

Visual Project Menu

K-3

1. Wanted Poster: Make a “wanted” poster for one of the main characters. Give a physical description & picture, what s/he has done, what the reward is, and who to contact.
2. Characters Come to Life: Create a life-size "portrait" of one of the characters from your book. Use poster board or cardboard. Understand that the poster must actually be the same size as the character, as if she or he were standing right next to you. You may need to use two or three pieces of poster board or a five or six foot long piece of butcher paper. Make sure you can get access to these supplies before you choose this option.
3. Garage Sale: Make a garage sale poster about specific items, as well as the prices, a character would own and have available to sell.
4. Postage Stamp: Create a large postage stamp depicting different characters, settings, activities, etc. in the book.
5. The Most: Write and tell about the most humorous, most exciting, most interesting, or saddest part of the book.
6. Pictograph: Make a pictograph about the book.
7. T-Shirt: Design a “t-shirt” which contains a slogan depicting a character or book.
8. License Plate: Design a “license plate” depicting the main theme of a book.
9. Story Bag: Put together a bag that contains at least 2 items that would be useful to or significant to a character in your novel. Include a description of each item and its relevance to the story.
10. Book Poster: Make a poster about the book.
11. Coat of Arms: Illustrate a character’s “Coat of Arms”.
12. Postcard: Write and illustrate one postcard as if you were a character in the story, and were on a journey. Tell about your experiences.
13. Mobile: Make a mobile about your book.
14. Tri-Fold: Create a tri-fold brochure or pamphlet with drawings, pictures, and text that advertise or promote something in the novel.
15. Collage: Create a “character collage”; (cut and paste magazine pictures or draw your own, about things important to a specific character.
16. Diorama: Construct a diorama (three-dimensional scene which includes models of people, buildings, plants, and animals) of one of the main events of the book. Usually an old shoebox works as a backdrop for the scene of a diorama. If you want to create a diorama on a bigger scale, use a cardboard box instead. Find and create miniature replicas of the objects and place them in the scene. Be prepared to tell us about your scene.
17. Character Tree: Design a “character tree” (similar to a family tree), but showing the various branches as significant people in a character’s life.

Visual Project Menu

4-8

1. Map If the book you read involves a number of locations within a town, country, or geographical area, create a map. First, make a list of all the locations - houses, stores, streets, parks, lakes, etc. mentioned in your book's setting. Then, draw the map showing a bird's eye view of the area. Label each location. Below the map, create a legend with a list of all the locations and a description of important events that occur at each. Make sure your map has lots of details, is colorful, and large enough to be seen clearly.
2. Salesman: Have a character from your book endorse or sell a product (like a TV commercial). Tell what product it is and why people should buy it. Write a 1-paragraph script for your character to say. The item you select should relate to the story.
3. Timeline: Brainstorm a list of all the major events in the plot from beginning to end and then organize them. Create a time line using a long strip of butcher paper. On your time line, write a short description of what happens for each event and, if possible, try to identify the time of each event with dates, seasons, etc. Add pictures and symbols to make your time line colorful. Include at least 8 events on your timeline.
4. All About Me: Create and "All About Me" questionnaire about a character in the book.
5. Story Frame: Fill out a "story frame" (autobiographical sketch) about a character, and share it with the rest of the class.
6. Time Capsule: Create a "time capsule" by thinking of several things of lasting significance to a character --- things that would be important in one hundred or more years, and draw or list them in a time capsule.
7. Crossword or Word Find: Using graph paper, create a "word find" or "crossword puzzle" containing significant words about the book.
8. Letter: Imagine that you are a character in the book, and write a letter to another character or the reader.
9. Scrapbook: Create a scrapbook for one of the main characters that reflects the many events that occur to him or her in the novel you read. You can include photographs, letters, post cards, telegrams, a family tree, newspaper article clippings, memorable items, or anything else you can think of that you might find in a scrapbook. If you include objects or photographs, be sure to write captions below describing what they are or what's going on and their significance to the character. Create a nice cover for your scrapbook.
10. Book Review: Write a book review for the novel. Briefly outline the main characters, setting, plot, and theme. Also tell whether or not you would recommend this novel to someone your own age and specify who might enjoy it.
11. Compare and Contrast: Compare and contrast 2 of the main characters from the book. You may use a Venn diagram for this, but you must explain what makes the characters different from one another and how they are similar.
12. Obituary: Write an obituary or a eulogy for one character in the novel. Give all the pertinent information-- birthplace, schooling, accomplishments, career, etc. How do you think that person would want to be remembered?
13. News Report: Pretend that you are an anchorwoman or anchorman for a T.V. network. Write paragraph-long news snippet for a breaking story from your book. Dress up as a professional anchorperson and perform the news. Watch a few news shows to get the feel for the way they speak, write, and deliver the news.
14. Diorama: Construct a diorama (three-dimensional scene which includes models of people, buildings, plants, and animals) of one of the main events of the book. Usually an old shoebox works as a backdrop for the scene of a diorama. If you want to create a diorama on a bigger scale, use a cardboard box instead. Find and create miniature replicas of the objects and place them in the scene. Be prepared to tell us about your scene.
15. Travel Agent: Prepare a travel brochure for the main town or city in which your book takes place. Take a piece of letter-sized paper and fold it into thirds length-wise. Design a cover for the travel brochure, with the name of your book's town or city. A travel brochure is meant to entice potential travelers to visit the place being advertised, so highlight the different attractions and sights of the town/city. Use pictures you have found or drawn to add color and interest to your brochure.
16. Collage: Do a collage on poster board showing pictures or 3-D items that relate to the book, and then write a sentence or two beside at least 8 pictures detailing their significance. Use newspaper and magazine pictures to decorate your collage, as well as any other photos or 3-D materials you have access to. The collage should be made of found pictures and objects. The poster board should be completely covered.

