

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.

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 hangers, sticks, or other materials that allow you to hang and balance objects, fashion a mobile with symbols, objects, and 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 and be ready to explain why this particular setting is important to the story. Maps should be labeled and show effort and neatness. Label important areas, include symbols that relate to important locations, 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. Be ready to explain how the topography of certain settings plays a role in the story.

CONSTRUCT A MODEL

Create a three-dimensional model of a scene or building from the story. Shoeboxes are great for size and portability. Include specific details from the story that help your audience picture the scene and the feeling of the characters at that point in the story.

PUPPETS OR DOLLS

Create puppets or costumed dolls for a display of characters from the book. Puppets/dolls should resemble the characters in feature, costume, and accessories. You must have at least two to three puppets or dolls.

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 at least two short articles related to the plot of the novel, 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 important characters and events in the story. Style of drawing, colors used, size, and finishing methods must all connect to the novel in a meaningful way.

TIMELINE

Design and illustrate a time line for the main events in the story. Include historically significant events when appropriate, and include pictures, illustrations, and 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. Be ready to explain why you chose the size, composition, colors, and contents of your illustrations and how all of those elements connect with the novel.

POSTCARDS

Design and create a series of four or more postcards. On one side draw, paint, or illustrate an image that fits the novel, and on the other side compose a short message from one of the characters. Messages need to be written in character and the image on the reverse side should relate to the character and/or the message.

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 and include items they would and could realistically keep. Think of items that were important to that character, or that held special significance.

BROCHURE

Design a travel brochure to illustrate and advertise the “world” of your novel. Include different locations to visit, attractions within your novel, activities visitors would likely complete when they spend time in this “world,” and any areas to avoid.

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. Use a template or format that makes sense with your novel. Include animations or transitions that have a meaningful connection to the characters, plot, and setting of the book, as well as your evaluation of the text.

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. Use a template or format that makes sense with your novel. Include animations or transitions that have a meaningful connection to the characters, plot, and setting of the book, as well as your evaluation of the text.

COLLAGE

Design and create a collage that represents your book. Include images, symbols, objects, and words that are important in your book. Use two- and three-dimensional objects and a variety of mediums (paper, fabric, photographs, letters, sand, etc.) to make your collage visually attractive and demonstrate a meaningful connection to your novel. You could even use the collage to illustrate a central theme from your book! The finished product must be more than just pictures glued to a piece of paper or canvas.

FOOD

Cook a food mentioned in your book that holds special significance. 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.**

If you have a new idea for a visual aid – GREAT!

Before getting started on your exciting new idea, you must check with Ms. Rzegocki to see if it will meet the visual aid standard.