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| <b>Monday</b><br><b>1/30</b>     | <p>Title _____</p> <p>Author _____ Reading Minutes _____</p> <p>Special-effects creators make movies more realistic by adding sonorous sounds, excellent explosions, and vibrant visuals. Wouldn't it be wonderful if books had special effects as well? Choose two places in the text where you would place a special-effects button that the reader could push to see, hear, or feel a special effect when he or she reads that portion of the book. Describe what kind of special effect you'd want to put in the places you chose.</p> |
| <b>Tuesday</b><br><b>1/31</b>    | <p>Title _____</p> <p>Author _____ Reading Minutes _____</p> <p>Design a magazine cover that features the people, places, and events from your reading material. Decide on a title for the magazine, then draw an illustration for the cover. Finally, write creative article titles and "eye catchers" for the cover that will make someone want to buy it!</p>   |
| <b>Wednesday</b><br><b>2/1</b>   | <p>Title _____</p> <p>Author _____ Reading Minutes _____</p> <p>Bumper stickers are a great way to show what you're all about. After reading, choose a main character and create a collection of bumper-sticker slogans that he or she might have on his or her vehicle. Use pictures, words, and colors to make a definite statement for each bumper sticker.</p>   |
| <b>Thursday</b><br><b>2/2</b>    | <p>Title _____ </p> <p>Author _____ Reading Minutes _____</p> <p>From "Chunky Monkey" to "Fossil Fuel" to "Appley Ever After"—the names of these ice-cream flavors show evidence of creative thinking. Create six new ice-cream flavors based on your reading. Give each flavor a name and a short description.</p>  |
| <b>Friday</b><br><b>2/3</b>      | <p>Title _____</p> <p>Author _____ Reading Minutes _____</p> <p>In your reading, identify a significant problem that a major character is facing. Write the name of the character and the problem. Next, think of three superhero powers that might help the character solve the problem and list them. Make sure the powers match the problem that needs to be solved. Then draw icons to represent the powers you've given your character.</p>   |
| <b>Weekend</b><br><b>2/4 - 5</b> | <p>Title _____</p> <p>Author _____ Reading Minutes _____</p> <p>After your reading tonight, write an event from your story. Think about how two different characters felt about the event. Describe each character's point of view.</p>  |