paragraph10 points	_____
Creativity5 points	_____
Followed directions5 points	_____
Mechanics5 points	_____
Neat/colorful5 points	_____
	50 points	_____
Total for all three projects		_____

Realistic Fiction Projects

Name _____ Due Date _____

Book Title: _____

◆ Make a tic-tac-toe by choosing three projects to complete for your novel.

Setting Identification	Character Trait Chart	Character Poster
Before and After	Book Parts	Fact and Opinion
Connections	Diary Entries	Character Feeling Chart



Setting Identification

What you'll need:

colored pencils or markers

Steps:

- 1 At the top of a sheet of unlined white paper, write the name of your book and its author.
- 2 Below this, identify the setting of your book.
- 3 Then, list three clues that helped you identify the setting of the story.
- 4 Write a paragraph explaining how the setting was important to the story.
- 5 Draw an illustration of the setting below the paragraph.

Grading Criteria

Identified setting	10 points
Written paragraph	10 points
Three setting clues	10 points
Adequate details	10 points
Followed directions	5 points
Mechanics	5 points
	<hr/>
	50 points

Character Trait Chart

What you'll need:

Character Trait Chart sheet (page 73)

Steps:

- 1 Choose three characters from your book.
- 2 As you read the book, use the Character Trait Chart sheet to keep a record of the traits each character possesses.
- 3 Support each trait you choose with a passage from your book.

Grading Criteria

Adequate supporting details	15 points
Trait explanations	10 points
Organization	10 points
Followed directions	5 points
Mechanics	5 points
Neatness	5 points
	<hr/>
	50 points

Character Poster

What you'll need:

9-by-18-inch sheet of white construction paper, colored pencils or markers

Steps:

- 1 Choose a character from your book.
- 2 Use information from the book to draw and color a picture of your character on the construction paper. Add a label with the character's name.
- 3 Around the outside of the character, draw six circles or shapes in which to write information about the character. You can write about the character's friends, conflicts, feelings, personality traits, and appearance. Think of one more category that would help you share important information about your character.
- 4 On the back of your Character Poster, explain one connection you can make with the character.

Grading Criteria

Illustration	10 points
Adequate supporting details	15 points
Connection	10 points
Organization	5 points
Followed directions	5 points
Neat/colorful	5 points
	50 points



Before and After

What you'll need:

9-by-18-inch sheet of white construction paper, colored pencils or markers, index cards, glue

Steps:

- 1 Select a passage from the book. Then draw and color a picture on the construction paper based on the passage.
- 2 On an index card, write a description to go with your picture. Glue the description to the bottom of the picture.
- 3 On another sheet of paper, write a paragraph telling about what happened before the scene you've illustrated, and another paragraph telling what happened after the scene.

Grading Criteria

Illustration	15 points
Adequate supporting details	10 points
Paragraphs	15 points
Followed directions	5 points
Neat/colorful	5 points
	<hr/> 50 points

Book Parts

What you'll need:

Book Parts sheet (page 74)

Steps:

- 1 Use the Book Parts sheet to describe a situation or event from your book that fits with each heading (Saddest, Funniest, Most Unbelievable, Most Embarrassing, Happiest).
- 2 On another sheet of paper, write a paragraph giving your personal reaction to each of these parts.

Grading Criteria

Adequate supporting details	20 points
Personal reaction	25 points
Followed directions	5 points
	<hr/> 50 points

Book Parts Realistic Fiction

Book Title: *The Giver* Author: Lois Lowry

Saddest Part	The saddest part of the book is when Jonas finds out about the truth about the world.
Funniest Part	The funniest part of the book is when Jonas and Asher are talking about the "Special" program.
Most Unbelievable Part	The most unbelievable part of the book is when Jonas finds out about the truth about the world.
Most Embarrassing Part	The most embarrassing part of the book is when Jonas is talking to his friends about the truth.
Happiest Part	The happiest part of the book is when Jonas is talking to his friends about the truth.

Fact and Opinion

What you'll need:

Fact and Opinion sheet (page 75)

Steps:

- 1 At the top of the Fact and Opinion sheet, write down ten different statements made by the main character.
- 2 On the bottom of the sheet, sort the statements into facts and opinions by listing the number of each statement under the appropriate column.
- 3 On the back of the sheet, tell which of these statements you think is the most important and explain why you feel this way.

Grading Criteria	
Sorting of statements	25 points
Explanation	15 points
Organization	5 points
Followed directions	5 points
	50 points

Connections

Steps:

- 1 On a sheet of paper, describe three situations from the book that you can connect with situations you—or people you know—have been in. Be sure to:
 - * Describe the book situation.
 - * Give the name of the person with whom the situation connects.
 - * Include specific details when explaining how the person and the situation are connected.

Grading Criteria	
Adequate supporting details	15 points
Description paragraph	10 points
Connections	10 points
Organization	10 points
Followed directions	5 points
	50 points

Connections

1. *Johnny and Ponyboy go into the burning church to save the children that were trapped inside.*
 - ◆ *I saved a kitten one time when it crawled up into one of our apple trees and couldn't get back down.*
2. *Johnny likes to read books.*
 - ◆ *In my spare time I also like to read. I have a hard time putting my books down sometimes.*
3. *Johnny has two older brothers. His oldest brother, Darry, is the head of the family since their parents were killed in an automobile accident. He has a good relationship with his second brother.*
 - ◆ *I also have two older brothers. I also get along better with my second brother.*

Realistic Fiction

Diary Entries

What you'll need:

sheet of construction paper, colored pencils or markers, stapler

Steps:

- 1 Imagine you are one of the main characters in your book.
- 2 Design a diary for the character to write daily entries. Fold three sheets of unlined paper in half like a book. Make a cover with the construction paper and then staple along the fold.
- 3 Write five diary accounts of the character's daily thoughts and activities. Choose important parts of the book from which to write your entries. Write the entry from the character's point of view.
- 4 At the end of each entry, explain why you felt this was an important part of the story.

Grading Criteria	
Five diary accounts	20 points
Reasons	10 points
Organization	10 points
Journal design	5 points
Followed directions	5 points
	<hr/> 50 points

Character Feeling Chart

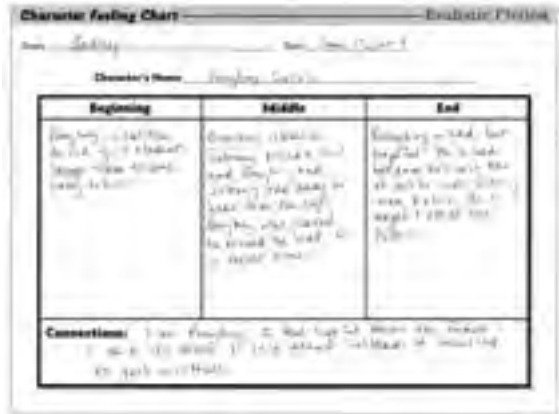
What you'll need:

Character Feeling Chart sheet (page 76)

Steps:

- 1 After you've finished your book, complete the Character Feeling Chart sheet by writing the character's name at the top. Then, tell how the character felt at the beginning, the middle, and the end of the novel.
- 2 Write about a time you felt like the character in the connections section. Be specific.

