**Let’s Go to the Movies: Novel Media Project**

Due Thursday, May 12, 2016

Let’s celebrate the fifteen book challenge by recommending the best books we have read. 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.) Some of the options are designed for a single student, others for groups. Although you may choose for yourself, each student must demonstrate how he or she contributed to the project in a meaningful way. **Each member of the group must have read the book.**

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. Create a list of at least seven songs (one for at least seven chapters or sections of the book). 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.

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

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

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

**\_\_\_\_\_A paragraph explanation for each 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 with people who have read the same book. Groups should not be too large. Each member must contribute meaningfully; the more members you have, the more is expected. 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/
2. It should be humble
3. It should establish a basic premise.
4. Introduce some, but not all of the characters.
5. Use awesome music
6. Capture the mood and tone of the novel

Use a quote from the book to help connect the chapter to the image(s) and include what tone it sets as it relates to the chapter. Choose a different tone for each chapter.

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

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

**\_\_\_\_\_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 chapters—with each chapter characterized by its own town. 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. 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.