



43 (!) Book Project Ideas

1. TELL THE STORY IN THE BOOK FROM A DIFFERENT POINT OF VIEW. Take an entire story (or one part) and write a version as someone else would tell it.
2. WRITE THE DIARY A MAIN CHARACTER MIGHT HAVE WRITTEN. Imagine you are a character in your book. Write a diary for a few days or weeks as she or he would have done.
3. WRITE A CHARACTER SKETCH OF SOMEONE IN THE BOOK. Write about the main or a minor character, a protagonist or an antagonist! Look for flaws, too!
4. REARRANGE A PASSAGE AS A "FOUND" POEM. Find a particularly effective description or bit of action that is really poetry written as prose. Rewrite it. Leave out words or skip a sentence or two, but arrange it to create a poem.
5. WRITE A PROMOTION CAMPAIGN FOR A MOVIE ABOUT THE BOOK. This should include several things, such as newspaper ad layouts, radio and television commercials, and special events.
6. WRITE A LETTER TO THE AUTHOR OF THE BOOK. While authors may not have time to respond to each letter they receive, they do enjoy letters from their readers. Be sure to give your opinions of events and/or characters in the story, and to back your opinions up with details from the story. Send letters in care of the book publishers if you cannot locate the author's address in Who's Who, Current Biography, or other reference sources. Bring a copy to school.
7. WRITE A REPORT OF RELATED INFORMATION ABOUT ONE TOPIC OR PERSON IN THE BOOK. For example, research information about the trial of Benedict Arnold, how the covered wagons traveled, fishing off a particular island, and so on.
8. CONVERT A BOOK INTO A PUPPET SHOW. Make simple puppets (stick puppets, finger puppets, paper bag puppets, and so on) or complex puppets (marionettes) and present the story or an exciting scene from it. Bring puppets and written script to school.

9. PREPARE A TELEVISION COMMERCIAL ABOUT A BOOK. Imagine a book is the basis for a miniseries on television. Prepare and perform the television commercials that would make people want to watch your book. A video or written script should be presented.

10. USE BODY MASKS AND PRESENT A SCENE FROM YOUR BOOK. Make full-sized cardboard figures with cutouts for the face and hands. Use them to dramatize the scene. If desired, use props and costumes. Bring a script along with the mask.

11. MAKE A SOAP OR PARAFFIN CARVING ABOUT AN EVENT OR PERSON IN A BOOK. These are inexpensive materials and soft enough so there is little danger from the tools used for carving. Write a paragraph to explain how the carving goes along with the book.

12. MOLD PLASTER RELIEF DESIGNS. Pour plaster into a form over various objects and then antique or shellac them to make interesting displays. Write a paragraph to explain how the design goes along with the book.

13. MAKE LIFE-SIZED PAPER-STUFFED ANIMALS, PEOPLE, OR OBJECTS FOUND IN A BOOK. Cut out two large sheets of wrapping paper in the shape desired. Staple the edges almost all the way around. Stuff with crumpled newspaper, finish stapling, and paint. Write a paragraph to explain how the object goes along with the book.

14. MAKE HAND LOOMS AND WEAVINGS THAT PORTRAY A DESIGN IN A BOOK. Almost anything - from paper plates to forked sticks - will make a loom when strung with yarn, rope, or cord. Check art and craft books for directions. Then use the creations as wall hangings or mobiles. Write a paragraph to explain how the design goes along with the book.

15. MAKE AN ANIMATION OF A SCENE ON AN ADDING MACHINE TAPE. To get animation, draw a sequence of pictures with each one showing a bit more movement than the preceding one. When this is rolled quickly, it gives the appearance of motion.

16. IMPERSONATE A CHARACTER AND TELL AN EPISODE IN A BOOK. Dress up as a character. Bring a prepared script so that you can retell the story in person.

17. INTERVIEW A CHARACTER FROM A BOOK. Prepare questions and answers. The reader assumes the role of the character in the book and answers the questions as that character.

18. MAKE A TALKING DISPLAY OF A BOOK. Illustrate an event, scene, or character from your book. Tape a dialogue or description to go with it.

19. DRAW A SCALE MODEL OF AN ITEM IN A STORY. Making an object from the story to scale presents many challenges. For example, try a go-cart, amusement ride, or any other important item in the story. Write a paragraph to explain how the model goes along with the book.

