

INDEPENDENT NOVEL STUDY

TERM 1
TERM 2
TERM 3

SEP OCT NOV DEC JAN FEB MAR APR MAY JUN

EXPECTATIONS

As the name implies above, independent study will involve reading a novel then selecting a series of activities to be completed at home as well as class time devoted to independent study. You will be required to complete four assignments as well as write and submit a series of journals.

EVALUATION

You will be marked on the following:

1. Your progress during the class time given to the novel. This will be assessed through conferences with the teacher and by submitting journals and assignments as you go along

2. It may take some time before you are completed reading your novel. It is obvious that you will need more time to read your novel than will be given in class. Therefore, begin reading the novel at the beginning of the unit and continue to read at home on a nightly basis. Use class time given to begin and/or complete any written assignments. It is your responsibility to hand in assignments on time and to manage your time table properly.

-THE PROJECT-

PART 1: JOURNAL ENTRIES

PART 2: CHARACTER SKETCH

PART 3: MIX AND MATCH ASSIGNMENTS

PART 1 - JOURNAL ENTRIES (1 PAGE EACH)

Journals must be written with great care and detail. Use the following questions as a guide when you are writing your journal entry.

1st Journal Entry (At the beginning of your novel):

- Why did you select this novel?
- What information did you need to know before reading the novel?
- What's going on as the story begins?
- Who is telling the story?
- Are there any supporting characters introduced?
- Is the setting important or could the novel be happening anywhere? Why?
- What is the initial or first conflict faced by the main character?
- How does the author get you to read on or hold your interest?

2nd Journal Entry (Near the middle of your novel):

- What new events are added to the original problem as the novel progresses?
- What plot twists or unexpected events happen as the novel goes on?
- Is there any interesting language that pops out at you?
- Is it easy or hard to follow the events of your novel? Why?
- Is the language in the novel difficult or easy? Why?
- To what age group is the novel aimed?
- Is there a message or main theme surfacing in the book? How is it shown?
- Describe any new characters that are introduced. What is their purpose?

3rd Journal Entry (Near the end of your novel):

- What is the climax of the novel?
- How are the major and minor conflicts solved?
- What were the major things which helped to resolve the plot?
- How was the main message of the novel delivered?
- Is this novel realistic/believable?
- Why would (or why wouldn't you) recommend this novel to a friend?
- Why did (or didn't) this novel meet your expectations?

PART 2 - CHARACTER SKETCH

Choose an important character in the novel and fill out the character web provided. Choose three main characteristics and give support from your novel as to why you chose those adjectives. Therefore, you will be handing in a web, and a written explanation of the character's characteristics.

PART 3 - MIX AND MATCH

Choose THREE activities from section A and ONE final activity from section B. The criteria will be different for each assignment, depending on what assignments you choose. You will be evaluated on creativity, conventions, ideas and accuracy.

The activity from section B will be presented during a special day in the class where students will actually play your game, listen to and evaluate your CD, or look through your memory box. The more creative and innovative your hands on activity is, the better the grade!

SECTION A - CHOOSE 3 ACTIVITIES

- ☐ Compare and contrast the book with another you have read.
- ☐ Write a promotion campaign for a movie about the book. This could include newspaper ad layouts, radio and television commercials, and any special events.
- ☐ Pretend you are interviewing a person from the book. Write your interview in question and answer format. Make sure to include at least 10 questions.
- ☐ Write an alternate ending to the story. (At least three paragraphs)
- ☐ Write a poem or rap (20 lines or more) about the novel.
- ☐ Design a children's story retelling some event in the story.
- ☐ Once Upon a Time....write a fairy tale about some event or character in the book.
- ☐ Design the front page of a newspaper. Write a short news story describing the major event in your book. Include an attention grabbing headline and teasers for the rest of the paper.
- ☐ Find a movie which dealt with a similar theme or subject as your novel and write a compare and contrast piece on the two. Write about how the movie was similar and different from your novel.
- ☐ Return to the Future. Pretend that you are one of the characters who has "come back" 25 years after the novel has ended. Describe your reactions in a journal entry. (You are writing a journal entry in role as that character)
- ☐ Write a personal letter to one of the characters you admire or despise
- ☐ Trading Places. Write a short paper explaining why you would or would not like to change places with one of the characters in the novel.
- ☐ Write a persuasive piece (at least three paragraphs) convincing readers to read your novel

SECTION B - CHOOSE 1 ACTIVITY

- ☐ Make a book jacket. It should be an attractive design and include an original summary of the book, information on the author and illustrator, and information about other books from the author.
- ☐ Burned CD. Burn a CD of the major character's favourite songs. (Include an explanation for each song choice)
- ☐ Create a Memory Box. Collect articles that relate to the novel. Include an explanation for each article (on recipe cards).
- ☐ Design a Comic Strip. Choose a section of the novel that you would like to retell. This may be expanded to tell the whole story of the novel.
- ☐ Do a Collage. Design a collage that depicts the major theme of your novel and illustrates certain parts of your novel. On the back, write a summary of the theme of your novel.
- ☐ Design a 20 question Jeopardy-style PowerPoint presentation about your novel
- ☐ Board Game. Create a board game based on the novel. Include important events, characters and the message of the novel in your game.
- ☐ Book jacket. Create a computer-generated jacket (front & back) for your novel. Include hand-drawn pictures and appropriate text.

ACTS

1. _____
2. _____
3. _____
4. _____

LOOKS

1. _____
2. _____
3. _____
4. _____

CHARACTER

FEELS

1. _____
2. _____
3. _____
4. _____

SAYS

1. _____
2. _____
3. _____
4. _____

NAME:	TERM 1	TERM 2	TERM 3
BOOK:	AUTHOR:		

FINAL LEVEL	R	1	2	3	4
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