

How to Eat Fried Worms

Think – Tac - Toe

<p>Design a Book Cover</p> <p>You have been hired to design a new book cover for the book. Be sure to include a summary of the book on the back of your cover.</p>	<p>Life-Size Character Analysis</p> <p>Make a visual representation of a character, analyzing one of the main characters in the story.</p>	<p>Create a Play <i>*Choose Two</i></p> <p>Work in a group to write a play for one chapter of the book. Create a list of characters and script for your play.</p>
<p>Setting Diorama</p> <p>Choose a setting out of the story. Using materials that you have gathered from home and that are provided create a scene inside the shoebox from the story. <i>Be sure to include the part of the book you are representing on your shoebox.</i></p>	<p>Write a Poem</p> <p>Write one or two verses of a motivational poem similar to Tom's in Chapter 7. <i>*Keep in mind that you want to help your friend be able to eat a worm.</i></p> <p><i>*Choose two</i></p>	<p>Author Study</p> <p>Using the internet, research information about the author of the book, Thomas Rockwell. Present your information to the class in a speech or as a power point presentation.</p>
<p>Sequence of Events</p> <p>Create a plot cartoon describing the sequence of events that have happened in the.</p>	<p>Create a Game <i>Minimum of 10 questions</i></p> <p>Design multiple choice questions students have to answer in order to play a game. Using poster board, design your game board with the necessary materials.</p>	<p>Playing Tricks <i>*Choose Two</i></p> <p>Describe 3 tricks Alan and Joe try to play on Billy to keep him from eating the worm.</p> <p>Design a new trick for them to try.</p>