Name _____

Fourth Grade Book Projects

It's time to put your reading comprehension skills to work. This year you will be expected to read and do projects throughout the year. It is up to you to select the books and projects you will share with the class. A different project must be chosen for each book. Your books must come from different genres: fiction, realistic fiction, non-fiction, historical fiction, science fiction, biography, mystery, fairy tales, myths, and fantasy. Students must choose a book that is a <u>chapter</u> <u>book</u> - it cannot be a board book or a short picture book. Teachers have the discretion to approve books for individual students.

Here are the directions and requirements for each book report:

* From the choices listed, choose one project for each nine weeks to share your books. <u>Every project must be different.</u> Each book and method of sharing must be approved before beginning the project. A planning sheet (in data notebook) will keep you on track for your projects. All books and project ideas must have parent and teacher approval <u>before</u> you start working.

* One book report project is due for each grading period. You can NOT do more than one project in a nine weeks. If you finish your project early, please wait to bring it in until the actual due date.

* *There will <u>not</u> be a book report project due for the 4th nine weeks.
Projects are due on the following Wednesdays:
1st nine weeks project: October 20th, 2021
2nd nine weeks project: January 12th, 2022
3rd nine weeks project: March 23rd, 2022
4th nine weeks project: NO PROJECT

- * Each project consists of <u>three elements</u>:
 - 1.) Sharing your project with the class.
 - 2.) Writing and reading a summary of the book (2-3 minutes). This summary can be written or typed but MUST BE between a half page and a full page. Anything longer than a full page is way too long. This MUST be handed in on a full sheet of notebook/computer paper.
 - 3.) Participating in a short discussion of how your project was completed.

* Book projects will be completed at home. You may use supplies from the classroom or from home. <u>Please save this packet so you</u> <u>can refer to the directions as you are working.</u> Any changes to your project (book or project idea) must be approved.

Fourth Grade Book Project Choices

- 1.) Board Game
- 2.) Shoe Box Diorama (Model)
- 3.) Hanging Mobile
- 4.) Mystery Person: Who Am I?
- 5.) Clay Models
- 6.) Interview the Main Character
- 7.) It's All About Me
- 8.) Travel Brochure
- 9.) Birthday Gift
- 10.) TV Commercial

1.) Board Game

- A.) Create a board game using the characters and setting from the story you read.
- B.) Use buttons or other small items for the markers.
- C.) Use a spinner or dice for the number of spaces the pieces move.
- D.) Draw the board on heavy poster board paper. Make the pieces move through places or events from the story.
- E.) You may need to make up question and answer cards to go with the game.
- F.) Include a set of rules, the game board, and the game pieces in a baggie. Be sure your name and the name of the game are on the board and the baggie.
- G.) Be prepared to give a summary of the book. The summary must be written and read orally to the class. Be familiar with the characters, setting, problem and solution.

2.) Shoebox Diorama (Model)

- A.) Trace the bottom of a shoebox on a plain piece of paper. Cut out the shape. Make sure it fits into the bottom of the shoebox.Draw and color the background or setting of the scene on this paper. Glue it to the shoebox.
- B.) Draw, color, and cut out characters. Attach L-shaped strips of heavy paper to the back of each character. Glue each character

to the bottom of the box. Do this for any other props you would like to add to make your scene realistic.

C.) Be prepared to give a summary of the book. The summary must be written out and read orally to the class. Be familiar with the characters, setting, problem, and solution.

3.) Hanging Mobile

- A.) On a sheet of paper, brainstorm a list of the most important (1.) characters in your book, (2.) the settings, and (3.) any special objects that were part of the story. For instance, in "Charlotte's Web, Fern, Wilbur, and Charlotte are important characters. The Arable's Barn and the County Fair are the settings. Objects that are important are Wilbur's crate and the words that Charlotte writes.
- B.) After listing all of the possible characters, settings, and objects you can think of, decide which ones best represent your book.
 Choose 5-7 to illustrate, drawing both the front and back views.
 Your items should be colored on both sides. Make them medium size, not too small and not too large...just right. DO NOT just print images off of the internet.
- C.) Hang the items from pieces of yarn or string on a hanger.
- D.) Add a card with the book title, author and your name.
- E.) Once you have tied the pieces to the mobile and have each piece balanced, place a drop of glue on the string so it doesn't slip on

the hanger.

- F.) Carry your mobile to school in a trash bag or other large bag.Paper clip the card parts together so they don't tangle. We will hang it when you get to class.
- G.) Be prepared to give a summary of the book. The summary must be written out and read orally to the class. Be familiar with the characters, setting, problem, and solution.

4.) <u>Mystery Person: Who Am I?</u>

- A.) This project is good for a biography or a book that nearly everyone in the class knows.
- B.) Choose a character from your book that is well-known to your classmates.
- C.) Type 10 clues about your well-known mystery person and glue them to index cards. <u>Your clues should summarize the person's</u> <u>whole life.</u>

We can provide notecards if needed. (Students must ask for notecards prior to the presentation).

- D.) When you present your mystery person, <u>you need to dress up in</u> <u>a costume</u> and read the clues that tell us about your past and who you are.
- E.) Your classmates will make guesses about who you are so please make sure you give clues about you and your life.

F.) Be prepared to give a summary of the book. The summary must be written and read orally to the class. Be familiar with the characters, setting, problem and solution.

