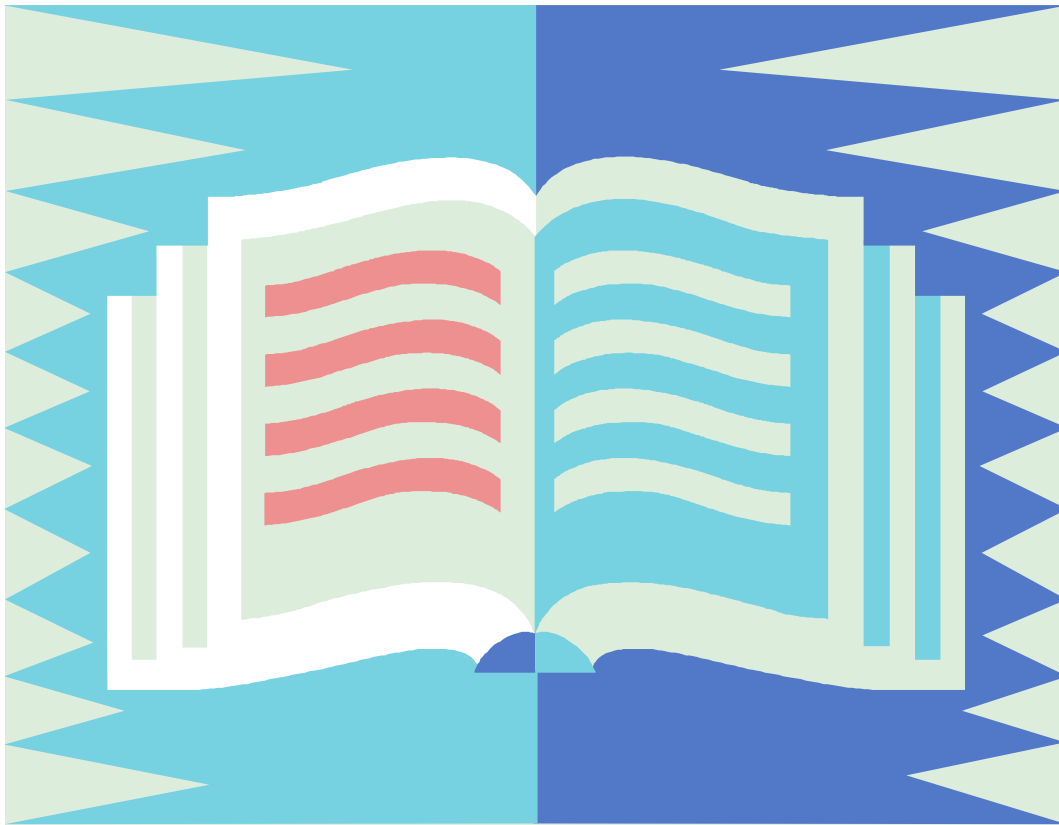


101 NOVEL IDEAS



inspiration for the tired teacher

1. Decide on an alternate title for the book. Why is it appropriate? Is it better than the one the book has now? Why or Why not?
2. Make an ID card which belongs to one of the characters. Be sure to make the card look like the cards for that particular state. Include a picture and all information found on an ID card. Don't forget the signature!! *****This gets them researching what ID cards /Driver's Licenses look like; as well as thinking about the character--especially the signature. I have seen kids ask each of the other students to sign the character's name to find the one that would most likely belong to the character.*****
3. Prepare a list of 15 to 20 questions for use in determining if other people have read the book carefully. Must include some "thought" questions. "How?" "Why"
4. Make a dictionary containing 20 or more difficult words from the book.
5. Describe the problem or conflict existing for the main character in the book. Tell how the conflict was or was not resolved.
6. Make a crossword puzzle using ideas from a book. Need at least 25 entries.
7. Create a radio ad for your book. Write out the script and tape record it as it would be presented. Don't forget background music!
8. Make a "wanted" poster for one of the characters or objects in your book. Include the following: (a) a drawing or cut out picture of the character or object, (b) a physical description of the character or object, (c) the character's or object's misdeeds (or deeds?), (d) other information about the character or object which is important, (e) the reward offered for the capture of the character or object.
9. Design an advertising campaign to promote the sale of the book you read. Include each of the following: a poster, a radio or TV commercial, a magazine or newspaper ad, a bumper sticker, and a button.