Grading Criteria	
Feeling details	20 points
Connection	15 points
Followed directions	10 points
Neatness	5 points
	<hr/> 50 points



Character Trait Chart ————— Realistic Fiction

Name _____ Date _____

Character 1	Character 2	Character 3

Book Parts ————— **Realistic Fiction**

Name _____ Date _____

Book Title: _____ **Author:** _____

Saddest Part	
Funniest Part	
Most Unbelievable Part	
Most Embarrassing Part	
Happiest Part	

Fact and Opinion ————— Realistic Fiction

Name _____ Date _____

List ten statements made by the main character in your book.

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.
- 9.
- 10.

Sort the statements you listed above into facts and opinions. List the number of each statement under the column where it fits.

Fact	Opinion

Name _____ Date _____

Character's Name _____

Beginning	Middle	End
Connections:		

Grading Summary Realistic Fiction

	Possible Score	My Score
<input type="checkbox"/> Setting Identification		
Identified setting	10 points	_____
Written paragraph	10 points	_____
Three setting clues	10 points	_____
Adequate details	10 points	_____
Followed directions5 points	_____
Mechanics	5 points	_____
	50 points	_____
<input type="checkbox"/> Character Trait Chart		
Adequate supporting details	15 points	_____
Trait explanations	10 points	_____
Organization	10 points	_____
Followed directions5 points	_____
Mechanics5 points	_____
Neatness	5 points	_____
	50 points	_____
<input type="checkbox"/> Character Poster		
Illustration	10 points	_____
Adequate supporting details	15 points	_____
Connection	10 points	_____
Organization5 points	_____
Followed directions5 points	_____
Neat/colorful	5 points	_____
	50 points	_____
<input type="checkbox"/> Before and After		
Illustration	15 points	_____
Adequate supporting details	10 points	_____
Paragraphs	15 points	_____
Followed directions5 points	_____
Neat/colorful	5 points	_____
	50 points	_____
<input type="checkbox"/> Book Parts		
Adequate supporting details	20 points	_____
Personal reaction	25 points	_____
Followed directions5 points	_____
	50 points	_____

Grading Summary Realistic Fiction

	Possible Score	My Score
<input type="checkbox"/> Fact and Opinion		
Sorting of statements25 points	_____
Explanation15 points	_____
Organization5 points	_____
Followed directions5 points	_____
	50 points	_____
<input type="checkbox"/> Connections		
Adequate supporting details15 points	_____
Description paragraph10 points	_____
Connections10 points	_____
Organization10 points	_____
Followed directions5 points	_____
	50 points	_____
<input type="checkbox"/> Diary Entries		
Five diary accounts20 points	_____
Reasons10 points	_____
Organization10 points	_____
Journal design5 points	_____
Followed directions5 points	_____
	50 points	_____
<input type="checkbox"/> Character Feeling Chart		
Feeling details20 points	_____
Connection15 points	_____
Followed directions10 points	_____
Neatness5 points	_____
	50 points	_____
Total for all three projects		_____

Biography Projects

Name _____ Due Date _____

Book Title: _____

♦ Make a tic-tac-toe by choosing three projects to complete for your novel.

Personal Development Chart	Book Jacket	Feelings Accordion Book
Book Talk	Children's Book	Memory Box
Write a Letter	Biography Map	Design a CD Cover



Personal Development Chart

What you'll need:

Personal Development Chart sheet (page 85)

Steps:

Follow the directions on the Personal Development Chart sheet.

Grading Criteria

Personal life details	20 points
Personal descriptions	10 points
Rating	5 points
Followed directions	5 points
Mechanics	5 points
Neatness	5 points
	<hr/>
	50 points

Personal Development Chart
Directions: As you read your novel, complete the personal development chart.

Person's Name Emma Edmonds		Behind Rebel Lines
Personal Description Emma was twenty one. She was trim and boyish. She had short cropped hair like a man and blue eyes. <i>She wore men's clothing.</i>	Initial Feelings about person Chapters 1-2 My initial feelings about Emma was that she was brave and strong willed.	
Personal Development Chapters 3-10 In the middle chapters Emma became a spy. She learned about different armies and developed a wide variety of disguises that helped her penetrate all Confederate camps. While in these camps, she was able to have valuable secrets that helped the North win major battles.	Personal Development Chapters 11-15 One of the biggest assignments that Emma had was to find an agent leading information to the Confederate troops. She worked for weeks in Louisville to find the agent. She was able to slowly find the agent and help in his capture.	
Ending Description of the Person By the end of the book, Emma was a mother of three sons. She is plump and maternal. She wears women's clothing instead of dressing like a man.	How did the person change? At the beginning of the biography Emma was twenty one. At the end she was a mature woman with a husband and three sons. She turned into a plump, maternal lady that was family oriented and very kind.	
Person's Toughest Obstacle Emma's toughest obstacle was to have her name declared an honorable discharge with full back pay. When Emma became sick she had to leave to get treatment so that she would not be found dead. During this time she was considered a deserter.	Person Rating (Circle a Number) 1 2 3 4 5 low high	On the back tell why you rated your person this way. Emma was very brave. The marvelous disguises she used to fool the rebels were impressive. She took pride in her work.

Book Jacket

What you'll need:

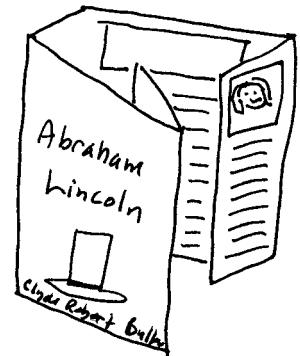
9-by-18-inch sheet of white construction paper, ruler, colored pencils or markers

Steps:

- 1 Fold your paper in half like a book. Then, fold two inches back at each end to create two inside flaps.
- 2 Design a cover for the book. It should include a picture, a title, and the author's name.
- 3 On the inside front flap, write a summary of the book.
- 4 On the inside back flap, write a short biography of the author.
- 5 On the back cover, write a review of the book.

