

100 Quality Creative Literature Projects

PART ONE: INTERPRETING LITERATURE WITH PICTURES

1. PANORAMA: Make a large mural type of illustration on butcher paper. It should have four separate illustrations depicting four periods of history, four settings of the book, or four scenes of some kind.
2. ILLUSTRATE THE BOOK: Make an illustration for each chapter. Put your illustrations together in book form. Ask the librarian to display your book or the illustrations separately.
3. SAMPLER: Make a sampler or sign with a saying on it that represents your book. It can be the main theme of the book or the main idea of any given character.
4. COSTUME YOUR CHARACTER: Draw a picture of your character in a native costume.
5. COLLAGE: Make a collage picture of part of the book.
6. POSTER: Make a large illustration of something in the book. Use paints, chalk, pastels, crayons or any other medium. See if the librarian will hang it in the library.
7. THE Line-UP Draw a picture including as many of the characters from the book as possible.
8. WANTED POSTER: Make a Wanted Poster of some "bad guy or villain in the book.
9. UNCLE SAM POSTER: Make a poster trying to get others to read your book. It can be in the tradition of the Uncle Sam poster trying to get men to join the military.
10. DIORAMA: Make a diorama or book float of one of your favorite episodes from the book.
11. KEY: Design a key to your book. This is an illustration on the form of a key to show the major element about your book.
12. BOARD GAME: Design a board game about your book.
13. BOOK JACKET: Design and decorate a book jacket. Use a lot of color and exciting pictures. Write a short blurb about the book to put on the inside cover. Try to match the mood of the book. If the book is spooky, make your cover spooky. If the book is dreamy and enchanting, make your cover dreamy and enchanting. Ask your library to display your book jacket to encourage others to read your book.
14. LIFE-SIZE CHARACTER: On a large piece of butcher paper, draw a life-size picture of your main character.
15. FLOOR PLAN: Draw a floor plan of the house or town plan your main character lives in.

16. CARTOON STORY/COMIC STRIP: Using at least six pictures, design a cartoon or comic strip depicting an episode from your book. It can be displayed like comic book or on a roll like a television cartoon.
17. REPRODUCE A FINE WORK OF ART from the period.
18. TRAVEL BROCHURE: Produce a travel brochure inviting people to come to the setting of the book.
19. PLACE MATS Make a set of four place mats depicting different scenes from the book. Perhaps the teacher can laminate them for you.
20. MURAL: Make a large mural of a scene from your book. This should be on butcher paper and be a mammoth scene such as a wagon train traveling west or the Boston Tea Party.
21. MAP: Make a map at least 24" X 35" of the area in which your book takes place. It can be in poster form or it can be a relief map out of clay or flour and salt.
22. MODEL: Make a model out of clay, cardboard, toothpicks, papier-mache', salt and flour, baker's dough, soap, or wood. It could be of the setting or of a character.
23. SLIDE SHOW; Make a slide show depicting an episode from your book or the setting of the book.
24. FILMSTRIP: Make a filmstrip from your book.
25. MOVIE: Make a movie recreating some scene from the book. Show it to the class.
26. DOLL: Make a doll, bear, toy. It could be out of rags, socks, or material.
27. BULLETIN BOARD: Make an eye-catching and interesting bulletin board encouraging the class to read the book or telling about the author's life..
28. MOBILE: Make a mobile illustrating characters and/or scenes from the book.

PART TWO: INTERPRETING LITERATURE WITH WRITING

29. ADD A CHAPTER: Using the same style as in the book, add another chapter. This should be an episode which is believable in terms of what happened before. The same characters with the same personalities should appear.
30. REWRITE A CHAPTER: Take a chapter and rewrite it, fitting it in with what went before and after in the story. Write it in your own words.
31. PLAYWRITE: Rewrite a chapter of the book as a play. Perform it with some of your friends, if you like.
32. SONG: Using the tune of a familiar song, write a song about your book. You will want to perform it for the class. Get some friend to help you.

