

## ***The Pearl*** **Projects**

**Grades will be based on:**

**Creativity/insight**

**Time spent/effort**

**Design/neatness**

**Content/detail**

**Mechanics/accuracy**

**Choose one of the following projects**

- 1. Formulate a time line of ten or more important events in the story. Create a graphic design. Then describe each event in a paragraph.**
- 2. Make a game board on events and characters from the novel. Use creativity to design the game board, tokens, etc (you may mimic an existing game, but do not copy completely). Questions should be well thought out and related to important facts in the story. Include the answers to each question as well as detailed directions on how to play the game.**
- 3. Design an ABC book for the novel. Illustrate each letter and write two to three sentences of explanation for each, describing the relationship of the object to the novel. Every letter of the alphabet must be represented (be creative).**
- 4. Design a CD cover that could be used for the imaginary soundtrack of a movie adaptation of the novel. Design a cover and then make a list of at least ten songs (use real songs and the artist) on the back that correspond to the major events in the novel. Write a detailed paragraph for each song explaining how and why it fits the particular scene from the story. Be sure to use quotation marks if you are quoting directly.**