Grading Criteria

Organization	10 points
Illustrations	10 points
Adequate details	10 points
Creativity	5 points
Followed directions	5 points
Mechanics	5 points
Neatness	5 points
	<hr/>
	50 points



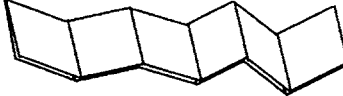


Feelings Accordion Book

What you'll need:

a large sheet of construction paper, colored pencils or markers, lined white paper

Steps:

- 1 Choose a character from your book.
- 2 Fold the construction paper in half the long way. Cut it along the fold. 
- 3 Tape the two halves together along the short ends creating one long sheet. 
- 4 Make an accordion book by folding the paper to the right about one-third of the way. Then, take that third and fold it back one-third of the way. Continue folding until you have reached the end. You should have six sections on each side of your paper. 
- 5 Find ten sentences in your story that express the feelings of the character.
- 6 Write each feeling sentence on a sheet of lined paper.
- 7 On the first section of your accordion book, write the title and author of your biography. Then add an illustration related to some aspect of your book.
- 8 On the remaining pages, write your sentences in a logical order. Draw and color an illustration to go with each of the ten sentences.
- 9 When you run out of room on the front, turn your paper over.
- 10 For the last section of the accordion book, choose one of the feelings that you've also experienced. Write the feeling at the top of the section and tell about the time you had this feeling. If you have room, draw a picture.

Grading Criteria

Ten sentences	15 points
Illustrations	15 points
Organization	10 points
Followed directions	5 points
Neat/colorful	5 points
	50 points

Book Talk

Steps:

- 1 Write the following about your book on a sheet of lined paper:
 - * Title and author
 - * A brief retelling of the story. Make sure you include the main events from the beginning, middle, and end of the book.
 - * A description of your favorite part of the book.
- 2 Using your paper, give an oral presentation on your book to the rest of the class.

Grading Criteria

Written retelling	20 points
Oral retelling	20 points
Followed directions	5 points
Mechanics	5 points
	50 points

Children's Book

What you'll need:

white construction paper, colored pencils or markers, stapler

Steps:

- 1 Create a children's book about your biography subject that would appeal to young children.
- 2 Begin by writing a summary of your book. Then, simplify the summary, using language a young child would understand.
- 3 Decide what information you will include on each page of your book. Your book should have a title page and at least ten pages of information.
- 4 Create illustrations to go with the text.
- 5 Design a cover for your book. It should include a title, your name, and a colorful illustration.

Grading Criteria

Information	20 points
Presentation/layout	15 points
Illustrations	10 points
Neat/colorful	5 points
	50 points

Memory Box

What you'll need:

shoe box, paper for decorating the shoe box, colored pencils or markers, various objects (see below)

Steps:

- 1 Think of at least five objects that will help you retell the life story of the subject of your biography. The items will need to fit in a shoe box.
- 2 Write an explanation of each object. Explain how the object relates to the person's life story.
- 3 Decorate the outside of the shoe box so it reflects the content of the biography.
- 4 Present your objects and your explanations to the class.

Grading Criteria

Written explanation	20 points
Oral retelling	15 points
Objects' relationship to biography	5 points
Followed directions	5 points
Mechanics	5 points
	<hr/> 50 points

Design a CD Cover

What you'll need:

two 3-inch squares of white paper, colored pencils or markers, empty CD case (optional)

Steps:

- 1 On one square of paper, create a cover for a CD that is related to your book. Decide on a title for the CD that incorporates your biography subject's name. Include an illustration of the person doing something. Color your cover.
- 2 On the other square, make up ten song titles that include facts about the biography subject. Make an illustration for the back cover that relates to one of the song titles.
- 3 If possible, display your CD cover in an empty case.

Grading Criteria

Information (song titles)	20 points
Presentation/layout	15 points
Illustrations	10 points
Neat/colorful	5 points
	<hr/> 50 points

Biography

Biography Map

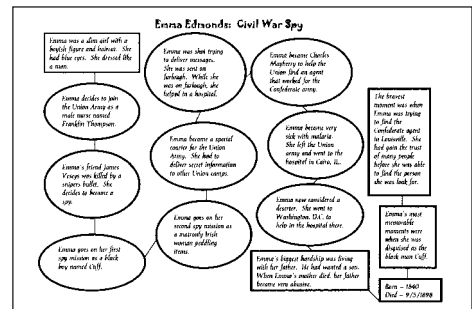
What you'll need:

9-by-18-inch sheet of white construction paper, colored pencils or markers

Steps:

- 1 Design your own biography map. Be sure it includes the following:
 - * nine important life events
 - * physical description of the main subject
 - * most memorable event in the person's life
 - * examples of hardship faced in life
 - * information about the person's birth or death
 - * one brave moment

Biography map design	5 points
Life-event identification	5 points
Physical description	5 points
Memorable moment	5 points
Hardship	5 points
Birth/death	5 points
Brave moment	5 points
Followed directions	5 points
Mechanics	5 points
Neat/colorful	5 points
	<hr/> 50 points

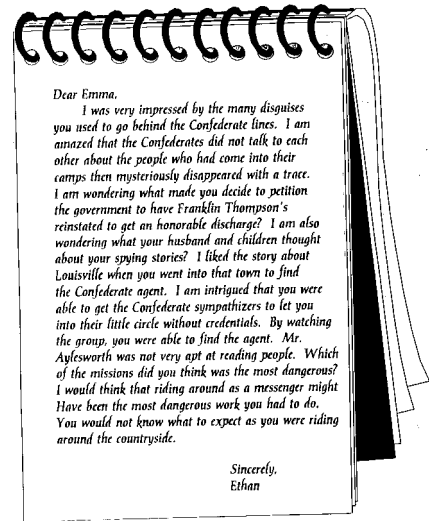


Write a Letter

Steps:

- 1 Write a friendly letter to your biography subject.
- 2 In your letter, include questions you would like to have answered that were not answered in the book.
- 3 Your letter must be at least three-quarters of a page, typed.

