

BRING A BOOK TO LIFE THROUGH CAPTIVATING CREATIONS



by Elise Ellerman



The Yellow Hat
the benefits



The Black Hat
critic, weak points,
negatives



The Green Hat
possibilities,
alternatives, new ideas



The Red Hat
related to feelings
and intuition



The White Hat
information
and facts



The Blue Hat
managing the
thinking process

POSITIVES

SCENE IN A JAR



In a jar, bottle or bowl, represent your favourite scene from a book you have read.

The challenge will be to create a miniature version of the scene.

Explain why this is your favourite scene.

NEGATIVES

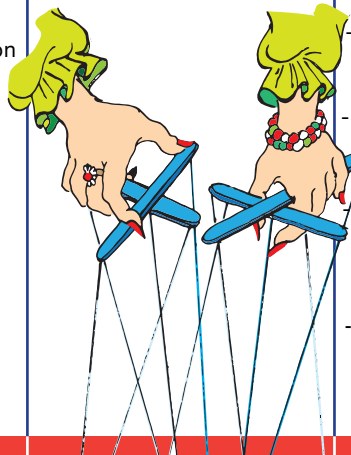
THAT'S BETTER

Consider a book you have read that either:
Had an ending which you didn't enjoy.
Create an alternative ending.

or

The story had a negative impact on one of the characters. Create a different storyline that is more positive for the character.

Create an animation or use avatars or puppets to share your revised version of the plot.



CREATIVE

IT'S PARTY TIME!



Plan a party for a book character.

The party planning should reflect the tastes, likes and interests of the character.

You will need to:

- Consider the venue, possibly a significant place for the character

- Design an invitation for the party and prepare a guest list

- Design a cake that you think this character would like.

- Name one song that you think this character would enjoy having at the party.

- What present would you give to this character.

Justify your reasons for the choices made.

FEELINGS

SPECIAL PLACES

Make a model or an interactive animated scene inspired by a setting in a book you have read that you would really enjoy visiting. You might enjoy creating with Augmented Reality (AR). Possible apps and platforms available to create with AR include : QuiverVision, CoSpaces Edu and CoSpaces with Merge Cube.

What is it about this place that appeals to you?



FACTS

GAME ON

Create an eye catching game based on a book you have read.

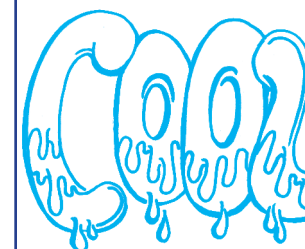
You could create this game using an app, or you might choose to create something inspired by a board game, or come up with another creative way to make a game.

Consider the events, characters and setting in the book. Include these elements as part of the game.

The design of the game needs to reflect the book.

THINKING

COOLEST BOOK COVER EVER



The author has commissioned you to design a new book jacket for the book you have read.

You might choose to use an online program to complete this, or you may prefer to hand draw your response, or used mixed media (for example, collage, drawing and computer animated design).

Include the title, author, and an illustration on the front and the blurb, testimonials and any other relevant information on the back.