

PROJECT – NOVEL STUDY of “HOLES” by Louis Sachar

Purpose: to respond, in depth to the novel “Holes , constructing meaning, making connections, and inferring significance of events and relationships.

Students may choose from one of the following Novel Projects

DUE DATE: DEC. 12, 2016

<p>ADVERTISEMENT- POSTER, TV AD, or PRINT AD. Student will present a well designed advert. Designed to tempt the view/listener into reading the book HOLES (Must contain a review, quotes and original pictures (not copied)</p>	<p>Book TRAILER Maybe an animation or movie, done in the style of a trailer for a movie. 4 mins long, must tempt the viewer into reading the book, building interest, but not giving away the plot.</p>	<p>PERSONAL DIORAMA Choose a main character, build a prop (suitcase, top of a desk) must contain items that are personal to the character (not just clothes) Details like letters, or realistic props should be included.</p>	<p>SKIT Create and present (in person or as a film) a skit involving an important event or depicting an important relationship from the book 4mins long</p>
<p>Brochure of Camp Green Lake Advertising the boys correctional facility from the novel.</p>	<p>ALTERED BOOK PROJECT – This is a scrapbook, interactive book project. See examples in class.</p>	<p>MODEL Detailed model of an important setting of the novel HOLES. Detail is very important.</p>	<p>Book REVIEW PODCAST OR WRITTEN Looks at the plot, setting and characters of the story, rates it for future readers. See link below for guidance ***</p>
<p>Museum Display of Kissing Kate Barlow Collection of “genuine” artifacts and the history of Green Lake from its time as a bustling town where Kate Barlow was a teacher</p>	<p>INTERVIEW 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.</p>	<p>Book JACKET Design a book jacket for the book. I STRONGLY suggest that you look at an actual book jacket before you attempt this.</p>	<p>BOARD GAME Make game boards (Chutes and Ladders is a good pattern) by groups, using problems from the book as ways to get ahead or to be put back. Groups exchange boards, then play.</p>

** <http://www.mensaforkids.org/teach/lesson-plans/book-review-guide/>