Written letter	25 points
Organization	15 points
Mechanics	5 points
Neatness	5 points
	<hr/> 50 points



Grading Summary Biography

	Possible Score	My Score
<input type="checkbox"/> Personal Development Chart		
Personal-life details20 points	_____
Personal descriptions10 points	_____
Rating5 points	_____
Followed directions5 points	_____
Mechanics5 points	_____
Neatness5 points	_____
	50 points	_____
<input type="checkbox"/> Book Jacket		
Organization10 points	_____
Illustrations10 points	_____
Adequate details10 points	_____
Creativity5 points	_____
Followed directions5 points	_____
Mechanics5 points	_____
Neatness5 points	_____
	50 points	_____
<input type="checkbox"/> Feelings Accordion Book		
Ten sentences15 points	_____
Illustrations15 points	_____
Organization10 points	_____
Followed directions5 points	_____
Neat/colorful5 points	_____
	50 points	_____
<input type="checkbox"/> Book Talk		
Written retelling20 points	_____
Oral retelling20 points	_____
Followed directions5 points	_____
Mechanics5 points	_____
	50 points	_____
<input type="checkbox"/> Children's Book		
Information20 points	_____
Presentation/layout15 points	_____
Illustrations10 points	_____
Neat/colorful5 points	_____
	50 points	_____

Grading Summary Biography

	Possible Score	My Score
<input type="checkbox"/> Memory Box		
Written explanation	20 points	_____
Oral retelling	15 points	_____
Objects' relationship to biography	5 points	_____
Followed directions	5 points	_____
Mechanics	5 points	_____
	50 points	_____
<input type="checkbox"/> Design a CD Cover		
Information (songs)	20 points	_____
Presentation/layout	15 points	_____
Illustrations	10 points	_____
Neat/colorful	5 points	_____
	50 points	_____
<input type="checkbox"/> Biography Map		
Biography map design	5 points	_____
Life-event identification	5 points	_____
Physical description	5 points	_____
Memorable moment	5 points	_____
Hardship	5 points	_____
Birth/death	5 points	_____
Brave moment	5 points	_____
Followed directions	5 points	_____
Mechanics	5 points	_____
Neat/colorful	5 points	_____
	50 points	_____
<input type="checkbox"/> Write a Letter		
Written letter	25 points	_____
Organization	15 points	_____
Mechanics	5 points	_____
Neatness	5 points	_____
	50 points	_____
Total for all three projects		_____

Science Fiction News

What you'll need:

9-by-18-inch sheet of white construction paper,
colored pencils or markers

Steps:

- 1 Fold the construction paper in half like a book.
- 2 Use the paper to design a newspaper based on your book. Use all blank sides of the folded sheet. Include the following items in your newspaper:
 - * newspaper name
 - * headline story
 - * weather report
 - * three to five ads
 - * five to eight pictures
 - * sports story
 - * movie description: Describe a movie that could be made in the setting of your book.
- 3 Decide how to lay out the items. Remember, newspapers do not have any open space. Be creative!

Grading Criteria

Headline story	10 points
Weather report	10 points
Ads	10 points
Sports story	10 points
Appropriate graphics	5 points
Movie description	5 points
	<hr/>
	50 points

Collecting Team News

Unknown Planet - Three members of a collecting team lost three years ago have been found and are on their way back to earth tonight. The three crew members Gus Peters, Clyde Holdreth, and Lee Davidson were found when another collecting team, Collecting Team 504, landed on this unknown planet to complete a routine investigation of the habitat. The crew members from Collecting Team 504 stated that the crew members attacked the ship and were a little disoriented. They made the crew of team 504 take off as soon as Gus, Clyde and Lee were on board. Gus, Clyde and Lee told an incredible story of how their ship's drive was wrecked repeatedly and they were unable to take off from the planet. They have missing crew members were living in a toxic swamp, for someone to rescue them. The three are resting comfortably in a local hospital. They should be able to return home in a few months after they have been debrided.

Mon	Strong Winds	10-15 F	5-10 F
Tue	Cloudy	10-15 F	1-12 F
Wed	AM Showers	10-12 F	1-10 F
Thurs	Showers	10-14 F	1-10 F
Fri	Misty Clouds	10-18 F	1-10 F
Sat	Cloudy	10-10 F	1-10 F
Sun	Sunny	10-15 F	1-10 F

Top Story	Page 1
Weather Report	Page 1
Ads	Page 1
Sports	Page 2
Movie Description	Page 2

Movie Description

Cause and Effect Chart

What you'll need:

two copies of the Cause and Effect sheet (page 96), 9-by-18-inch sheet of white construction paper, glue

Grading Criteria

Cause retelling	15 points
Event retelling	15 points
Paragraph	10 points
Mechanics	5 points
Followed directions	5 points
	<hr/> 50 points

Steps:

- 1 Complete two Cause and Effect sheets for your book. (Remember that the cause is the reason that an event happens. The effect is what happens. To find the cause, ask yourself, "Why did it happen?" To find an effect, ask yourself, "What happened?")
- 2 On the arrows, write a cause or action. In the box, write the result of this action.
- 3 Once you have all four pairs completed, cut out the arrows and the boxes.
- 4 Glue them on the construction paper vertically in the order they happened.
- 5 On a separate sheet of paper, write a paragraph telling which pair was the most important to the story and why you feel this way.

A Wrinkle in Time

Cause Meg's father has been missing for more than a year.	Effect Meg is anxious she will never study at school.
Cause Mrs. Whatsit arrives at the Plover house.	Effect They climb for Meg and Charles Wallace. They visit Mrs. Whatsit and Mrs. Who. Mrs. Who, Mrs. Whatsit, and Mrs. Which.
Cause The children meet the Hags, Medusa.	Effect She shows them how to recognize the Dark Thing.
Cause Meg confronts IT with her love for Charles Wallace.	Effect Meg is able to free Charles Wallace.

Five Events

What you'll need:

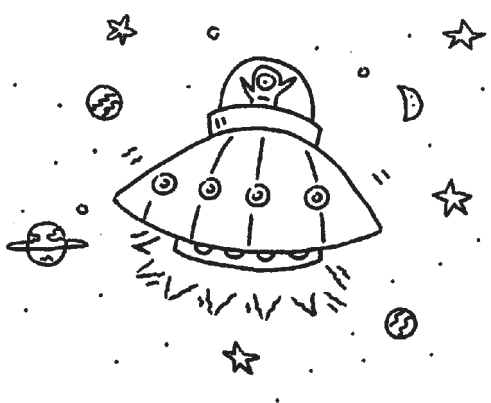
Five Events sheet (page 97)

Steps:

- 1 Complete the Five Events sheet by listing the five most important events from the book you read.
- 2 Rank these events from 1 to 5, 1 being the most important event and 5 being the least important.
- 3 Write a paragraph telling why you ranked the events in this order.

Grading Criteria

Five-events retellings	15 points
Paragraph	15 points
Ranked order	5 points
Followed directions	5 points
Mechanics	5 points
Neatness	5 points
	<hr/> 50 points



Five Events **Science Fiction**

Name: Elana Date: Dec. 15

List five important events from your story. Rank these events in order of importance, with 1 being the most important and 5 the least. On the back of this sheet, write a paragraph explaining your ranking.

