

# Post-Reading Activities

## DISC JOCKEY

Choose pieces of music that you think capture different sections from the book. Explain your choices.



## JOURNALIST



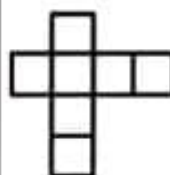
Choose 3 current news items and explain how some of the characters could be interested in them.

## FILMMAKER



Write the script of a video recreating a chapter or scene that you liked.

## PUZZLE MAKER



Make a crossword puzzle about the characters, settings, events or any other details. Write clues for each of them.

## PSYCHOLOGIST

Analyse one of the themes in the story. How does it relate to the world around you?



## DESIGNER

Design an award for each of the main characters based on their actions. Why do they deserve the award?



## LEXICOGRAPHER



Make a vocabulary list of unusual words from the book. Explain their meaning.

## INVESTIGATOR

Find background information about, at least, two of the following: country, culture, time, history, writer's biography.



## ILLUSTRATOR

Make an illustration for each chapter or scene.



## LETTER WRITER



Write a letter to the author explaining why you liked the book, including the things you would have changed. Alternatively, write a letter between one of the characters and the author.

## JUDGE

Choose one or two characters and judge them for something they did. Organise a trial.



## ADVERTISER

What products do you think some of the characters might like? Look for ads of goods that you think your characters would like and explain why.



## CARTOONIST

Design a cartoon or comic strip depicting a scene.



## DETECTIVE



Who or what in the story would you investigate if you were a detective? Write a report with an analysis and a series of recommendations.

## SONGWRITER

Use the tune of a song you're familiar with and write the lyrics based on the plot, the theme, or a few characters.

