

Grades 3-5 Summer RINGO Book Reports

Students will be required to complete a total of 10 book reports for the summer reading program. Books must be chapter books.

The object of RINGO is to complete two bingo boards with five book reports on each. If a student completes two bingo boards with five book reports on each going up, down, or diagonal on the board, they will be invited to a special sleepover at the school in the fall.

The requirements of each report are attached or copies of this packet can be found on the school website.

If you have questions along the way, please email Mrs. Hester at katy.hester@nettlecreek.org.

Name: _____

RINGO Book Report Board #1

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|---------------------|----------------------------|-------------------|---------------------------------------|-----------------------------|
| Collage | Poster | Model | Mural | Skit/Play |
| Rewrite | Commercial/ Salesperson | Scrapbook | Mobile | Character Sketch |
| Vocabulary Words | Song/Rap | Book Cover | Venn Diagram Character Analysis | Costume |
| Poetry | Journal | Diorama | Persuasive Letter | Character Letter |
| Author Research | Board Game | Movie Director | Book Comparison | Power Point Presentation |

Name: _____

RINGO Book Report Board #2

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|---------------------|----------------------------|-------------------|---------------------------------------|-----------------------------|
| Collage | Poster | Model | Mural | Skit/Play |
| Rewrite | Commercial/ Salesperson | Scrapbook | Mobile | Character Sketch |
| Vocabulary Words | Song/Rap | Book Cover | Venn Diagram Character Analysis | Costume |
| Poetry | Journal | Diorama | Persuasive Letter | Character Letter |
| Author Research | Board Game | Movie Director | Book Comparison | Power Point Presentation |

RINGO BOOK REPORT REQUIREMENTS

Project guidelines:

- All written work must be proofread and typed if possible
- All projects must include the title, author, and category/genre of the book

Explanation of RINGO reports:

COLLAGE: Using a three-dimensional object, not a flat piece of paper or board, design a collage that highlights specific things about your book. Ideas include things like words, pictures, symbols etc. You must also **write** a 1-2 page written report explaining your collage and what the items mean. Take a picture of your collage and include with your written report.

Example: If reading a baseball book, create the collage on a baseball bat.

POSTER: A poster is a large advertisement, containing phrases and illustrations. You may use butcher paper or poster board. You must also **write** a 1-2 page written summary of the book.

MODEL: Using any materials, such as clay or Legos, create a model of something from the book. Examples include a car, spaceship, or even a volcano. Be sure the model directly relates to the book. You must **write** a 1-2 page paper explaining what you chose to model, what it is made of, and its significance in the book. Take a picture of your model and include it with the written portion.

MURAL: A mural is a large, long picture that tells a story. Using a long piece of butcher paper, recreate a scene or group of scenes from the book. Experiment with different forms of art media, like crayons, paint, markers etc. You must **write** a 1-2 page descriptive piece, describing the scene you illustrated.

SKIT/PLAY: This is a short piece of dramatic acting, highlighting specific scene (s) within your book. You must **write** down the script for the skit (the words may not be directly taken from the book) and you must act in the skit. The skit must be appropriate and last more than five minutes.

CHARACTER SKETCH: This project requires you to **write** three descriptive paragraphs about a character in your book. These paragraphs should include interesting facts, physical features and the character's role in the story. This activity should also include a drawing of your character.

MOBILE: A mobile hangs from the ceiling and contains pictures and objects relating to the book. Be sure to think of all items of your book, including characters, setting, and plot. You must **write** a 1-2 page paper about the items you chose for the mobile and their importance to the book.

Example: Use a hanger or wooden dowels to create the mobile

SCRAPBOOK: A scrapbook is a book that is filled with pictures and special items. For this activity, pretend to be one of your characters and fill a scrapbook with items that the character would collect or regard as special. You must include at least 10 items in this book. You must **write** a letter from that character, explaining the scrapbook and its importance.

