



24-25 SSYRA Summer THINK-TAC-TOE Book Project



To complete the summer reading project, you will need to read **ONE** 24-25 Middle Grades SSYRA book (the list is attached here). You will then select **THREE** of the “mini-projects” listed below on the “Tic-Tac-Toe” menu. The three mini-projects you choose should make a horizontal, vertical, or diagonal line on the tic-tac-toe menu below. In order to complete this Book Project properly, you need to complete three “mini-projects” for one Middle Grades 24-24 SSYRA book. Your mini-projects can be completed on paper or digitally. Your completed Book Project (all three mini projects) are due to your Language Arts teacher on Monday August 26, 2024. If you have questions, you can email the WLMS Media Specialist, Mrs. Donaldson, at Jennifer.Donaldson@palmbeachschools.org

<p>Make an informational cube about your book. Make sure the cube is colorful and visually appealing. Your cube must include information on all six faces. The information that should be included is:</p> <ul style="list-style-type: none"> -The Book Title -The Setting -The Plot -Main Characters -Written Summary of Your Favorite Scene -Illustration of Your Favorite Scene 	<p>Create a bumper sticker for your novel that represents the THEME of the story. It should be colorful, and have a “slogan” or “saying” on it that represents the theme.</p> <p>You will also provide text evidence that supports the theme featured on your bumper sticker.</p>	<p>Pretend you’re the author of your book and write a new, different ending to your book! This should change what happened in the FINAL chapter. Think about what you wish would have happened or a twist you think would make the story more interesting.</p> <p>You should write at least 500 words for your new, alternate ending.</p>
<p>Pretend you can sit down and interview a character from your book. Think of interesting questions you could ask the character about themselves and about the plot of the book that would help readers get to know the character better.</p> <p>Write your interview questions down and then provide the written answer from your character. You must ask a minimum of ten questions and answers written in complete sentences.</p>	<p>Design a poster advertising your book. The poster should include details about the book that would make others want to read the book you chose. Please include a background, the book title and author, pictures, and written words. You could use fun quotes from the book that are funny or witty that would help others get to know the book plot, theme, or characters. You can draw pictures of what characters or settings look like.</p>	<p>Create a video or game(digital game or board game) about your book.</p> <p>What events from the novel will you include? What character traits would you include that would demonstrate your game players really read the book? What events from the book would you include? What challenges or conflicts could the characters from the book face in your video or game?</p>
<p>Make a map of your story’s setting. It must include a title (the title of the book) and the genre of the book as a subheading. The map needs to be drawn as either a building/room (a character’s home or an important place from the book) or the city/place where the book takes place.</p> <p>There must be a map key that has at least four symbols that show important items that represent events that occurred in that spot in the book. (Ex: a magnifying glass in the city’s library if the character solved a mystery by doing research there, or a coconut in a part of the jungle where the character found something useful to their survival, etc.). There should be a written explanation for each symbol in the map key that explains what event the symbol represents in the story.</p>	<p>Create a texting conversation between two characters from your reading at an important part of the novel. Make sure that your texts connect directly to the story and demonstrate an in depth understanding of the characters’ personalities, and emotions. You should include at least five messages per character.</p>	<p>Authors commonly use figurative language in their writing to make it more interesting and also to help readers get to know the characters. You will identify one example of EACH of these literary devices from your novel: SIMILE, METAPHOR, AND PERSONIFICATION. You need to give a quoted example of the figurative language with the page number from your book where you got the quote, and tell how that example impacts the story’s mood, tone, or what two things are being compared.</p>