1. The ship's dome is wrecked
2. The team is forced to land on a planet.
3. The repaired drive is damaged the night
4. The team gathers food
5. The team learns to work together

Author Poster

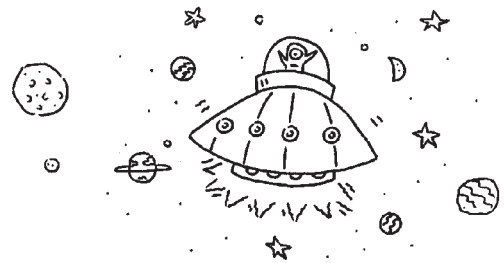
What you'll need:

9-by-18-inch sheet of white construction paper,
colored pencils or markers

Steps:

- 1 On the construction paper, draw and color a picture of the author of your biography.
- 2 Write a short biography of the author. Be sure to include the following information:
 - * Date of birth/death
 - * Titles of other works
 - * Where the author lives/lived
 - * What the author likes/liked to do
 - * Facts about the author's family
 - * Any other interesting facts about the author

Grading Criteria	
Author biography	20 points
Author illustration	15 points
Followed directions	5 points
Adequate details	5 points
Neatness	5 points
	50 points



Collecting Team

Robert Silverberg

- Born:** 1935
- Death:**
- Other Works:**
 - Nightwings
 - Lost Race of Mars
 - Lord Valentine's Castle
- Likes to Do:**
 - Work in garden
 - Take trips
 - Sit in sunshine
 - Giggle quietly to self
- Where lives:** He lives in the San Francisco area.
- Family:** He lives with his wife, Karen Haber.
- Interesting Facts:**
 - Written for over 40 years
 - Won the the Hugo Award
 - Started writing at age 6

Character Web

What you'll need:

9-by-18-inch sheet of white construction paper, colored pencils or markers

Steps:

- 1 Draw a circle in the center of the construction paper. In the circle, draw a picture of an unusual character from your book. Make sure you include the character's name.
- 2 Draw five large circles around the center circle. Label each circle as follows: "Appearance," "Actions," "Words," "Feelings," "Connection to Me." Then write a statement about the character that relates to each topic.
- 3 Include somewhere on your map the title and author of your book.

Grading Criteria

Character selection	15 points
Topic statements	20 points
Followed directions	5 points
Adequate details	5 points
Neatness	5 points
	<hr/> 50 points

Comic Strip

What you'll need:

9-by-18-inch sheet of white construction paper, colored pencils or markers

Steps:

- 1 Fold the construction paper in half the long way. Fold it in half again like a book. Fold each of the ends in toward the center, stopping at the half fold. When you are finished folding, you should have eight squares.
- 2 In the first box, write the name of the Comic Strip.
- 3 In the remaining boxes, retell the plot of your book in comic-strip form. Create illustrations and dialogue boxes, and include speech balloons. Be sure your comic strip follows a logical sequence.



Grading Criteria

Illustrations	15 points
Dialogue	15 points
Creativity	10 points
Logical sequence	10 points
	<hr/> 50 points

Journal Entries

What you'll need:

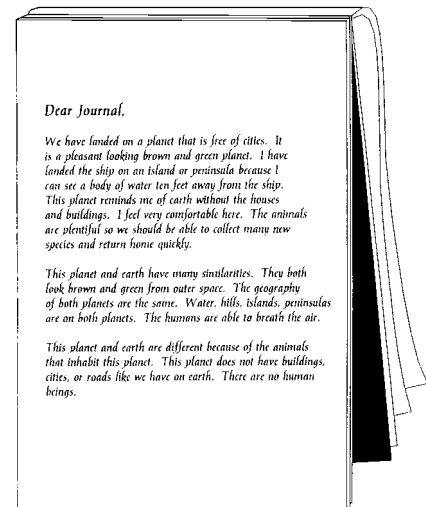
stapler, colored pencils or markers

Steps:

- 1 Create a journal by folding five sheets of unlined white paper in half horizontally. Staple the journal together along the fold.
- 2 On the cover of the journal, write the book's title and the author's name.
- 3 Write journal entries, one per page, in response to the following prompts:
 - * Describe one character. Include a physical description, behaviors, and personality traits. Draw an illustration of the character.
 - * Make a list of ten unknown, interesting words and their definitions.
 - * Imagine yourself in a situation similar to one that a character is experiencing. Describe the character's situation. How did the character handle the situation? If you were in a similar situation, what would you do?
 - * Describe the main setting. Use examples from the story in your description. Do you know any place that would be similar to the story setting?
 - * Tell how you are the same as and different from one of the characters. Use examples from the story and from your own life.
 - * Write a letter telling the main character how you felt about what happened in the story. Make sure you include any questions you have about the story.
 - * Make two lists. One list should include all the good things that happened in the story, and the other list should include all the bad things that happened.
 - * Choose a quote from the story that you can relate to something in your life, a movie, or another book. Write the quote and explain why you chose it.
 - * Retell the ending of the story. Give your opinion of the ending.

Grading Criteria

Adequate details	20 points
Creativity	15 points
Followed directions	5 points
Mechanics	5 points
Neatness	5 points
	<hr/> 50 points



Character Connections

What you'll need:

Character Connections sheet (page 98)

Steps:

- 1 Choose two characters from your story. Put their names in the middle of the two webs on the Character Connection sheet. Find four words that describe each character and write those words in the boxes above and below the center ovals.
- 2 In the boxes at the bottom, explain how the two characters are the same and how they are different.
- 3 Decide which of the two characters you feel the strongest connection to. On the back of the sheet, explain what you have in common with this character.

Grading Criteria

Character descriptions	15 points
Character comparison	20 points
Followed directions	5 points
Mechanics	5 points
Neatness	5 points
	<hr/>
	50 points

Understanding Setting

Steps:

- 1 Write a paragraph describing the setting of your book. Be sure to include answers to the following questions in your paragraph:
 - * Where does the story take place?
 - * Does the setting seem real?
 - * When does the story take place? (time)
 - * What is the mood of the setting? (example: gloomy, frightening, tense, scary, happy)
- 2 Write a second paragraph, explaining why you think the author chose to use this setting.
- 3 Describe another time or place in which this story could have taken place. Use the answers to the questions above to describe your new setting.

Grading Criteria

Setting descriptions	15 points
Explanation	15 points
New setting	10 points
Mechanics	5 points
Neatness	5 points
	<hr/>
	50 points

Name _____ Date _____

Book Title: _____ **Author:** _____

Cause

Effect

Cause

Effect

Five Events Science Fiction

Name _____ Date _____

List five important events from your story. Rank these events in order of importance, with 1 being the most important and 5 the least. On the back of this sheet, write a paragraph explaining your ranking.