33. BE A SCIENTIST: Write a factual report on some scientific aspect of your book. If your book is about mice, write about real mice and compare them to the pretend mice in your book. Explain something mechanical to the class.
34. BEAN HISTORIAN: Do a factual report on the historical time depicted in the book. Why was this time important? How was it different from life today?
35. BE A BIOGRAPHER: Do research on a person from your book and write a short biographical sketch on that person. This could include the author of the book.
36. BE ADVENTUROUS: Write an adventure story using the characters and settings from your book.
37. HERO STORY: Find out about what a hero is. Write a short story including the major elements of the hero story.
38. BOOK REPORT: Read another book in the same series or on the same subject. Compare and contrast it with the major book you read.
39. POEM: Write a poem about the characters or events in your book.
40. RIDDLES & STUMPERS: Try to stump the class. Write question clues about your book.
41. ADVOCACY; Tell all the reasons why something in your book should be so, why a character should be liked, why a conflict exists, why the setting is right for the story.
42. Write an ad regarding something in your book. It could be for the city of Maycomb to come to live in Maycomb.
43. BE A SEMANTICIST: Create a list of cat words, bear words, or any other list of pretend words dealing with the subject of your book. Such as Maycomb words.
44. HIEROGLYPHIC SCROLL: Using a communication device of the times depicted in the book, write a scroll with a key.
45. LETTER TO A CHARACTER: Using correct form, write a letter to someone in the book.
46. LETTER TO THE AUTHOR: Using correct form, write a letter to the author. Tell him/her how you liked the book. Tell him/her how you would have changed the book.
47. CROSSWORD PUZZLE: Using characters, events, places and things from your book, make a crossword puzzle using the best definitions you can find as your clues. Ask the teacher to run copies for the rest of the class to do.
48. ESCAPE PLAN: Write a plan to run away from the setting. Make it complicated.
49. DIARY; Pretending you are a character from the book, write a daily log, journal, or diary.

50. OPINION: Write your opinion about something in the book.
51. SOLUTION: Write your solution to a problem in the book.
52. PROPHECY: After discovering what a prophecy is, write a prophecy regarding something in the book.
53. LUCKY YOU: Your magic charm will allow you to accompany the children in the story. Choose who you are going with and write the story of your adventure.
54. GENIE: Think of some event in the story. How might magic have helped? If you were in the story, what would you have wished? Use your imagination. Remember that through magic, anything could happen.
55. LOST; You and characters from the book are lost in Disneyland. Imagine what that would be like. Write your adventure. Have fun!
56. TWO POEMS: Read two poems on the theme of the book. Compare them.
57. DICTIONARY: Make a vocabulary list of unusual words from the book.
58. BE THE TEACHER: Create a worksheet. It could be a word search, secret code, maze, etc.
59. JOB DESCRIPTION: Write a job description regarding what some character in the book does.

PART THREE: THINKING/WRITING PROJECTS

POINT OF VIEW

60. ENDING CHANGE: Change the ending of the story and discuss how that change would have changed the book.
61. SCIENTIFIC CHANGE: Change some scientific development in the story and discuss how that change would have changed the book. For example, what if there had been no electricity in the time of Laura Ingalls Wilder or what if there were no cards in a present-day story?
62. SOCIOLOGICAL CHANGE; Change some sociological custom in the story and discuss how that change would have changed the book.
63. HISTORICAL CHANGE: Change some important historical fact in the story and speculate on what things would be like in view of that change. For example, how would the story be different if some slain leader had lived?
64. TIME CHANGE; How would this story be different if it had been 200 years later or 200 years earlier?
65. FINANCIAL CHANGE: Change the financial status and tell what the characters would have been like? What if Scrooge had been poor? What if Oliver had been rich?
66. FIRST-PERSON STORIES: Become something else. Try to get the feeling of this being and write about it. Try thinking from the point of view of that being. Tell about what you like and dislike. For example, be the family pet

in the book or be a little mouse in the house observing the story. You could also be a rock, a plant, or the main character. Think from their point of view!

