**Hero’s Journey: Novel Media Project**

Let’s celebrate the fifteen book challenge by recommending the best books we have read. After you have selected your book and mapped out the hero’s journey for it, read each description carefully and thoroughly and then choose one of the following suggestions. Consider how you will connect the novel to the tones listed below. (After each of the project choices, I have listed instruction and examples on how to find tone.) This year most students will be working independently unless approved ahead of time. **Books must have been read this semester, be within a student’s Lexile range, and be signed off to be eligible.**

1. **Soundtrack:** Design a soundtrack for the book. This is a good project for someone who wants to work alone or who likes to be in control. Select seven of the 12 hero’s journey steps. Create a list of at least seven songs (one for at least seven steps of the journey). For each song or musical piece, include the original lyrics or a description of the music and what tone it sets as it related to the chapter. Choose a different tone for each chapter (see the list of tones.) Write a description as to why you think each song relates to the chapter and the tone it sets. Use a quote from the book to help connect the chapter to the song. It can be a song about love, loss, missing someone/ something, adventure, enemies, companionship, etc. The song lyrics must be appropriate, which means no profanity or questionable subject matter. The song should clearly illustrate the tone set in the chapter. Tones and an example paragraph are listed at the end.

**\_\_\_\_\_A cover for the soundtrack, whether a CD or record.**

**\_\_\_\_\_7 tones**

**\_\_\_\_\_7 songs (artist and song title on cover)**

**\_\_\_\_\_7 paragraph explanations—one for seven steps of the hero’s journey connected to 7 tone that include the tone of the chapter, at least one quote from the book to connect the song and the chapter and the use of lyrics to explain the rationale.**

1. **Movie Trailer:** Compose a movie trailer. The images should relate to the passages of the book and should be linked to a close reading of the tone of each passage.

Remember the criteria for a good movie trailer according to Video Blocks: http://content.videoblocks.com/video-basics/top-5-attributes-of-a-successful-movie-trailer/

1. It should be humble
2. It should establish a basic premise.
3. Introduce some, but not all of the characters.
4. Use awesome music
5. Capture the mood and tone of the novel

Use a quote from the book to help connect the step of the hero’s journey to the image(s) and include what tone it sets as it relates to that step. Choose a different tone for each step. If you have been approved to work with a partner, talk to me about how many paragraphs each member is responsible for.

**\_\_\_\_\_A paragraph connecting the images in the trailer to the tone of the chapters**

**\_\_\_\_\_7 quotes (one for at least 7 steps)**

**\_\_\_\_\_The movie trailer itself**

**\_\_\_\_\_7 different tones and descriptions of how they relate to the chapters.**

1. **Video Game:** Create a video game of the novel. No, not actually programming a game (unless you want to), but a description of what the game would look and feel like. The game will have at least seven levels—one for seven of the hero’s journey steps—with each characterized by its own tone. The tone must match the chapter in the novel and the game level that you are presenting. Describe the challenges and adventures that the protagonist experiences in each level/chapter and how he or she can then pass on to the next level. These adventures must be connected to what happens in the novel.

**\_\_\_\_\_A cover or box for your video game**

**\_\_\_\_\_7 levels**

**\_\_\_\_\_7 different tones (with evidence from the book to prove that the tone is correct.)**

**\_\_\_\_\_A descriptive walk through or game guide written up for each level. Images or screenshots of what the video game may look like are encouraged!**

**How to find tone:** Evaluating tone is a great way to review and sharpen our close reading skills. Determining tone comes from a synthesis of the choices the author makes in selecting detail, imagery, diction, syntax, and other techniques. Think of the writer as an artist who makes choices to create a specific tone, shaping his or her voice, and communicating that attitude about a subject or toward the audience to the audience itself. After the list of tones, look at the example paragraph listed.