17. Cinquain: Create and illustrate a cinquain (5 line poem) about a character:
 - a. Line one: one noun (what poem is about)
 - b. Line two: Two adjectives (describe the subject of the poem)
 - c. Line three: Three participles (-ing words)
 - d. Line four: Phrase (statement or opinion about the subject)
 - e. Line five: One noun (conclusion, or original noun or synonym)
18. Interview a Character: Compose six to eight questions to ask a main character in a book just completed. Write the character's response to each question. The questions and answers should provide information that show the student read the book without giving away the most significant details.
19. Recipes: Find 10 recipes that relate to your story in some way. For example, if the story takes place in a particular region, then include recipes that tell what kinds of foods are served there. If the story deals with a certain time period or socio-economic group, then tell what kinds of foods would be served in that era or to that group of people.
20. Birthday Party: Plan a character's "Birthday Party." Create a guest list, presents received, invitation, birthday card, food served, etc. All the information should be especially relevant to that particular character.
21. Plot Picture: Draw a large picture about the plot of the book, and then cut the picture into several pieces (not too small) to form a "puzzle" about the book. Then reassemble the puzzle in front of the class, and describe the pieces.
22. Character Map: Create a "character map" by writing the character's name in the center of the paper. The character's traits are written in "bubbles" connected to the character's name. Evidence from the story which verifies the trait is then linked to the trait by writing a few words above the line which connects the "bubble" to the character's name.
23. Monologue: Act as if you are a main character, and do a monologue from the story.
24. How To Book: Make a "How To" book about a topic from the story.
25. Make a New Book Jacket: It should include an attractive picture or cover design, an original summary of the book, information on the author and illustrator, and information about other books by the author.
26. ABC Word Book: Use the alphabet (you may skip 2 letters) and for each letter write a word (noun, verb, adverb, or adjective) that is relevant to the book. Write at least 1 sentence that tells why this word is significant.
27. Story Bag (1): Put together a bag that contains at least 10 items that would be useful to or significant to a character in your novel. Include a description of each item and its relevance to the story.
28. Conflict Timeline: Choose one of the following types of conflicts: man vs. himself, man vs. man, man vs. society, or man vs. nature. Make a timeline that charts the history of the "battles" that took place throughout the novel for this type of conflict. For each "battle," indicate who wins and write a one-two paragraph analysis of the final outcome of this conflict.
29. Book Wheel: Create a "Book Wheel" by illustrating several major segments of a book, having each appear through a "window" on a front cover.
30. Book Box: Make a "book box" report by covering a box with white paper, and illustrate different aspects of the book all over the box.
31. Detective Game: Make up a "detective game" with word clues to depict your book.
32. Art Connection (1): Do three pieces of art about the novel. Be sure to include the major themes and characters. These should be accompanied by written pieces explaining them.
33. Script It: Write a movie script for a favorite scene in a book just read. At the top of the script, assign real-life TV or movie stars to play each role. Be prepared to tell us why you chose these actors/actresses for each part.
34. Create A Childhood: Select an adult character from the book you read, and tell the story of his or her childhood in such a way that reveals why he/she is the way he/she is in the novel. You don't have to write about the character's entire childhood but maybe focus on one event that made an impact. Write at least four paragraphs.
35. A Character's Room: We learn a lot about people by how they decorate. Select a character from the book you read and draw two rooms that would mean a lot to that character. Write a paragraph of explanation that includes descriptions and examples of why you designed the room as you did. Reference specific portions of the book when possible.