67. SURVIVAL TRIP: If you were a character from the story and had to take a survival trip, what would you take? Make a list. Prioritize the items on the list. In your new place, what would your government be like? What laws would you have? Who would make decisions? Who would enforce the laws? What kind of homes would you have? What kind of food would you have? Who would work? What would they do?

68. BUSINESS VENTURE: Your characters are going on a business venture. What do they have to do? Design ads, posters, tickets to sell, etc.

69. INVENTION: Design a trap, fancy car, trick car, machine, factory, to fit into the plot and era of the book you read.

70. SECRET CODE: Develop your own secret code. Write a letter to one of the characters in it.

71. HOTEL: Your characters are going to stay the weekend in the hotel. Plan menus, price of rooms, tips, and all expenses. Will the characters like a hotel?

JOURNALISM: Pretend you are on the staff of The Modesto Bee and write a newspaper article about the story.

72. INTERVIEW THE CHARACTER: Interview one of the characters in the book. Write it up.

73. INTERVIEW RELATIVES: Interview pretend relatives of the characters in the book. What information do they give you? Write up your interview.

74. NEWS ARTICLE: Write an article on events that could have happened during the time/setting of the book.

75. EDITORIAL: Write an editorial giving reasons for or against some issue in the book.

76. LETTER TO THE EDITOR: Write a letter to the editor expressing your opinion about some issue in the book.

77. FEATURE ARTICLE: Write a feature article about something in the book such as Daniel's dedication to karate in the "Karate Kid."

78. HOW TO ARTICLE: Write an article on how to do something from the book.

PART FOUR: INTERPRETING LITERATURE WITH ORAL EXPRESSION

79. BOOK REVIEW: Plan and give an oral book review.

80. DRAMATIC INTERPRETATION: Read a serious, dramatic selection from the book.

81. HUMOROUS INTERPRETATION: Read a humorous selection from the book.

82. ORATORICAL INTERPRETATION: If there is one, read a speech from the book.
83. PERSUASIVE SPEAKING: Tell us the reasons for doing something regarding some issue in the book.
84. DEBATE: With a partner, debate the pros and cons of some issue in the book.
85. TAPE RECORDING: Tape-record an exciting part of the book for younger children to listen to.
86. ORACLE: Tell the story as a legend or myth.
87. PUPPET SHOW; Do a puppet show on a scene from the book using brown paper bag puppets, clothespin puppets, or stick puppets.
88. SALES TALK: Persuade us to buy something in the book.
89. TV COMMERCIAL: This is a shorter version of the sales talk.
90. SKIT OR PLAY: Plan and dramatize a scene from the story. Recreate a whole chapter or a shorter selection. You may memorize it (a play) or ad lib it (a skit).
91. FLANNEL-BOARD STORY: Make the figures and tell the story using a flannel board.
92. MOCK TRIAL: Put one of the characters on trial for something he did. In the "Black Pearl", a character is put on trial for stealing the pearl. Is he guilty or innocent? Have fellow classmates serve as judge, attorneys, defendant, witnesses, jury, bailiff.
93. RADIO BROADCAST: Give a radio program about the novel. Use special effects, etc.
94. TELEVISION SHOW: Choose your favorite television show and write it up using the characters from the novel. It could be on a "Jeopardy" format or Face the Nation or Diagnosis Murder."
95. POEM: Read and memorize a poem from the book.
96. POEM: Write and recite an original poem about the book.
97. MOVIE: Make a home movie of a chapter or scene from the book.
98. VIDEO: Make a video of a chapter or scene from the book.
99. INSTRUMENTAL MUSIC: Play music from the era.
100. ORIGINAL MUSIC: Compose music typical of the era. ONE MORE IDEA!