**Tone:** The writer’s attitude toward his or her subject and/or audience; the words he/she uses establishes the tone of the piece. Examples of adjectives describing tone:

* Formal-words used such as: shall, surely, certainly, etc.
* Informal-common, every day words used
* Serious-the tone is very staid and strong; no humor evident
* Playful-words used such as: happy, fun, joking, etc.
* Bitter- the writer used words like hate, unforgiving, upset
* Ironic-twists and turns in the story; what you expect to happen doesn’t happen
* Cynical-complaints, negative statements about people, places, things
* Sarcastic-words that say one thing but mean the opposite
* Defiant-angry words such as: regret, rebellion, hate, etc.
* Determined-strong words of success: will, shall, indeed, succeed, certain
* Enduring-words such as try, stick it out, fight, win, trudge on, never give up
* Confident-words that show positive outlook: sure, indeed, you can do it.
* Dedicated-strong words about sticking with it: stay with it; keep going; don’t give up
* Hopeful-positive words like hope, future, change, positive
* Joyous-positive words like great, wonderful, exult
* Reminiscent-words that look back to better days, good old days, past, better than, etc.
* Melancholic—sad words are used: dreary, sad, dark, cloudy, depressed, tears, cry, etc.
* Dark-depressing words: depression, black, no future, death, murder, kill, etc.
* Mysterious-words such as mystery, questionable, doubtful
* Exciting-words such as celebrate, travel, fast, move, quick, surprise, wow
* Adventurous- words and situations such as expedition, trip, curious, odyssey, journey
* Nostalgic—words talking about the past in a better light: old days, quiet, gently, antique, personable, better back then

**Other tone words include**:

Accepting

Abusive

Angry

Anxious

Approval

Biting

Brisk

Confident

Critical

Disrespectful

Fearful

Grim

Forceful

Sentimental

Sharp

Uncertain

**Select a passage from a key part of the book to read closely. This passage is from *To Kill a Mockingbird:***

Maycomb was an old town, but it was a tired old town when I first knew it. In rainy weather the streets turned to red slop; grass grew on the sidewalks, the courthouse sagged in the square. Somehow it was hotter then: a black dog suffered on a summers day; bony mules hitched to Hoover carts flicked flies in the sweltering shade of the live oaks on the square. Men's stiff collars wilted by nine in the morning. Ladies bathed before noon, after their three-o'clock naps, and by nightfall were like soft teacakes with frostings of sweat and sweet talcum" (5).

**Tone analysis paragraph:**

Although the beginning of *To Kill a Mockingbird* looks back to the past, the tone cannot be called nostalgic; instead the tone at the beginning of the novel can best be described as enduring. This is the first step of the hero’s journey, the ordinary world. The town is described as a “tired old town.” It sags and seems as though it is not tidy. The animals are bony and pestered by flies. The people have to endure rain and heat becoming so sweaty they have wilted clothes and are “frosted” when their talcum powder and sweat crust on the surface of their skin. In all, they seem to not be able to change their circumstances, but rather bear up under them. This sets the tone of the novel well considering the setting, a segregated southern town during the Great Depression. “Up and Down” by Robert Cray best represents this enduring tone. The genre of the blues, with its simple, yet emotive chords resonate the feelings of loss. “The good times have been used up” and “If I don’t get some money the future will be no time to be around” show a people struggling to survive, just like the whole town of Maycomb during the depression. Cray’s guitar sings the song of the people that Scout hasn’t introduced us to yet, but who will feature large in the narrative.

**Clarksdale Mississippi by the Heritage Blues Orchestra**

Clarksdale the town laying heavy on my mind

Clarksdale is a town laying heavy on my mind

I can have a good time there and not have one lousy dime

Clarksdale, Mississippi always gonn' be my home

Clarksdale, Mississippi always gonn' be my home

That's the reason why you hear me set right here and moaning

Every day in the week, I go down to Midtown

Every day in the week, I go down to Midtown Drugs

Get me a bottle o' snuff, and a bottle o' Alcorub

Nobody knows Clarksdale like I do

Nobody knows Clarksdale like I do

And the reason I know it

I follows it through and through

**Up and Down by Robert Cray**

The good times have been used up

It looks like trouble will start falling down

The good times have been used up

It looks like trouble will start falling down

If I don't get some money

The future will be no time to be around

I'll never wake up

If I don't stop and lay down

An' I'll never wake up

If I don't stop and lay myself down

But I can't sleep

“And I'm afraid to make a sound

We used to stay up late

Drive around the town

We didn't need no money

We got it all with no money down

Oh, the good times have been used up

It look like my troubles will start falling down

If I don't get some money

The future will be no time to be around

To shame and a sin

Oh, yes