20. **COOK A FOOD MENTIONED IN YOUR BOOK.** It is always fun to share something to eat with your family. Please cook your recipe at home. Bring in a photo of your delectable treat as well as the recipe. Write a paragraph to explain how the recipe goes along with the book.
21. **BUILD A RELIEF MAP OF THE SETTING OF THE STORY.** Use clay, sand, or papier-mâché. Write a paragraph to explain how the map goes along with the book.
22. **DESIGN AND MAKE YOUR OWN T-SHIRT OF AN ILLUSTRATION ABOUT A BOOK.** Create a design, using color-fast marking pens. Write a paragraph to explain how the design goes along with the book.
23. **MAKE SOME COSTUME DOLLS FOR A DISPLAY OF CHARACTERS IN A BOOK.** Create costume dolls and display them. Write a paragraph to explain how the dolls go along with the book.
24. **COMPLETE SCALE DRAWINGS OF ROOMS IN A BOOK.** Use graph paper with a set scale and design places portrayed in a book. Write a paragraph to explain how the drawings go along with the book.
25. **LEARN TO PLAY A GAME MENTIONED IN A BOOK.** Write a description of how the game is played and a paragraph to explain how the game goes along with the book. (Your game might be an old-fashioned game or one from another country.)
26. **MAKE A LITERARY MAP OF THE AUTHOR'S WORKS AND LIFE.** Use references, biographical, and autobiographical materials (articles, books, interviews) to create an informative and colorful map complete with explanatory captions.
27. **COMPARE LIFE STYLES.** Compare the way of life in the book to present day living in your community. Create a poster or Venn Diagram. For example, the methods of transportation, fashions, foods, customs, religious practices, types of government can be compared to modern counterparts.
28. **RETURN TO THE FUTURE.** Pretend that you are one of the characters who has "come back" 25 years after the novel has ended. Describe your reactions to the world around you in a paragraph form.
29. **PERSONAL TASTE.** Select one character from the book. If he/she were living today, what kind of clothes, books, records, movies, etc. would he/she select? Why would he/she do so? Write a paragraph to answer these questions. You might like to accompany your paragraph with illustrations.
30. **DESIGN A TIME LINE FOR THE EVENTS IN THE STORY.** Label each event carefully and write a brief explanation of several of the main events.

31. DESIGN A DETAILED MAP OR MAPS FOR THE SETTING(S) OF THE BOOK. Label each location carefully and write a brief description of the key places.
32. WRITE A LEGEND, FABLE, OR MYTH BASED ON SOME EVENT IN THE STORY.
33. PEN SOME POETRY. Write a group of limericks or short poems about one of the characters or events in the novel.
34. DESIGN A TRAVEL BROCHURE. Illustrate and advertise the "world" of your novel.
35. FICTION OR REALITY. Choose a character who has realistic experiences. Write a paragraph about some similar events that have happened to you.
36. TRADING PLACES. Write a convincing diary entry explaining why you would or would not like to change places with one of the characters in the novel. Be sure to include details from the story.
37. COMPILE A SCRAPBOOK OR A MEMORY BOX. Choose one of the major characters in your book, and, as that person, put together a scrapbook or memory box of special memories and mementoes. Be true to your character. Write a list to explain each included item.
38. CORRESPOND WITH ANOTHER CHARACTER. Pretend that you are one character in the book. Write a letter to another character reacting to a decision made or action taken by the character in the story.
39. ONCE UPON A TIME. Write a fairy tale about some event or character in the book.
40. BE A MODERN ARTIST. Using various mediums, create a collage that comments on a particular theme or issue in the book. Write a paragraph to explain why you chose these things to go into your collage.
41. DESIGN AND PRODUCE A SERIES OF POSTCARDS. On one side of each draw/paint/reproduce an appropriate photo and on the other side compose a related message to yourself from one of the characters.
42. PUBLISH A YEARBOOK. Create a yearbook based on the people and events in your book. Refer to a real yearbook for ideas on layout and sections.
43. BE A LITERARY AGENT. Pretend you are a literary agent representing the author of your book. Write to Harriet Decision, editor of young adult fiction at Bantam Books, explaining why you feel she should publish your author's book.