

6th Reg
Novel:

Marcus Vega Doesn't Speak
Spanish by Pablo Cartaya

After reading your novel this summer, you will complete ONE of the following assignments for your book.

1. Create your own Book Trailer for your novel. You would need access to an iPad for this assignment, so that you could email your iMovie to your school iPad as soon as the new school year begins. The video would need to include: Title of your book, author, setting of the story, spotlight on at least 2 main characters (protagonist and antagonist), and conflict or problem in the story. It would be a sneak peak into what your novel is about, to get other students interested in your book, without giving away the ending. Your Book Trailer would need to be at least 3 minutes long. Be Creative!
2. Create a Scrapbook for your novel. Scrapbook would need to include: • Cover page with Title of novel, author, and picture. • A page dedicated to the Setting of the story. You can use maps, drawings, pictures, etc. • One page per character, with a minimum of 4 characters. Each character page should include the character's name and picture. Then more pictures, attachments, items, words, etc., that describe that specific character's personality traits and interests in the story. • Choose 4 important events in the story. One page per event. Each Event page should include a brief explanation of what happened. Then add pictures, attachments, items, words, etc., that describe that specific event in the story. • Choose 4 important symbols or items from the novel. One page per item/symbol. Each page should include the title of the symbol/object, a brief explanation of why this item was important in the story, or what the object symbolizes in the story, and a picture. • On the last page of your scrapbook, identify the Theme or Lesson of your novel. • Be Neat, Be Creative and have Fun with this project!
3. Create a Board Game for your novel. Game must be able to be played with at least 2 players with a player being able to win. Board must have Title and author of the novel, as well as show the setting of the story. Play pieces must represent objects or characters from the story. Board must depict/show a minimum of 10 important events from the novel. You must also include a copy of Rules and How to Play the game.
4. Create a Time Capsule for your novel. Capsule must include a minimum of 10 objects that are important and related to your story. Identify each object and attach a brief description to each item describing its importance to the story. All objects/items must be inside a container. The outside of your container must have the Title and Author of your novel.
5. Oral presentation as the AUTHOR of your novel. You will dress up as the author and answer questions about the novel you "wrote". You would begin by introducing yourself and the title of the novel you wrote. You may also include background information about yourself. Then you would need to answer questions such as: Why did you choose to write this novel? Why did this theme interest you? Why did you choose the main character to have such personality traits/ characteristics? Why did you think it was important to include your specific conflict? Why did you end the story the way you did? What is the theme/ lesson of your novel? Presentation would be about 3-5 minutes.