

DIFFERENT WAYS OF GIVING A BOOK REPORT

Focus: Creative Inventiveness
Self-Directed Activity

Knowledge
Resources



MIND GLITTER:

Sometimes things begin because they are easy and purposeful. You find others doing them and that gives support to what you are doing. Others see what you are doing and they do it. All of this leads to a norm or par or the expected.

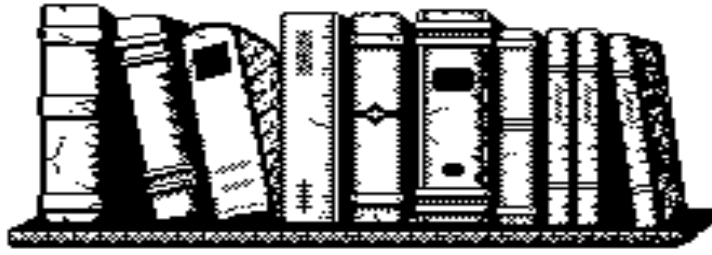
We all need to go back and examine why we do things the way we do them. We need to examine the purposes and the why's.

Variation, I think, is a key word. Continents variate and the rivers on them variate, even the universe variates. We need some variation in our lives: people, teachers and kids. Like a river that finds a better passage way to the sea, there may be better ways of teaching.

PROCEDURES:

Next time you think of assigning book reports, try some of these suggestions:

1. Imagine you were a Hollywood screenwriter. What story scenes would you film and what story scenes would you eliminate? Why?
2. Play a record or cassette of a song. Indicate the reasons why your musical choice can be associated with the book you read.
3. Play 20 Questions with your class about the book you read.
4. Draw comic strip frames of the story's plot.
5. Tell how the story would be changed if one of the main characters were eliminated.
6. Create a board game of the story's plot. Tell how the game relates to the story.
7. Write a one-act play about one important chapter in the book.
8. Build three or more "shoe box" settings of the story. Explain the impact of each setting to the story.
9. Do magazine collages of the main characters. Explain each character's relationship to the story.
10. Create a crossword puzzle of the story elements. Explain why you chose the questions you did.
11. Describe all the boring sections of the book.
12. If you could add characters to the story, who would you choose and why?
13. List ten important words in the story. Tell why they're important.
14. Write a one-page summary of the story. Tell what you wanted to add to the page but couldn't.
15. Write a short chapter after the last chapter to redo the book's ending.



16. Write a newspaper-type article about the story plot as though it happened today.
17. Do a "finger puppet" dramatization about one aspect of the story.
18. Assume the role of one of the main characters and tell the story from that character's perspective.
19. List ten important questions on the story. Write ten important answers to the ten important questions.
20. Create a mobile on the story. Utilize parts of the mobile to represent characters, setting, conflict and the resolution of the conflict.
21. Come up with three different story endings from the original.
22. Develop a filmstrip or use overhead projector transparencies to tell the story.
23. Report the story on the basis of likes and dislikes. Have a list of "I like" and a list of "I didn't like" “
24. Create a different and better book cover. Use the inside flap to write a short summary of the story.
25. List five ways you could have improved the story.
26. Add one page to the story that would include you as one of the characters. What did you contribute to the story?
27. List research topics the author probably had to research in order to write the story.
28. Write the essence of the story in poetry.
29. Imagine the story was made into a movie. Write up an ad on it for the newspaper.
30. Do a mock TV broadcast about one or more of the major events in the story.
31. Do a mock interview with the main character of the story. Repeat the answers given with your questions.
32. How might you program a video game utilizing the story elements?
33. Take an object that's important to the story (it could be a house or a car or something else) and write a page or so about being that object. Tell how important you are to the story.
34. Write an imaginary seven-day journal that one of the main characters may have written.
35. Suppose you could interview the book's author. Write five questions you would ask the author and give five responses you would expect the author to answer.
36. Try to tell the book's story in pantomime.
37. Stand up and give a regular book report

