PICK A FINAL BOOK PROJECT FOR THE NOVEL
A FISH IN A TREE BY LYNDA MULLALLY HUNT

BOOK IN A BOX
1. Use a cereal box
2. Decorate your box on the outside
3. Find 8-10 different objects to place in your box relating to the book- you can draw, or print images from the internet Pictures need to be mounted on heavy cardstock for durability
4. For each object, make a note card that includes the name of the object and why it was important part of the book

BOOK TIME LINE
1. Include at least 10 important events from the book
2. Each event should include a title that explains the event and a picture. Pictures may be drawn or printed from the internet.
3. Your timeline should include dates if they are known
4. Include the title and author of the book above your timeline

SHOEBOX DIORAMA
1. Use a shoebox set on its side (long way) to create your scene from the book
2. Use small objects such as toys, construction paper, and/ or clay to create your scene. Be sure to decorate the inside walls of your box
The title of the book and author should be displayed somewhere on the outside of the box along with your name and class.
Write or type a paragraph about the scene. Explain what is happening and why it is important to the book

COLLAGE BOOK PROJECT
1. Use large piece of poster board 14 x 18 (½ of a poster board) for your collage
2. Make sure the title and the author of the book are displayed where it can be seem easily on your collage
3. Include 15 pictures. You can use to draw or print out pictures.
4. on a separate sheet of paper, write a descriptive title for each picture that you included and a sentence or two about why it is important to the book.
For example, if you read one of the Harry Potter books, you could include a picture of a lightening bolt and write about why Harry has that mark on his forehead

MOVIE POSTER BOOK PROJECT
1. Use a large piece of poster board for your poster
2. Your poster must include the following:
- The Title of the book in large letters and the author of the book
- A picture of an important scene from the book
- (**DO NOT** duplicate the front cover of the book)
- A brief summary of the book, that will make people want to see the movie, but does not give too much away.
- The names of the actors that will play the main characters
- 2-3 brief comments from critics (you can make these up or interview a friend or 2-3
- Look at movie posters to get ideas to make your poster
- Plan your poster first
- Use bright colors

GRAPHIC CHAPTER BOOK PROJECT
1. Chose a chapter from the book and present it as a graphic novel (Comic book style)
2. Present your graphic novel in book format with a FRONT COVER, several pages and a BACK COVER.
3. The FRONT COVER should include the title of the book and chapter, name of author, and a large picture of an important scene.
4. The pages should tell the story in frames with pictures, captions, and thought/speech bubbles
5. The BACK COVER should include an ***About the Author*** paragraph about you (not there author of the book)

SETTING BOOK PROJECT

1. Make a detailed map of an important setting from the book
2. Use a large piece of poster board to make your map
3. Draw your map as if you were looking down on the area from above. If you use symbols, be sure and include a key.
4. Label at least 6 important places on your map
5. Be sure to use color
6. On a separate sheet of paper, write the name of each place you labeled and then write 2 to 3 sentences telling why the place is important to the story.

MOBILE BOOK PROJECT

1. Create a mobile using the four story elements of your book.
2. Your mobile will have 5 parts: Title and author, setting, characters, plot, and theme
3. Use the title and the author to decorate part of your mobile that the other parts will hang from. This is the main part of your mobile.
4. For each part, find one or more objects or pictures to represent that part of the story
5. For each object or picture, make a 3x5 note card with a paragraph explaining why that object or picture is important to the story.
6. Tie or tape the object and note card to a piece of string and hang it to your mobile. You can have several objects and note cards on one string.

For Example: if your story has 3 main characters, you could have 3 objects and 3 cards on one string. Use a different string for each story element for a total of 4.

KEYNOTE BOOK PROJECT

1. Make a Keynote presentation about the book
2. Your presentation must include the following 7 slides:
   1. Slide 1: Introduction with title and author of book
   2. Slide 2: Setting of the book (include a description. Picture is optional and adds to your presentation
   3. Slide 3: Main Character (include description)
   4. Slide 4: Supporting characters (include descriptions)
   5. Slide 5: Summary of the plot
   6. Slide 6: Your opinion of the book (short book review)
   7. Slide 7: Your favorite part of the book

EACH SLIDE MUST INCLUDE:
- a Title
- A Background
- Text and pictures where appropriate
- Animation

Extra slides are fine, but try to stay within the parameters of the assignment

GLOSSARY and WORD SEARCH BOOK PROJECT

1. Make a glossary for some of the interesting words in the book. Then create a word search with those words.
2. Choose 10 interesting words from the book. For each word create a glossary entry. Each entry must include:
   - The word, the page number and text reference of where it is used in the text
   - a dictionary definition with part of speech defined
   - an original sentence using the word

3. On another sheet of paper, or using an internet crossword puzzle creator, create a word search that includes all 10 words. You can use graph paper if your are creating your word search by yourself.

Include a title page with the title of the book, the author and an illustration.

CREATE A BOOK TEST PROJECT

1. Create a test about the book
2. Your test should be designed to find out if a person has read and understood the book. Questions should be focused on the important parts of the book, not tiny details.
3. Your test should include the following elements:
   - Directions for each section
   - 10 True/False Questions
   - 10 multiple choice questions
   - 10 short answer questions
   - an answer key
   - a cover page with title, author, and an illustration

4. Try to ask questions from the beginning, middle, and end of the book

Focus on setting, characters, plot and theme elements