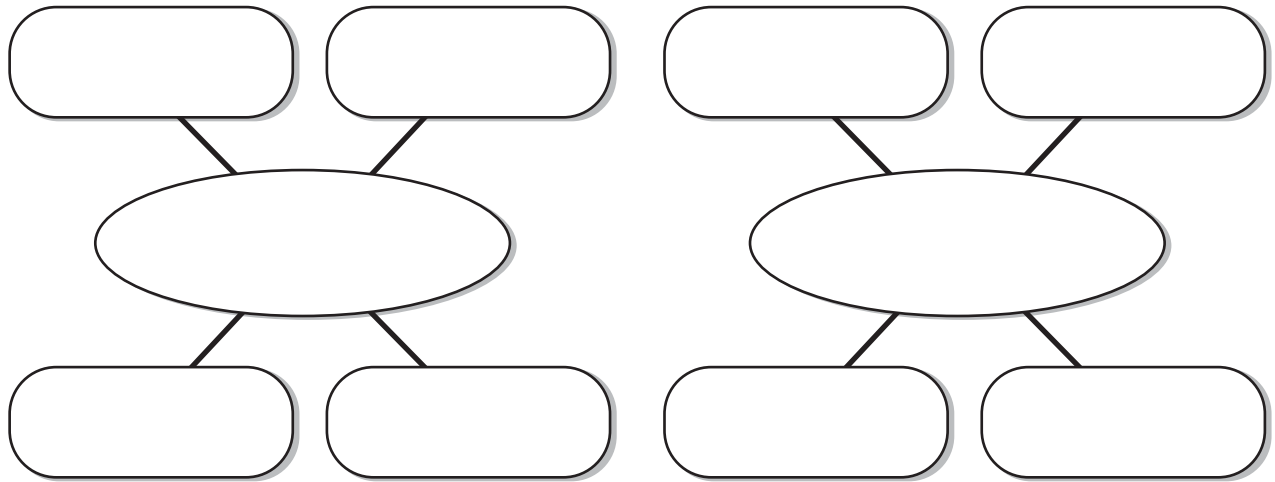
Character Connections Sheet ——— Science Fiction

Name _____ Date _____

Book Title: _____

Author: _____

Select two characters to compare. Put the name of each character into the center ovals of the webs. Write words that describe the two characters in the boxes.



Tell how the two characters are the same and different.

Same

Different

On the back of this sheet, tell which character you feel the most connected to, and explain why.

Grading Summary Science Fiction

	Possible Score	My Score
<input type="checkbox"/> Science Fiction News		
Headline story	10 points	_____
Weather report	10 points	_____
Ads	10 points	_____
Sports story	10 points	_____
Appropriate graphics	5 points	_____
Movie description	5 points	_____
	50 points	_____
<input type="checkbox"/> Cause and Effect Chart		
Cause retelling	15 points	_____
Event retelling	15 points	_____
Paragraph	10 points	_____
Mechanics5 points	_____
Followed directions	5 points	_____
	50 points	_____
<input type="checkbox"/> Five Events		
Five events retelling	15 points	_____
Paragraph	15 points	_____
Ranked order5 points	_____
Followed directions5 points	_____
Mechanics5 points	_____
Neatness	5 points	_____
	50 points	_____
<input type="checkbox"/> Author Poster		
Author biography	20 points	_____
Author illustration	15 points	_____
Followed directions5 points	_____
Adequate details5 points	_____
Neatness	5 points	_____
	50 points	_____
<input type="checkbox"/> Character Web		
Character selection	15 points	_____
Topic statements	20 points	_____
Followed directions5 points	_____
Adequate details	5 points	_____
Neatness5 points	_____
	50 points	_____

Grading Summary Science Fiction

	Possible Score	My Score
<input type="checkbox"/> Comic Strip		
Illustrations15 points	_____
Dialogue15 points	_____
Creativity10 points	_____
Logical sequence10 points	_____
	50 points	_____
<input type="checkbox"/> Journal Entries		
Adequate details20 points	_____
Creativity15 points	_____
Followed directions5 points	_____
Mechanics5 points	_____
Neatness5 points	_____
	50 points	_____
<input type="checkbox"/> Character Connections		
Character descriptions15 points	_____
Character comparison20 points	_____
Followed directions5 points	_____
Mechanics5 points	_____
Neatness5 points	_____
	50 points	_____
<input type="checkbox"/> Understanding Setting		
Setting descriptions15 points	_____
Explanation15 points	_____
New setting10 points	_____
Mechanics5 points	_____
Neatness5 points	_____
	50 points	_____
Total for all three projects		_____

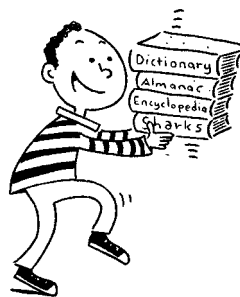
Nonfiction Projects

Name _____ Due Date _____

Book Title: _____

♦ Make a tic-tac-toe by choosing three projects to complete for your novel.

Topic Report	Fact Poster	Design an Ad
Accordion Fact Book	Vocabulary Dictionary	Book Review
Newscast	Pamphlet	Pop-Up Display



Topic Report

Steps:

- 1 Select an important topic or concept from your book.
- 2 Research the topic or concept using the Internet or the library.
- 3 Write a one-page report that gives information about the concept.
- 4 Present the information you learned in an oral report to the class.



Grading Criteria

Written report	20 points
Oral report	20 points
Followed directions	5 points
Mechanics	5 points
	<hr/> 50 points

Fact Poster

What you'll need:

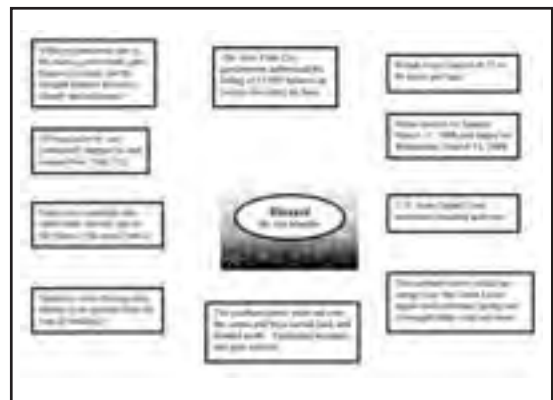
a large sheet of construction paper, lined paper, pencil, colored pencils or markers

Steps:

- 1 Choose ten fascinating facts from your book.
- 2 On the construction paper, draw and color an illustration that relates to the subject of your book.
- 3 Write the ten fascinating facts around the illustration.
- 4 On a separate sheet of paper, write a paragraph telling why you chose these ten facts.
- 5 Present your poster to the class.

Grading Criteria

Ten facts	10 points
Presentation	10 points
Illustration	10 points
Written explanation	10 points
Followed directions	5 points
Mechanics	5 points
	<hr/> 50 points



Design an Ad

What you'll need:

poster board, colored pencils or markers

Steps:

- 1 Design an ad to sell an item related to your nonfiction book. Begin by selecting a target audience and deciding which of the propaganda techniques described below you want to use to create your slogan.
- 2 Use the answers to the following questions to help you design the ad:
 - * What are the benefits of this item?
 - * Why would everyone want to have it?
 - * How would you describe the item?
- 3 Be sure your ad includes a strong visual image to communicate what you are selling.

