

English 9

Creative Assignment

Mid-range Grade

Due: Thursday, April 24

Optional: You may turn in your creative assignment on Monday, April 28 without penalty. Keep in mind, however, that this is after a free weekend and I would strongly recommend completing the assignment by 4/24.

This assignment encourages you to connect creatively with one of the texts that we have read this year. This is your opportunity to engage with literature in a different way than we have thus far in English 9, and this project should help you to make connections between our texts and your own interests as you explore the overlap between different types of creative expression.

Below are a number of options for the project, though you should feel free to propose your own as well.

--Write/Rewrite: rewrite a chapter or section of the book/play from the perspective of another character (not the one from whose point of view the story is originally told). You may also write a "prequel" or continue the story after the ending (from any character's POV).

--Poetry: write a poem or series of poems (depending upon the length of the finished product) inspired by one of our texts. You might consider the ways in which some of the poets and authors we've read this year have revised or updated literary classics.

--Visual art: create a visual representation of a character, portion of the plot, theme, etc. Your work can be in any medium (or combination thereof), but should be accompanied by an artist's statement explaining, in literary terms, the inspiration and creation for the work.

--Music: write a song and lyrics from the perspective of one of the characters accompanied by an analysis and interpretation of the song.

--Create a playlist in the persona of one of the characters. The songs should reflect their evolution, state of mind, conflicts, settings, etc. The final assignment should be accompanied by a CD of the songs and a written analysis of the logic for selecting each (one short paragraph per song).

--Set design: design and either draw or construct a set for the play/novel. Include an explanation of your process and inspiration that draws from the original text. Your drawing and/or set should be detailed and thoughtful.

--Casting and costume: "pitch" a cast and set of costumes for a particular play/novel. Include a cast list and drawing of each costume, including an explanation for the inspiration for each costume that draws from the original text.

--Board game: create a board game based on one of our texts with an accompanying philosophy about what/why you were inspired by particular elements of the book/play. You need to turn in all of the elements of the game: board/cards/pieces, etc. along with your one page philosophy.

--Comic/graphic novel: design a comic book or graphic novel that brings to life one of our texts (or a portion thereof). Your finished product should be fully illustrated and contain the necessary dialogue to communicate the element(s) of the original that you find the most important.

--Journalism: design a minimum of three front page layouts, complete with stories and illustrations/photographs, which capture central moments in the development of plot or character. These should be written in journalistic style and tone and should not simply summarize plot.

Texts

You may choose from any of the following texts:

Of Mice and Men

The Odyssey

Frankenstein

The Kentucky Cycle

Their Eyes Were Watching God

If you have a particular interest in using one of the short stories from the winter term literary analysis, please see me with your proposal.

Grading

Your project will be graded based on the following criteria:

-the degree of creative risk you have taken

-the effort and thoughtfulness reflected in your finished project

-a sincere attempt to go beyond a literal understanding of the text

