**LORD OF THE FLIES PROJECT CHOICES**

**CHOOSE ONE PROJECT WHICH YOU WILL DO AS AN INDIVIDUAL.**

**THIS IS NOT A GROUP PROJECT!**

1. **Create a yearbook page for each of the main characters in the story. Include:**

* Picture of the character (Portrait, school, photo)
* Action Picture(s)
* Personality Traits/like and dislikes
* Memorable quotes
* A Bequeathment ( I leave \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ to \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_)

**PLOs:**

C1:

* make connections
* reflect and respond
* remember and recall

C3:

* strengthen connections and insights
* engage and entertain

1. **A comic book – create a comic book version of the novel. You may use a computer program or draw your own version.**

**Include:**

* Significant **events and quotes** from the entire story.
* Captions for each frame.
* Thought/dialogue bubbles
* Must be at least 25
* Artistic as well as informative (equal parts)

**PLOs:**

C1:

* make connections
* reflect and respond
* remember and recall

C3:

* strengthen connections and insights
* engage and entertain

1. **5 separate journal entries from one of the characters (be true to that character). Include:**

* Scenarios/characters from the book
* Thoughts on leadership
* Feelings about the island and the Beastie
* Thoughts about being rescued

Each entry must be at least two paragraphs in length.

**PLOs:**

C4:

* Explore and respond
* Record and describe
* Explain and persuade

C8:

* Relating reactions and emotions to understanding of the text
* Developing opinions using reasons and evidence
* Suggesting contextual influences and relationships

1. **Letter from any 5 main characters to anyone (someone from home, another character, the beastie). Include**

* Descriptions (island, characters etc.)
* Scenarios/characters from the book
* Think about what the purpose is in writing to this particular person. (Examples: a secret, the need for comfort, a plan)

**PLOs:**

C5:

* making connections
* setting a purpose and considering audience
* gathering and summarizing ideas from personal interest, knowledge, and inquiry

C8:

* relating reactions and emotions to understanding of the text
* developing opinions using reasons and evidence
* suggesting contextual influences and relationships
* presentation/layout

1. **Create 3 post cards from each of 4 main characters ( 12 in total). Include:**

* Art on one side (Post cards are usually designed after the places you visit) representing the action or mood at the time.
* Message on the other side. This message should be specific to an event and stay in character. You should use words and phrases common to the character.
* Please date your postcards to show which order they go in.
* You may wish to create a stamp which fits the island from your character’s point of view.

**PLOs:**

C2:

* explore and respond
* record and describe
* speculate and consider
* argue and persuade
* analyse and critique
* engage

C3:

* strengthen connections and insights
* engage and entertain

1. **Create a board game based on the book. It must include all of the main events and symbols in some way.**

**Think about:**

* Rules/short cuts/obstacles (set backs)
* How many people can play
* What style is your game (Monopoly, Risk, Bang, Catan, Candyland, Life etc.)
* What is the motivation of the players?
* Design

**PLOs:**

A2:

* narrate and explain
* argue, persuade, and critique
* support and extend
* engage and entertain

C2:

* explore and respond
* record and describe
* speculate and consider
* engage

C5:

* making connections
* setting a purpose and considering audience
* gathering and summarizing ideas from personal interest, knowledge, and inquiry
* analyzing writing samples or models

1. **(A) Build or draw a replica of the island. Make sure to label the different areas.**

* Castle Rock
* The Scar
* The Mountain (to build the fire on)
* The Beach
* The Jungle
* The LOTF
* The platform
* Simon’s meadow and hiding place
* Pig runs
* Jack’s initial camp

For each location, you are required to include a quotation which describes it (Page numbers please). How you intend to incorporate this aspect is up to you.

**PLOs:**

C8

* making comparisons to other ideas and concepts
* developing opinions using reasons and evidence

1. **Write an alternative ending to the novel OR ch. 13 after the boys leave the island. Length must be at least 5 typewritten pages. It should include dialogue and symbol. The characters must stay true to themselves.**

**PLOs:**

C4:

* explore and respond
* record and describe
* explain and persuade
* engage

B10 Synthesis – creation of existing material into new forms.

C14:

* grammar and usage
* punctuation, capitalization, and Canadian spelling
* copyright and citation of references
* presentation/layout

**9. Assume you are an anthropologist who lands on the island just after the group steal Piggy’s glasses. Create an anthropologist’s notebook with observations and drawings.**

1. Describe the scene, paying attention all sensory perception. If it seems useful, draw a map of the setting, indicating the position and movement of persons. Who is present? Who is absent?

2. Look for the structure of the situation: are the participants differentiated from each other ,as, e.g., leaders and followers, or those with more or less status? Is status differentiation or equality represented in dress, behavior, symbolic markers, differing prerogatives? How do people interact with each other?

3. Are there any elements of ritual, either formal or informal, in what you observe? How do you interpret the meaning and effect of these ritualized behaviors?

4. What appear to be the unspoken – or spoken -- rules that underlie this event or activity? Is there any mechanism for correcting a distortion or a mistake? Is there any formal authority? To what extent is it respected? Do people seem to follow the rules, explicit or tacit, or do they bend them?

5. Is the event characterized more by order and agreement or conflict and disorder?

6. Do all participants seem to be deriving the same benefits or satisfactions from

participation? Do they have means of communicating positive or negative judgments about the situation?

7. What shared values or assumptions are reinforced (or contested) through this event?

Include specific examples which stand out.

PLOs

C4:

* explore and respond
* record and describe
* explain and persuade
* engage

B10 Synthesis – creation of existing material into new forms.

C14:

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