Grading Criteria

Propaganda technique	15 points
Catchy slogan	10 points
Illustrations	10 points
Colorful	5 points
Followed directions	5 points
Neatness	5 points
	<hr/> 50 points

Propaganda Techniques:

Generalization – Uses broad statements that mean little but create positive feelings.

Snob appeal – Suggests that people will be better than everyone else if they buy a product.

Testimonial – Has a well-known person voice his or her support of a product.

Bandwagon – Tries to convince people to buy something because everyone else is.

Repetition – Repeats a slogan over and over.

Half-truth – Uses facts and figures that favor one point of view while leaving out the facts and figures that support other viewpoints.

Name-calling – Criticizes a competing product.

Ordinary people – Tries to influence consumers by showing them that a product is liked by people “just like them.”

Science appeal – Presents a scientific judgment that is not necessarily supported by facts.



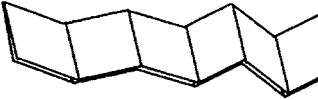


Accordion Fact Book

What you'll need:

9-by-18-inch sheet of white construction paper, colored pencils or markers, tape

Steps:

- 1 Choose a character from your book.
- 2 Fold the construction paper in half the long way. Cut it along the fold. 
- 3 Tape the two halves together along the short ends creating one long sheet. 
- 4 Make an accordion book by folding the paper to the right about one-sixth of the way. Then, take that sixth and fold it back one-sixth of the way. Continue folding until you have reached the end. You should have six sections on each side of your paper. 
- 5 Find ten important facts in your nonfiction book. Write the facts on a sheet of lined paper.
- 6 On the first section, write the title and author of your book. Then add an illustration related to some aspect of your book.
- 7 On the remaining pages, write each of your facts. Create an illustration to go with each of the facts.
- 8 When you run out of room on the front, turn your paper over.
- 9 For the last section of the accordion book, write a conclusion about the facts you've collected. If you have room, draw a picture.

Grading Criteria

Ten facts	35 points
Followed directions	5 points
Mechanics	5 points
Neat/colorful	5 points
	50 points

Vocabulary Dictionary

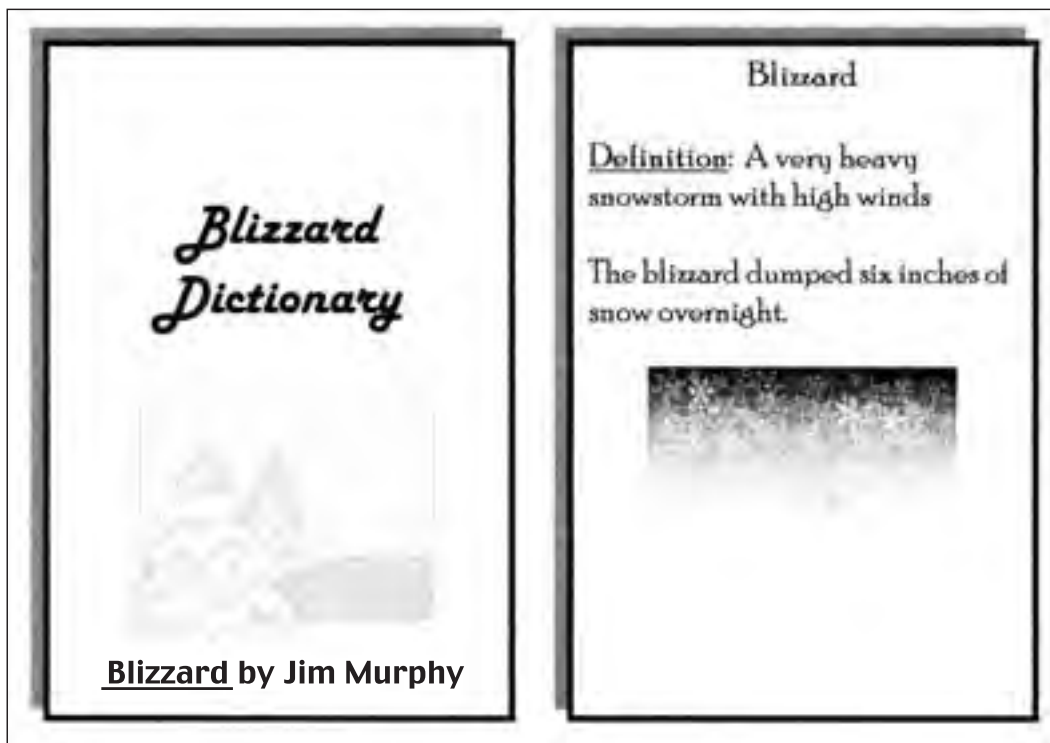
What you'll need:

white construction paper, colored pencils or markers

Steps:

- 1 Make a dictionary of terms about your subject that could be used by younger students.
- 2 Start by designing a cover for your dictionary using the construction paper. It should include an illustration of the subject matter and the title of your book. Make it colorful.
- 3 Your dictionary must have at least twenty-five terms. For each term include the following items:
 - * the word
 - * an illustration
 - * a simple definition
 - * a sentence using the word
- 4 Since you are creating a dictionary, the terms must be in alphabetical order.
- 5 Your entries should be written neatly or typed.

Grading Criteria	
25 subject terms	10 points
Definitions	10 points
Illustrations	10 points
Sentences	10 points
Alphabetical order	5 points
Cover design	5 points
	<hr/> 50 points



Book Review

Steps:

- 1 Start your book review by creating a catchy title for it.
- 2 Your book review should be at least half a page long. Don't summarize the entire book. Instead, pick the ideas you think would make someone else want to read the book. Tell just enough about the book to interest your audience.
- 3 Use appealing vocabulary.
- 4 Tell who you think should read the book.
- 5 Share your book review with the class.

Grading Criteria

Written book review	15 points
Oral presentation	10 points
Catchy title	5 points
Interesting vocabulary	5 points
Followed directions	5 points
Mechanics	5 points
Neatness	5 points
	<hr/> 50 points

Newscast

Steps:

- 1 Write a summary of your book.
- 2 Rewrite your summary as if it were a special report from a TV station. (You may want to listen to a few newscasts so you understand how news reports sound.) Your summary should be no longer than 2 minutes.
- 3 Present your news story to the class. Remember to:
 - * introduce yourself as the reporter.
 - * maintain eye contact with your audience. (Practice before the presentation day so you don't have to keep looking at your notes.)
 - * give the topic of your report.
 - * deliver the summary of the book.
- 4 All of this should only take two minutes. The idea is to present as much information as possible in a short amount of time.

