

As part of our rigorous academic program at Franklin Academy, all students entering 2<sup>nd</sup> – 8<sup>th</sup> grade, are required to participate in our *Summer Read and Respond Challenge*. Each student must read and respond to at least **two books** from the Sunshine State Young Readers Awards summer booklist.

For each book that is read, the student is required to complete one activity for each book, and they must make sure to select their choices from different categories. There are six different categories: Oral, Kinesthetic, Written, Visual, Graphic, and Technological. Students may **not** select more than one activity from each of these category. The types of activities and explanations of each are included for your reference. The documents should all be put into a folder and presented to their reading teacher at the start of the 2025-2026 school year for a project grade.

### Presentation

1. Place all documents, if applicable, into a presentation folder (two activities).
2. Include a title page for each book selected and include an illustration on each title page.

Oral	Kinesthetic	Written	Visual	Graphic	Technological
One-Person Show	Trading Cards	It's All in the Mail	To Market, To Market	The "What" Chart 3-W's	Google Slides
Tell —Along Boards	Culture Kits	Quotable Quotations	Storyboard Showcase	Mapping the Way	PowerPoint Presentation
Book Club	Rolling the Dice	Catch the News	Captivating Covers	Recipe for a Good Book	Book Blog Entry
Point of Decision	Scene Stealers	Signed, Sealed and Delivered	Illustrated Narratives	The Plot Chart	When Does the Movie Get Released?
Now Hear This	Literary Moves	Reflections Unveiled	Mood Board Magic	Top Ten List	Digital Destinations
Review Roundtable	3D Worlds	Continuing the Tale	Timeline Tales	Let's Play a Game	Quiz Quest
Debating Dilemmas	Book Roleplay	Poetic Prose	Literary Map	Comparative Chronicles	Book Trailer Animation

### Creative Responses to Literature Descriptions

#### Oral

1. **One-Person Show:** Write a monologue that can be performed for your class pretending you are the main character (or another significant character) in your book.
2. **Tell-Along Boards:** Use puppets and art to create a Tell-Along Board (for later use) to retell the most important parts of the story or book you read.

3. **Book Club:** Write questions you could ask in a book club discussion with other students and/or teachers in your school who are reading the same book.
4. **Point of Decision:** List important decisions made by book characters and explain what happens in the story as a result of those decisions.
5. **Now Hear This:** Write a 2 to 3-minute radio advertisement persuading the public why they should buy and read this book.
6. **Review Roundtable:** Present a book review or a book talk to your class, summarizing the plot, characters, and your overall impressions of the book.
7. **Debating Dilemmas:** Take part in a debate or panel discussion centered around controversial topics or ethical dilemmas presented in the book.

### Kinesthetic

1. **Trading Cards:** Create trading cards of favorite figures in your story. Cards should contain details about the characters, appearances, interests, dislikes, goals, etc.
2. **Culture Kits:** Create a kit containing items representative of other cultures described in the book you read. It might include clothing, food, art, music, etc.
3. **Rolling the Dice:** Create scenes from the book on the sides of oversized dice. One dice depicts the beginning of the book and the other focuses on the scenes at the middle and end of the book.
4. **Scene Stealers:** Act out a scene or recreate a significant moment from the book using props, costumes, and improvisation.
5. **Literary Moves:** Create a dance or choreography inspired by the book's themes, emotions, or characters. Perform it for an audience or record a video.
6. **3D Worlds:** Design and build a three-dimensional diorama that represents a setting or a crucial scene from the book.
7. **Book Roleplay:** Develop a physical game or a role-playing activity inspired by the book's plot, inviting others to engage in the story.

### Written

1. **It's all in the Mail:** Write and address two friendly letters to characters or people in your book. Make comments and/or ask questions.
2. **Quotable Quotations:** Identify at least five (5) important quotations made by different book characters, and explain why each quotation is important in the story.
3. **Catch the News:** Create a news report that highlights your story's main characters and events.
4. **Signed, Sealed and Delivered:** Write a letter to the author asking questions about the book and/or what it is like to be an author.
5. **Reflections Unveiled:** Write a series of journal entries as if you a character in the story, reflecting on the experiences and emotions he/she goes through during different events.
6. **Continuing the Tale:** Create an alternative ending or a continuation of the story, imagining what could happen to the characters beyond the book's conclusion.
7. **Poetic Prose:** Compose a series of poems inspired by the book's themes, characters, or settings.

### Visual

1. **To Market, To Market:** As a literary agent, write a letter to the publishing company designed to persuade them to publish this book, or write a letter to the author to convince him/her to write a sequel.
2. **Storyboard Showcase:** Create a storyboard or comic strip summarizing the key events and themes of the book. Use illustrations and captions to bring the story to life.
3. **Captivating Covers:** Design a movie poster or a book cover that captures the essence of the book, using images, colors, and typography to convey its themes and mood.
4. **Illustrated Narratives:** Create a series of illustrations or a picture book that visually narrates key events or moments from the story.
5. **Mood Board Magic:** Develop a mood board or a collage that represents the atmosphere, emotions, and visual elements associated with the book.

6. **Timeline Tales:** Produce a visual timeline showcasing the book's major events, character arcs, or historical context.
7. **Literary Map:** Design a visual map that depicts the settings, landmarks, and important locations from the book. Include illustrations, labels, and descriptions to bring the map to life.

### Graphic

1. **The "What" Chart (3W's):** List information about a topic you're interested in under three headings. "What I Know Already." "What I Want to Know" and "What I've Learned from Reading." This is also known as a KWL chart.
2. **Mapping the Way:** Create maps or plot routes in the form of a map. Create a key to clearly show the symbolism.
3. **Recipe for a Good book:** Follow a recipe format to put the main idea (dish) and the supporting ideas (ingredients) on an index card and decorate with the tasty delight.
4. **The Plot Chart:** Identify plot elements and write them on a Plot Chart.
5. **Top Ten List:** Create a Top Ten List of the things you learned from or most enjoyed about this book.
6. **Let's Play a Game:** Create a board game about your book that you can play with your classmates.
7. **Comparative Chronicles:** Craft a graphic organizer or a Venn diagram that compares and contrasts different characters, settings, or themes from the book.

### Technological:

1. **Google Slide Presentation:** Create a Google Slide, which is similar to a PowerPoint Presentation, at <https://slidesgo.com/>. Have your presentation ready to share with your class.
2. **PowerPoint Presentation:** Create a PowerPoint presentation with information about your favorite parts of the book, a summary of the book, and other interesting information. Present your PowerPoint to classmates, family, or friends.
3. **Book Blog Entry:** Create a book blog and complete an entry about a book you've read. Include a summary of the book and your personal reaction to the book in your entry. You can create a free blog at [www.blogger.com](http://www.blogger.com). Share your blog with friends or your class!
4. **When Does the Movie Get Released?** Your book is being made into a movie, and it is your job to produce the trailer. Create a one to two minute preview for your class.
5. **Digital Destinations:** Develop a website or a blog dedicated to the book, where you can share your thoughts, reviews, and multimedia content related to the story.
6. **Quiz Quest:** Design an interactive quiz or a trivia game about the book using online tools or platforms (Kahoot).
7. **Book Trailer Animation:** Use animation software or online tools to create an animated book trailer. Bring the characters and scenes to life through animation and add voice-over narration to highlight key aspects of the book.