- 10.** Find the top 10 web sites a character in your book would most frequently visit. Include 2-3 sentences for each on why your character likes each of the sites.
- 11.** Write a scene that could have happened in the book you read but didn't. After you have written the scene, explain how it would have changed the outcome of the book.
- 12.** Create a board game based on events and characters in the book you read. By playing your game, members of the class should learn what happened in the book. Your game must include the following: a game board, a rule sheet and clear directions, events and characters from the story.
- 13.** Make models of three objects which were important in the book you read. On a card attached to each model, tell why that object was important in the book.
- 14.** Design a movie poster for the book you read. Cast the major character in the book with real actors and actresses. Include a scene or dialogue from the book in the layout of the poster. Remember, it should be PERSUASIVE; you want people to come see the movie.
- 15.** If the book you read involves a number of locations within a country or geographical area, plot the events of the story on a map. Make sure the map is large enough for us to read the main events clearly. Attach a legend to your map. Write a paragraph that explains the importance of each event indicated on the your map.
- 16.** Complete a series of five drawings that show five of the major events in the plot of the book you read. Write captions for each drawing so that the illustrations can be understood by someone who did not read the book.
- 17.** Make a test for the book you read. Include 10 true-false, 10 multiple choice and 10 short essay questions. After writing the test, provide the answers for your questions.

- 18.** Select one character from the book you read who has the qualities of a heroine or hero. List these qualities and tell why you think they are heroic.
- 19.** Imagine that you are about to make a feature-length film of the novel you read. You have been instructed to select your cast from members of your English class. Cast all the major characters in your novel from your English classmates and tell why you selected each person for a given part.
- 20.** Plan a party for the characters in the book you read. In order to do this, complete each of the following tasks: (a) Design an invitation to the party which would appeal to all of the characters. (b) Imagine that you are five of the characters in the book and tell what each would wear to the party. (c) Tell what food you would serve and why. (d) Tell what games or entertainment you will provide and why your choices are appropriate. (e) Tell how three of the characters will act at the party. (f) What kind of a party is this? (birthday, housewarming, un-birthday, anniversary, etc.)
- 21.** List five of the main characters from the book you read. Give three examples of what each character learned or did not learn in the book.
- 22.** Obtain a job application from an employer in our area, and fill out the application as one of the characters in the book you read might do. Before you obtain the application, be sure that the job is one for which a character in your book is qualified. If a resume is required, write it.
- 23.** You are a prosecuting attorney putting one of the characters from the book you read on trial for a crime or misdeed. Prepare your case on paper, giving all your arguments.
- 24.** Do the previous activity, but find a buddy to help you. One of you becomes the prosecuting attorney; the other is the defence. If you can't find a buddy, you could try it on your own.
- 25.** Make a shoe box diorama of a scene from the book you read. Write a paragraph explaining the scene and its effect in the book on your title page.

- 26.** Pretend that you are one of the characters in the book you read. Tape a monologue of that character telling of his or her experiences. Be sure to write out a script before taping. You could perform this "live" if you so choose.
- 27.** Make a television box show of ten scenes in the order that they occur in the book you read. Cut a square from the bottom of a box to serve as a TV screen and make two slits in opposite sides of the box. Slide a butcher roll on which you have drawn the scenes through the two side slits. Make a tape to go with your television show. Be sure to write out a script before taping or performing live.
- 28.** Tape an interview with one of the characters in the book you read. Pretend that this character is being interviewed by a magazine or newspaper reporter. You may do this project with a partner, but be sure to write a script before taping. You may choose to do a "live" version of this.
- 29.** Imagine that you have been given the task of conducting a tour of the town in which the book you read is set. Make a tape describing the homes of your characters and the places where important events in the book took place. You may want to use a musical background for your tape.
- 30.** Do some research on the hometown of your book's author. You may be able to find descriptions of his or her home, school, favourite hangouts, etc. What else is of interest in the town? Imagine that you are conducting a tour of the town. Make a tape describing the places you show people on the tour. You may want to use a musical background for your tape.
- 31.** Make a list of at least ten proverbs or familiar sayings. Now decide which characters in the book you read should have followed the suggestions in the familiar sayings and why.
- 32.** Write the copy for a newspaper front page that is devoted entirely to the book you read. The front page should look as much like a real newspaper

page as possible. The articles on the front page should be based on events and characters in the book.