Grading Criteria

Summary	15 points
Two-minute time limit	10 points
Report language	10 points
Eye contact	5 points
Followed directions	10 points
	<hr/> 50 points

Pamphlet

What you'll need:

small sheet of white construction paper,
colored pencils or markers, ruler

Steps:

- 1 Create an informational pamphlet about the topic of your nonfiction book. Start by placing the construction paper in front of you horizontally. Fold the left one-third of the paper toward the middle. Fold the right one-third backward toward the middle to create a trifold pamphlet.
- 2 On the front flap of your pamphlet, write a catchy title and draw a colorful illustration.
- 3 Open to the center sections.

Left section—List five exciting or interesting facts you learned.

Middle section—List others books in which more information can be found on the same subject.

Right section—List contact information, such as the following:

- * your name
- * a telephone number where you can be reached
- * times when you are available to talk to individuals
- * an explanation of why you are an expert on this subject

- 4 Open your pamphlet to the back panels. On one panel, write a summary of the book. On the other panel, write a paragraph explaining who should read the book.
- 5 Make sure your pamphlet is neat, colorful, and eye-catching.

Grading Criteria	
Layout of pamphlet	10 points
Catchy title	5 points
Summary	5 points
Points of interest	5 points
Contact information	5 points
Other books	5 points
Followed directions	5 points
Mechanics	5 points
Neatness	5 points
	50 points



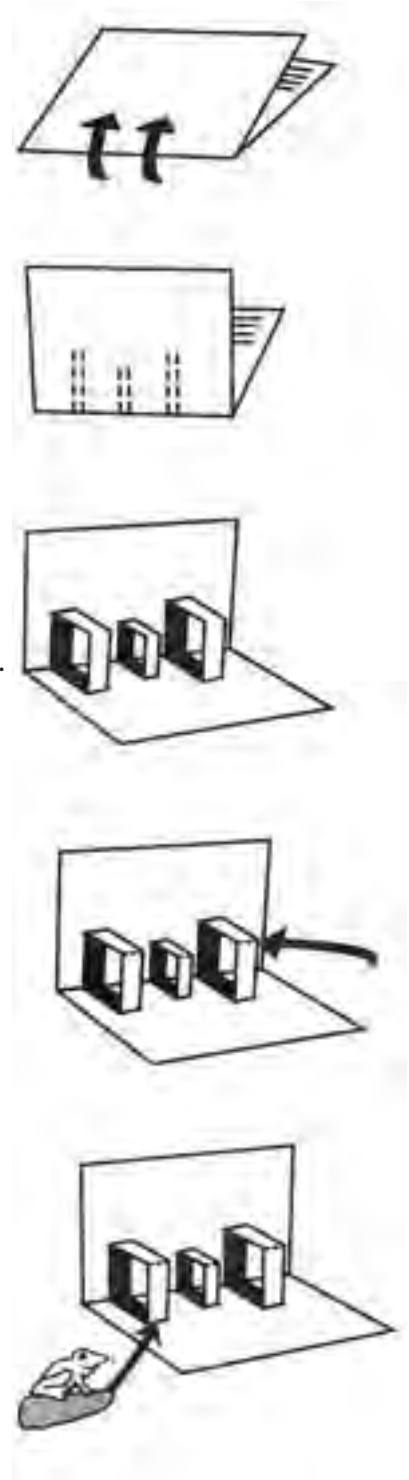
Pop-Up Display

What you'll need:

9-by-12-inch pieces of oaktag, scissors, colored pencils or markers, ruler

Steps:

- ❶ Fold the oaktag in half. Make a smooth, even crease.
- ❷ Use a ruler to draw the tabs on which you will glue each object that “pops up.” The tabs should be at least one inch long, and about one-half inch wide.
- ❸ Cut the tabs on the vertical lines only.
- ❹ Open the folded oaktag. Pull the tabs inside and crease the fold to make the background stand up.
- ❺ Make pop-up pieces related to facts presented in your book. Glue the pieces onto the tabs.
- ❻ Color the background of the oak tag.
- ❼ Write a paragraph explaining your choices on lined paper.



Grading Criteria

Facts	10 points
Background design	10 points
Pop-up pictures	10 points
Book construction	10 points
Followed directions	5 points
Neat/colorful	5 points
	50 points

Grading Summary Nonfiction

	Possible Score	My Score
<input type="checkbox"/> Topic Report		
Written report20 points	_____
Oral report20 points	_____
Followed directions5 points	_____
Mechanics5 points	_____
	50 points	_____
<input type="checkbox"/> Fact Poster		
Ten facts10 points	_____
Presentation10 points	_____
Illustration10 points	_____
Written explanation10 points	_____
Followed directions5 points	_____
Mechanics5 points	_____
	50 points	_____
<input type="checkbox"/> Design an Ad		
Propaganda technique15 points	_____
Catchy slogan10 points	_____
Illustrations10 points	_____
Colorful5 points	_____
Followed directions5 points	_____
Neatness5 points	_____
	50 points	_____
<input type="checkbox"/> Accordion Fact Book		
Ten facts35 points	_____
Followed directions5 points	_____
Mechanics5 points	_____
Neat/colorful5 points	_____
	50 points	_____
<input type="checkbox"/> Vocabulary Dictionary		
25 subject terms10 points	_____
Definitions10 points	_____
Illustrations10 points	_____
Sentences10 points	_____
Alphabetical order5 points	_____
Cover design5 points	_____
	50 points	_____

Grading Summary Nonfiction

	Possible Score	My Score
<input type="checkbox"/> Book Review		
Written book review	15 points	_____
Oral presentation	10 points	_____
Catchy title5 points	_____
Interesting vocabulary5 points	_____
Followed directions	5 points	_____
Mechanics	5 points	_____
Neatness5 points	_____
	50 points	_____
<input type="checkbox"/> Newscast		
Summary	15 points	_____
Two-minute time limit	10 points	_____
Report language	10 points	_____
Eye contact	5 points	_____
Followed directions	10 points	_____
	50 points	_____
<input type="checkbox"/> Pamphlet		
Layout of pamphlet	10 points	_____
Catchy title5 points	_____
Summary5 points	_____
Points of interest5 points	_____
Contact information5 points	_____
Other books5 points	_____
Followed directions5 points	_____
Mechanics5 points	_____
Neatness5 points	_____
	50 points	_____
<input type="checkbox"/> Pop-Up Display		
Facts	10 points	_____
Background design	10 points	_____
Pop-up pictures	10 points	_____
Book construction	10 points	_____
Followed directions5 points	_____
Neat/colorful5 points	_____
	50 points	_____
Total for all three projects		_____

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Notes