36. Report: Write a short report about:
- The book: included the title, author, main characters, minor characters, protagonist(s), antagonist(s), setting, conflict, 3 major events, conflict, & resolution.
 - The author: Tell where s/he is from, where s/he went to school, where s/he lives now, her/his family, etc. You should also include the names of other books that s/he has written, what awards/honors s/he has received. This must be in your own words.
 - The Illustrator: Tell where s/he is from, where s/he went to school, where s/he lives now, her/his family, etc. You should also include the names of other books that s/he has illustrated, what awards/honors s/he has received. This must be in your own words.
 - The Setting: If the story is takes place in an actual city/town, research the setting. Where is located? Climate? Population? Main language & religion? Provide a map of the place & surrounding areas. How many miles is it from your home? Include a map showing how you'd travel to get there from where you live. Tell what mode of transportation you'd use to get there.
37. Current Events: Select three current news or feature stories from television or news magazines that you think relates to your novel. For each current event/story, write a paragraph explanation of how it connects to the novel.
38. Film Analysis: Watch a film inspired by your novel and either (1) compare/contrast the works in a two page piece or (2) discuss your response to the film adaptation in terms of liberties taken with the text and differences in interpretation in a two page piece.
39. Chapter Questions: Write 30 chapter questions for your book. Your questions should be a balance of level 1 questions (have a correct answer that can be found in the book) and level 2 questions (cannot be answered well without thinking beyond the words on the page). Include answers to the questions.
40. Write A Found Poem: Using quotes from the book you read as the lines in your poem, create a brand-new piece that complements the book. Write a paragraph explaining how your poem complements the story. (Make sure you understand the word 'complement'... you should probably look it up).
41. Fashion Dolls: Make paper dolls of the main character(s). Research the types of clothing worn during the era (if the story is set in a different time period) or check for clothing descriptions in the book and make a wardrobe for them. The dolls and their garments should be true to the physical descriptions given in the book.
42. Create a Comic Book: Turn a book, or part of it, into a comic book, complete with comic-style illustrations and dialog bubbles.
43. Poetry: Write a poem about a book you have read related to a theme or character. Must be at least 10 or more stanzas.
44. New Ending: Write a new ending for the story, a new adventure for the main character, or the beginning of a sequel. The tone and format should be the same as the original novel. If you get rid of old characters, then tell what happened to them; if you invent new characters, then describe them. This should be at least 2 chapters long.
45. Board Game: Create a board game in which the game pieces represent the characters and the board shows the plot sequence/main events of the entire novel. This must include rules and be "playable". You might want to consider games like Life, Monopoly, Clue, or Taboo.
46. Power Point Presentation: Create a Power Point Presentation/Book Report. This should include a minimum of 8 slides. Pick one topic from below:
- About the book that must include: title, author, main characters, minor characters, protagonist(s), antagonist(s), setting, conflict, 3 major events, conflict, & resolution.
 - About the author of the book.
 - About the illustrator of the book.
47. Add: Make a television or radio advertisement to get other children interested in your book. Be sure to have props for your presentation.
48. Picture Book: Make a "Picture Book," similar to a child's book by selecting main events to illustrate. Each picture should be on a page by itself, and have a sentence about the illustration written under it.
49. Movie Proposal: Explain how you'd make your book into a movie. Write up a cast of characters & tell who would play each one. Where would you film it? What parts might you change/omit? Why? Be sure to explain all of your choices.

50. Quotations: Select a character from the book. Then select 10 quotations from the text that you feel reveals the character's personality. You must explain what each quotation/sentence tells you about the character. You must also tell which page the quotation/sentence came from.
51. In the News: Create the front page of a newspaper that tells about events and characters in your book. The newspaper page might include weather reports, an editorial or editorial cartoon, ads, etc. The title of the newspaper should be something appropriate to the book. It should look as much like a real newspaper as possible with writing in columns, headlines, a newspaper title, etc. You can include a variety of different kinds of features including horoscopes for each character, "Dear Abby" letters, comic strips, news articles, advertisements, personal ads, an obituary section, or anything else you might find in a newspaper. Everything you include; however, must be based on events and characters in the book you read.
52. "Dear Diary": Create a diary or journal and write at least five entries that might have been written by a character in a book just read. The entries should share details about the story that will prove that you read the book.
53. Dear Abby Letters: People write to a column in a newspaper or magazine called "Dear Abby" to ask for advice or help when they are caught in a difficult or troubling situation. Write three letters to "Dear Abby" from the point of view of one or more characters from your book. Be sure to use the letter format. Then answer the letters as if you were "Dear Abby" giving advice to the character(s).