- 33.** Make a time line of the major events in the book you read. Be sure the divisions on the time line reflect the time period in the plot. Use drawings or magazine cut-outs to illustrate events along the time line. You could present this to the class, taking us through time—event by event, for more marks.
- 34.** Change the setting of the book you read. Tell how this change of setting would alter events and affect characters.
- 35.** Make a paper doll likeness of one of the characters in the book you read. Design at least three costumes for this character. Next, write a paragraph commenting on each outfit; tell what the clothing reflects about the character, the historical period and events in the book.
- 36.** Complete each of these eight ideas with material growing out of the book you read: This book made me wish that..., realize that..., decide that..., wonder about..., see that..., believe that ..., feel that..., and hope that...
- 37.** After reading a non-fiction book, become a teacher. Prepare a lesson that will teach something you learned from the book. It could be a "how-to" lesson or one on content. Plan carefully to present all necessary information in a logical order. You don't want to confuse your students! Present your lesson to your students. How did you do? If you taught a "how-to" lesson, look at the final product to see if your instructions to the class were clear. If your lesson introduced something new, you might give a short quiz to see how well you taught the lesson.
- 38.** Look through magazines for words and pictures that describe your book. Use these to create a collage on a bookmark. Make the bookmark available for others to use as they read the same book.
- 39.** Write the title of your book. Decide on some simple word--picture--letter combinations that will spell out the title "rebus style." Present it to the class

to solve (I will make a transparency or copies for you.) After they have solved the rebus, invite them to ask questions about the book.

- 40.** After reading a book, design a game, based on that book as its theme. Will you decide on a board game, card game, concentration game? The choices are only limited to YOUR CREATIVITY! Be sure to include clear directions and provide everything needed to play.
- 41.** Choose an interesting character from your book. Consider the character's personality, likes and dislikes. Decide on a gift for him or her... something he or she would really like and use. Design a greeting card to go along with your gift. In the greeting, explain to your friend from the book why you selected the gift.
- 42.** Make a large poster that could be a cover for that book. Imagine that you are the book and plan a way to introduce yourself. Make the group feel they would like to know you better. Organize your best points into an introduction to present to the class. Be sure to "wear" your cover!
- 43.** Read the classifieds. Find something a character in your book was looking for or would like. Cut out the classified. Write a short paragraph telling why he or she needs/wants the item. Would the one advertised be a good buy for him or her? Why or Why not?
- 44.** Create cut-out sketches of each character in your novel. Mount the sketches on a bulletin board. Include a brief character sketch telling us about the characters.
- 45.** Write a letter to the author of your novel and explain how you feel about the book.
- 46.** Create life-sized models of two of your favourite characters and dress them as they are dressed in the book. Crouch down behind your character and describe yourself as the character. Tell what your role is in the book and how you relate to the other character you have made.

- 47.** Interview a character from your book. Write at least ten questions that will give the character the opportunity to discuss his/her thoughts and feelings about his/her role in the story. However you choose to present your interview is up to you.
- 48.** Write a diary that one of the story's main characters might have kept before, during, or after the book's events. Remember that the character's thoughts and feelings are very important in a diary.
- 49.** If you are reading the same book as one or more others are reading, dramatize a scene from the book. Write a script and have several rehearsals before presenting it to the class.
- 50.** Prepare an oral report of 5 minutes. Give a brief summary of the plot and describe the personality of one of the main characters. Be prepared for questions from the class.
- 51.** Give a sales talk, pretending the students in the class are clerks in a bookstore and you want them to push this book.
- 52.** Build a miniature stage setting of a scene in the book. Include a written explanation of the scene.
- 53.** Imagine that you are the author of the book you have just read. Suddenly the book becomes a best seller. Write a letter to a movie producer trying to get that person interested in making your book into a movie. Explain why the story, characters, conflicts, etc., would make a good film. Suggest a filming location and the actors to play the various roles.
- 54.** Construct a diorama (three-dimensional scene which includes models of people, buildings, plants, and animals) of one of the main events of the book. Include a written description of the scene.
- 55.** Write a feature article (with a headline) that tells the story of the book as it might be found on the front page of a newspaper in the town where the story takes place.