5.) <u>Clay Model</u>

- A.) <u>Choose at least 2 figures</u> or objects that represent your book to make out of clay.
- B.) You may use any kind of clay platicene, modeling clay, or flour and salt play dough. You can color the clay or paint the figures after they dry.
- C.) On a 4" X 6" index card, write the title of the book (underlined) on the top line. On the next line, write the author's name. Skip a line. Write a paragraph telling about the figures you made. Tell something that happened to this figure in the story you read.
- D.) Write your name at the bottom of the card. It will be on display with your project.
- E.) Be prepared to give a summary of the book. The summary must be written out and read orally to the class. Be familiar with the characters, setting, problem, and solution.

6.) Interview the Main Character

- A.) Pretend you are a talk show host and interview the main character.
- B.) Think of 10 questions that you would like to ask the main

character from your story.

- C.) Your Interview should be in the following format and typed out on a piece of computer paper: Interviewer: Question?
 Character Name: Answer Interviewer: Question?
- D.) The questions **cannot** be easy questions that are answered with Yes / No responses.
- E.) Examples: What do you think about...? How did you decide...? What might happen if...? How do you feel about...? Why did...?
- F.) Be prepared to give a summary of the book. The summary must be written out and read orally to the class. Be familiar with the characters, setting, problem, and solution.

7.) Its All About Me

- A.) Gather 10 items that the main character might put in a "Me Bag."
- B.) Before you put the items in a bag, decorate the bag with the title of the book, the author's name, and your name. Draw pictures or designs on the bag that relate to the story.
- C.) Introduce the main character of the book to the class by explaining why that character would choose each of the items in the bag.
- D.) Each item must have a notecard with it explaining "why" it goes along with the main character.

E.) Be prepared to give a summary of the book. The summary must be written out and read orally to the class. Be familiar with the characters, setting, problem, and solution.

8.) <u>Travel Brochure</u>

- A.) Create a travel brochure for the setting of the story.
- B.) Think about the sites in the story that would be educational, fun or exciting to visit.
- C.) Whether the story is real or imaginary, design a travel brochure to entice visitors. Include maps, drawings, photos, text, bulleted lists, and attention-grabbing section titles.
- D.) It may help to look at some real travel brochures from AAA or online.
- E.) Be prepared to give a summary of the book. The summary must be written out and read orally to the class. Be familiar with the characters, setting, problem, and solution.
- F.) Be prepared to discuss with the class whether or not you would recommend this book / or not, and have reasons to support your opinion.

9.) <u>Birthday Gift</u>

- A.) Imagine that you've been invited to a birthday party for one of the book's characters, and you want to bring the perfect gift.
- B.) Consider the character's personality, likes, and dislikes before

deciding on a gift he or she would really love and use. The gift MUST be wrapped in wrapping paper or presented in a Gift Bag. Giant Eagle/Walmart bags are not acceptable as being wrapped.

C.) Create and color a greeting card to go along with your gift. In the greeting, explain to your friend from the book "why" you chose this gift.

NO STORE BOUGHT CARDS WILL BE ACCEPTED for points.

- D.) Be prepared to give a summary of the book. The summary must be written out and read orally to the class. Be familiar with the characters, setting, problem, and solution.
- E.) Be prepared to discuss with the class whether or not you would recommend this book / or not, and have reasons to support your opinion.

10.) TV Commercial

- A.) Decide what is the best thing about your book.
- B.) Write a commercial promoting your book. Be sure to tell why this book is such a good selection, but don't give away the ending. The commercial should not last more than one minute, but needs to be longer than 30 seconds.
- C.) Turn in your commercial script with the title of the book, the author, and your name on it
- D.) Be prepared to give an oral summary of the book. The summary

must be written out and read orally to the class. Be familiar with the characters, setting, problem, and solution.

E.) Your commercial will need to be brought to class on a USB flash drive / or burnt on a CD/DVD. The best format that tends to work is .MOV file

Book Genres

<u>Mystery:</u> The characters are usually fictional but they behave in realistic ways. There is a problem that needs to be solved. A mystery may have a detective or a spy as a main character. Clues are used by characters to find a solution to the mystery.

Biographies: A biography is a book of true stories about the life of a real person. The author is a different person than the book is written about. The person in the biography can be dead or alive. The author describes how the person affected others.

Fantasy: A fantasy is a fictional story where there is a struggle between good and evil, and often involves magic. The characters or objects do things that couldn't happen in real life. Creatures may be in the story that don't exist in life.

<u>Fables:</u> Fables are short stories with animal characters that act like humans. There is a lesson or moral to be learned from each story.

<u>Myths:</u> Myths take place before people were on Earth. They try to explain things.

<u>Realistic Fiction:</u> The characters in these stories behave in realistic ways.

<u>Historical Fiction:</u> Some characters may be real and others are fictional. The story takes place during a period in history. Real events from history are mixed with fictional events.

<u>Science Fiction</u>: These stories are written future ideas such as space travel and new technology

<u>Fiction:</u> Fiction books provide information that is false or make believe. The events in the story did not / could not really happen.

Non-Fiction: Non-fiction books provide true facts and information about different subjects.

<u>Fairy Tales:</u> The characters in fairy tales are make believe. Fairy tales may involve magic. They often begin with "Once upon a time" and end with "they lived happily ever after."