Teaching the Novel
Before, During, & **AFTER**

1. ***Add a chapter***

Write a short new chapter to follow the novel's last chapter or come before the first one or to fit at a specific place in the midst of the novel. The new chapter needs to appear to be part of the original novel, so it must match in style, tone, and theme.

[adapted from Frazier L. O'Leary, Jr.; Cardozo High School; Washington, D.C.]

2. ***Design a Game***

The students' first job is to make notes as they read (mind map form is great for this) under the headings of character, setting, landmarks of the journey/events, goal/treasure to be attained, as appropriate to the novel. The game *must* stay consistent with the themes and tone of the novel.

From there they design a proposal for their game - this must include at least six pieces: (1) Name of the game, (2) Playing pieces—including any cards or devices accompanying it (3) Written rules, (4) Board design, and (5) Written instructions for how the game is to be played.

Once the students have written these notes out fairly fully, they draft a layout for the front of box for the game. This will then be labeled with at least three visual and verbal features they intend to include and the effect they want these features to have. i.e. use of trendy lettering to attract teenage buyers.

Once students have discussed their proposal with the teacher, and both are happy with any needed changes, additions or compromises, students being the final production.

[adapted from Sharon Stewart; Whitianga, New Zealand. (rsalisbury@xtra.co.nz)]

3. ***Rewrite a passage***

Students rewrite a passage, either imitating the style of a different writer (a piece of Hemingway as Faulkner might have done it) OR changing the point of view.

4. ***Prepare a movie treatment***

Students prepare a movie proposal for a film of the novel. They are to include, with specific written explanation for each:

a) a complete cast (actual actors—living or not),
b) a director
c) a detailed description and rendering of two set designs
d) a description of the music, specifying the composer(s)
e) a poster or full-page newspaper ad
f) a story summary, specifying what will be included and what will be omitted