



Me and Rupert Goody

Follow-up Activities

When you and your students have finished reading a novel, it is helpful to do an activity or series of activities that help students look at the novel as a whole, to connect all of the events and themes in the novel, and to process their reactions to the novel.

Activity #1 asks the students to create a museum display for the novel.

Activity #2 asks the students to create a collection of poems about the novel.

Activity #3 asks the students to create a series of newspaper front pages that address the major events in the novel.

Activity #4 asks the students to create a diary for one of the minor characters in the novel.

Activity #5 asks the students to draw a map of the locations in the novel.

Activity #6 asks the students to design and create a mural.

Activity #7 asks the students to design a t-shirt advertising Uncle Beau's store or the Ruby Mine.

Activity #8 asks the students to design a poster to advertise the novel.

Activity #9 asks the students to create a character time capsule.

Activity #10 asks the students to create a collage of the imagery in the novel.

Additional Activities lists additional possibilities for activities.

Activity #1 - Novel Museum

Other students, previous readers and future readers of the novel, teachers, and librarians would like to learn about this novel. You and your group are assigned the task of creating a museum display that creates interest in the novel without giving away the ending.

You and your group will need to include the following items in your display:

- Display Board
- Art Work
- Artifacts
- Brochure explaining exhibit
- Author information
- Character Information
- Quotes

Remember that your display will need to be visually appealing in addition to being accurate!

Activity #2 - Poem Collection

Write and illustrate a series of poems about the novel. The poems can be about the characters or events in the novel or the poems can be about your reactions to the novel.

Your poem book project will need to contain the following:

- Cover
- Table of Contents
- 10-12 poems
- Illustrations

Remember that your poem collection will need to be visually appealing!

Activity #3 - Newspaper

You and your group are assigned the task of creating a series of newspaper front pages that report the major events of the novel.

Your front pages will need to include:

- Name of the Newspaper
- Articles (at least 3 per front page)
- Headlines
- Pictures

Your front pages will need to include the major events in the novel. You may combine chapters if you wish; however, you must have at least 7 front pages. Try to make your front pages look as much like a real newspaper as you can.

Remember that your newspapers must be visually appealing and accurate.

Activity #4 - Dear Diary

You are to choose a character other than Jennalee and create a diary that contains at least fifteen entries, one for each chapter. Retell the events of the novel from your character's point of view.

Remember that your entries must be from a different character's point of view! That character won't know exactly what Jennalee is thinking and will have to guess based on her actions and comments.

Your diary will need to include:

- Cover
- Character Name and why you chose that character
- 15 entries

Activity #5 - Map

The geography of a book is important. Create a map or scale model of the locations in the novel.

Your map or scale model will need to include:

- Locations
- Key
- Clear labels on locations
- Information from novel about locations

Remember that your map or scale model must be visually appealing and accurate.

Activity #6 - Mural

You and your group are assigned the task of creating a mural that illustrates the key elements in the novel. Your mural will need to be at least 3 feet tall and 3 feet wide.

Your mural should include:

- Title of novel
- Author of novel
- Characters
- Pictures that illustrate key events
- Picture of key items
- Pictures that illustrate key themes

Remember that your mural must be visually appealing and accurate.

Activity #7 - T-Shirt

T-shirts are frequently used to advertise events, items, bands, books, etc. You are assigned the task of designing a t-shirt that advertises Uncle Beau's store or the Ruby Mine. You will create either an actual t-shirt with this design or a poster-size version of this design.

The t-shirt design will need to include:

- Logo
- Picture
- Quotes or text
- Reference to the novel

Remember that your t-shirt needs to be visually appealing and accurate.

Activity #8 - Mural

You and your group are assigned the task of creating a poster that advertises the novel. Your goal is to create a poster that will make people want to read the book.

Your poster should include:

- Title of novel
- Author of novel
- Characters
- Pictures that illustrate key events
- Picture of key items

Remember that your poster must be visually appealing and accurate.

Activity #9 - Character Time Capsule

Your job is to create a shoe-box-sized time capsule that contains several important things that are important to a character.

The time capsule will need to include:

- Letter from character explaining the contents (artifacts) of capsule
- 5 artifacts that are important to the character
- exterior/interior decorations for time capsule
- Novel title and author

Remember that your time capsule needs to be visually appealing and accurate.

Activity #10 - Collage

Look back at the imagery charts you completed for each chapter. Select 3-5 images per chapter to include on a poster-size collage.

Your collage should include:

- Title of novel
- Images from novel (words)
- Illustrations of images (you may draw the illustrations, use clip art, or pictures from magazines)

Remember that your collage must be visually appealing and accurate.

Additional Activities

1. Construct a mobile for the novel.
2. Create a board game of the novel.
3. Create a coloring book of the novel.
4. Create a commercial advertising the book.
5. Create a movie trailer for the book.
6. Create a patchwork quilt of the characters and events in the novel. (This can be a cloth quilt or a paper quilt.)
7. Create a Reader's Theater version of the book and perform it for a lower grade.
8. Create a scrapbook of the characters, events, and quotes from the novel.
9. Create a set of bumper stickers based on the novel.
10. Create a set of paper dolls of the characters.
11. Create a time line of the events in the novel.
12. Create and present a multimedia presentation of the book.
13. Design a bulletin board for the novel.
14. Design a web site for the book.
15. Make a series of bookmarks for the novel.
16. Write a letter the author of the novel.

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