COMMERCIAL/ SALESPERSON: Pretend you are a salesperson and your objective is to get someone to read the book you just read. Watch commercials on TV and prepare a convincing sales pitch. Your sales pitch must be in **writing**, and be 1-2 pages.

REWRITE: **Rewrite** the end of the story, changing it to be the ending you would like it to be. Your ending must be written in the same writing style, voice, and grammar as the book you read. For this project, you must share both endings in your presentation.

VOCABULARY WORDS: As you read your book, make lists of words you do not understand or recognize. When you are

finished reading the story, find the definitions of the words in a dictionary or encyclopedia, **write** them down, forming your own dictionary. Be creative. You must have at least 20 words on your list.

Example: Go a step further and translate the words in a foreign language, like Spanish.

SONG/ RAP: **Write** a song or rap pertaining to your book, using an already written melody or one of your own. You may use a tape/ CD for background, or play instruments.

DIORAMA: A diorama is a scene from the book done in a shoebox. You may show characters or a specific scene from your book. You must also **write** a 1-2 page paper about what is shown in your diorama.

PERSUASIVE LETTER: **Write** a letter to someone (Mrs. Hester, the principal, or a friend) and try to get them to read your book. Encourage them by including interesting details and facts from and about the book. You must use correct letter format.

CHARACTER LETTER: **Write** a letter as if you were one character in your book, to another character. Use grammar and speech appropriate for your character and the time period of your book. Be specific about your details and you must use correct letter format.

AUTHOR RESEARCH: Using the Internet or encyclopedia, find out as much as you can about the author of your book. **Write** a 1-2 page paper, including as many factual details and interesting facts about the author as you can.

BOARD GAME: Create a board game based on the plot and characters of your book. Be sure to include a homemade board, pieces, and you must **write** detailed and clear instructions. You must also include how the game is related to the book. This should be written out.

MOVIE DIRECTOR: Pretend you are a director and are turning your book into a movie. Assign actors and actresses to play the characters in your book. You must **write** a paragraph for each character, describing who you chose to play that character and why. You must also design a movie poster that includes a summary of the book, the names of the actors and actresses, the movie's rating, and other important details.

BOOK COMPARISON: **Write** a 1-2 page paper about the book you just read and another book of the same genre you have read before (example: SERIES OF UNFORTUNATE EVENTS and HARRY POTTER). Discuss the similarities and differences of each.

VENN DIAGRAM CHARACTER ANALYSIS: Using a Venn diagram graphic organizer, compare and contrast two main characters of your book. Highlight their major similarities and differences on a life size Venn diagram. You must **write** a 1-2 page paper highlighting these differences and similarities, as well.

POETRY: Using different poetry forms, **write** 3-5 poems about your book or characters. See Mrs. Hester for form ideas, if you need assistance.

BOOK COVER: Design what you think the cover of your book should look like, including a colorful drawing or picture on the front. You must also **write** a synopsis of the book on the front cover flap.

JOURNAL: **Write** five journal entries from the point of view of one of the characters in your book. The entries must pertain to the plot and time period of the book. Be creative in your presentation of the journal (example: costume, accent etc.)

COSTUME: Create a detailed costume of what you think a specific character in your book would wear. Come prepared in your costume and be ready to share a little bit about the character and why they are dressed this way, in a creative

way. You may even use props and voice to convince us that you are that particular character. A shirt and jeans from your own closet is not a creative costume. You must **write** 1-2 pages about the costume and the character, and include 2 references from the book, proving that this is a costume of your character.

POWER POINT PRESENTATION: Student must present a Power Point slide show with at least 10 slides. Each slide must relate to the book in some way and must have both a picture and **writing**. Students must email their slide show the day **BEFORE** book reports are due to katy.hester@nettlecreek.org.

REMINDERS:

- All requirements of a project must be met, in order to be counted as complete.
- Effort is a big part of this assignment.
- All typed portions of the project must be double spaced, in font no bigger than size 14, and in times new roman or Arial font.