

The Shakespeare Stealer Project

Due Date: February 10, 2023

Directions: Choose ONE project to complete and turn in by February 10, 2023. For each day late, 10 points will be taken off from the project's total grade. You must turn in a slip signed by a parent/guardian by February 1st, stating which project you are working on. Instructions for projects and their grading rubrics, are available online at <http://mrskurtzman2022.weebly.com>.

#1 Book Report: Your book report must be typed using size 12 font, double spaced. You should summarize the overall plot of the story, describe the major characters, write about your favorite part of the book and explain why it is your favorite part. Include a review of the book. (2 pages)

#2 Cereal Box Report: Using a cereal box, cover all sides with construction paper and then write a book report utilizing all four sides. Include; a picture of your favorite scene with a paragraph description of what is occurring, a description of the major characters, a timeline of important events (at least 10 events), a review of the book (what YOU thought about the book), and a short biography about the author.

#3 Diary Entry: Write ten (10) diary entries from the view point of one of the characters in The Shakespeare Stealer. It can be either a major character or minor character as long as the facts align with what is in the book. Each diary entry should be at least ten (10) sentences long. **You may not write from Widge's perspective.**

#4 Skit/Multimedia Project: Select a scene from the book and act it out with no more than four peers. You must have costumes and scenery. Provide a written paragraph describing the scene. This project must be submitted no later than 8pm on February 9th, 2023 if in digital form. You may turn the project in DVD form on February 10th. (This option includes: stop motion, claymation, and puppet shows.)

#5 Miscellaneous: Do you have another idea for a project? Suggest it to Mrs. Kurtzman no later than January 29th for approval. (Diorama, Board Game, using Scratch, etc...)