The Lion, the Witch, and the Wardrobe Project Guidelines

Read the story. We will read some chapters in class, as well as discuss the story and vocabulary. You will also be required to read chapters at home for homework. You will be asked to complete a few comprehension questions after each chapter as well as prepare a few notes for a small group discussion about what we have read. There will be 4 quizzes. After we finish the book, students will take the AR test.

There will be two assignments due at the end of the unit. The first assignment is to complete the reading comprehension packet. The second assignment will be your choice from the following list if options.

**Deadlines:**

- **Thursday January 9th**
  - Read chapters 1-5, complete reading comprehension questions
  - Week 1 vocabulary due
  - Quiz #1 – Chapters 1-5

- **Tuesday January 14th**
  - Read chapters 6-10, complete reading comprehension questions
  - Week 2 vocabulary due
  - Quiz #2 – Chapters 6-10

- **Friday January 17th**
  - Read chapters 11-15, complete reading comprehension questions
  - Quiz #3 – Chapters 11-15

- **Tuesday January 21st**
  - Read chapters 16-17, complete reading comprehension questions
  - Week 2 vocabulary due
  - Quiz #1 – Chapters 1-5
  - Reading Comprehension packet Due (assignment #1)

- **Monday January 27th**
  - Lion, Witch and the Wardrobe Assignment #2 due
The Lion, The Witch, and the Wardrobe Project Options
Due: Monday January 27th

1. Alphabet Book: Create an alphabet book that focuses on key events, characters, ideas, and information from your book (not vocabulary). Include an illustration on each page as well as a 1-2 sentence explaining each letter. 18 letters. You may repeat letters if needed.

2. Poetry: Write a collection of poetry based on the book. Choose 5 important events or characters from the story to write a poem about. Each poem must be at least 12 lines. Add illustrations.

3. Research: Research the setting or period where your story takes place and write a 2 page paper typed describing your findings.

4. Cereal: If you could invent a cereal based on the book you read, what would it be? Example, For Harry Potter and the Sorcerer’s Stone, you might invent a cereal called Wizard Wands. Cover an empty cereal box with white or light colored paper. Front: Write the name of the cereal and draw a picture to go with it. Draw characters or other pictures from the story to help sell your product. Back: Design a game that is based on the story. It can be a puzzle, a word, game, etc. Make sure it includes information from the book. Right Side: Under the heading “ingredients”, list the main characters and write a sentence about each one. Then, describe the setting (place & time). Left Side: Write a summary of the book. Top: Write the title and author of the book you read. Can create an advertisement also.