**BOOK TALK MENU**

**CAST THE MOVIE**

Imagine the director-producer wants a casting director to make recommendations for the film adaptation of your book. Decide who would be the actors and actresses. Include photos and descriptions of the stars in a folder or album and tell why each is “perfect” for the part.

**SOAP CARVING**

Carve an unscented bar of soap into a symbol or object from the book or story. These materials are inexpensive and soft enough that carving should be easy and non-dangerous, but please check with adults for permission first.

**WEAVE A DESIGN**

Do some Internet or craft book research for directions, and use your weaving knowledge to make a woven design or pattern significant to the book. Display your creation as a mobile or a wall hanging.

**MOBILE**

Using a hanger or stick, fashion a mobile with symbols or illustrations portraying important characters or plot events from the story. Mobiles should be visually interesting and constructed with thought and effort.

**MAP**

Draw a detailed map or maps of the setting(s) in your novel. Maps should be labeled and show effort and neatness. Label important areas and trace the journey of characters when applicable.

**RELIEF MAP**

Create a three-dimensional map of the setting(s) in your novel. Use materials such as clay, sand, or papier-mâché.

**CONSTRUCT A MODEL**

Create a three-dimensional model of a scene or building from the story. Shoeboxes are great for size and portability.

**PUPPETS OR DOLLS**

Create puppets or costumed dolls for a display of characters from the book. Puppets/dolls should resemble the characters in feature and costume.

**QUILT SQUARES**

Design and sew two quilt squares based on your book. Choose fabric, symbols, and designs that are representative of the themes, images, or events in your book.

**NEWSPAPER**

Design the front page of a newspaper. Include pictures, a newspaper name, and headlines that tie into your book and/or characters. Use images of actual newspapers for inspiration!

**COMIC STRIP**

Draw a five or more panel comic strip illustrating characters or events in the story.

**TIMELINE**

Design and illustrate a time line for the main events in the story. Include historically significant events when appropriate, and include pictures, illustrations, or symbols to tie your timeline to the book.

**ADVERTISING POSTER**

Create a poster to advertise the book. Choose a scene, symbol, or image from the book and design and illustrate a poster that would attract potential readers or buyers to the book.

**ILLUSTRATIONS**

Create 5 or more separate illustrations to accompany your book. Choose important or visually impactful scenes and create illustrations that fit the story.

**POSTCARDS**

Design and create a series of four or more postcards. On one side draw, pant, or illustrate an image that fits the novel, and on the other side compose a short message from one of the characters.

**SCRAPBOOK or 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 mementos. Be true to your character.

**BROCHURE**

Design a travel brochure to illustrate and advertise the “world” of your novel.

**POWERPOINT**

Create an image-based PowerPoint presentation to accompany your Book Talk. Avoid writing many sentences for each screen and reading them out loud, but instead choose important or relevant images or videos to enhance your verbal presentation.

**PREZI**

Create a Prezi presentation to accompany your Book Talk. Avoid writing many sentences for each screen and reading them out loud, but instead choose important or relevant images or videos to enhance your verbal presentation.

**FOOD**

Cook a food mentioned in your book. Food should tie to your book in a meaningful way, either because of the cultural significance of a food or the presence of the food within the story. **You must get approval from Ms. Rzegocki to do this option.**