- 56.** Write a letter (10-sentence minimum) to the main character of your book asking questions, protesting a situation, and/or making a complaint and/or a suggestion. This must be done in the correct letter format.
- 57.** Read the same book as one of your friends. The two of you make a video or do a live performance of MASTERPIECE BOOK REVIEW, a program which reviews books and interviews authors. (You can even have audience participation!)
- 58.** If the story of your book takes place in another country, prepare a travel brochure using pictures you have found or drawn.
- 59.** Write a FULL (physical, emotional, relational) description of three of the characters in the book. Draw a portrait to accompany each description.
- 60.** After reading a book of history or historical fiction, make an illustrated timeline showing events of the story and draw a map showing the location(s) where the story took place.
- 61.** Write and perform an original song that tells the story of the book.
- 62.** After reading a book of poetry, do three of the following: 1) do an oral reading; 2)write an original poem; 3)act out a poem; 4)display a set of pictures which describe the poem; 5)write original music for the poem; 6)add original verses to the poem.
- 63.** Create a newspaper for your book. Summarize the plot in one article, cover the weather in another, do a feature story on one of the more interesting characters in another. Include an editorial and a collection of ads that would be pertinent to the story.
- 64.** Do a book talk. Talk to the class about your book by saying a little about the author, explain who the characters are and explain enough about the beginning of the story so that everyone will understand what they are about to read. Finally, read an exciting, interesting, or amusing passage from your book. Stop reading at a moment that leaves the audience hanging and add

"If you want to know more you'll have to read the book." If the book talk is well done almost all the students want to read the book.

65. Write Graffiti about the book on a "brick" wall. (Your teacher can make a brick-like master and then run this off on red construction paper.) Cut your words out of construction paper and glue them on the wall.
66. Make a map of where the events in the book take place.
67. Make a Venn diagram of the people, events or settings in your story.
68. Write a diary that one of the story's main characters might have kept before, during, or after the book's events. Remember that the character's thoughts and feelings are very important in a diary.
69. Choose one part of the story that reached a climax. If something different had happened then, how would it have affected the outcome?
70. Make a Venn diagram on the ways you are like and unlike one of the characters in your story.
71. Write about one of the character's life twenty years from now.
72. Make a travel brochure advertising the setting of the story.
73. Choose five "artefact" from the book that best illustrate the happenings and meanings of the story. Tell why you chose each one.
74. Pretend that you are going to join the characters in the story. What things will you need to pack? Think carefully, for you will be there for a week, and there is no going back home to get something!
75. Each child rewrites the story, and divides into 8 parts. Make this into a little book of 3 folded pages, stapled in the middle (Outside paper is for title of book.) Older children can put it on the computer filling the unused part with a square for later illustrations.
76. Do some research on a topic brought up in your book.

- 77.** Write an obituary for one of the characters. Be sure to include life-time accomplishments.
- 78.** Choose a job for one of the characters in the book and write letter of application.
- 79.** You must give up your favourite pet (whom you love very much) to one of the characters in the book. Which character would you choose? Why?
- 80.** Invite one of the characters to dinner, and plan an imaginary conversation with the person who will fix the meal. What will you serve, and why?
- 81.** Write an ad for a dating service for one of the characters.
- 82.** Pretend that you can spend a day with one of the characters. Which character would you choose? Why? What would you do?
- 83.** Write a scene that has been lost from the book.
- 84.** Write the plot for a sequel to this book.
- 85.** Add another character to the book. Why would he be put there? What part would he serve?
- 86.** Rewrite the story for younger children in picture book form.
- 87.** Write the plot of the story as if it were a story on the evening news
- 88.** Make a gravestone for one of the characters.
- 89.** What other story could have taken place at this same time and setting? Write the plot and about 4 or 5 characters in this new book.
- 90.** Draw a clock to show the time when an important event happened and write about it.
- 91.** Write another ending for the story.
- 92.** Make up a lost or found ad for a person or object in the story.
- 93.** Gather a collection of objects described in the book.
- 94.** Make a list of words and definitions important to the story.

- 95.** Make a mobile using a coat hanger.
- 96.** Tell part of a story with a musical accompaniment.
- 97.** Identify the parts in the story that show a character has changed his attitudes or ways of behaviour.
- 98.** Giving a synopsis of a story is an excellent way of gaining experience in arranging events in sequences and learning how a story progresses to a climax.
- 99.** Find a song or a poem that relates to the theme of your book. Explain the similarities.
- 100.** For fun, exaggerate characteristics or an event in your book and write a tabloid-style news story.
- 101.** Draw a comic-book page complete with bubble-style conversations showing an incident in your book.