MR. O’s LITERARY GOURMET CAFÉ MENU-WHERE THE SMART EAT!

English 2 Honors  *Lord of the Flies* Project

--CHOOSE ONE of the following delightfully delicious MAIN COURSE writing prompts:

1. Create a plausible new ending that fits stylistically and ideologically for the novel in at least 250 words (one typed page). In addition, provide a one paragraph rationale at the bottom to justify your ending.The ending itself should be typed, double spaced, with 1 inch margins and 12 pt. font. The justification should be on a separate sheet in at least 250 words (one typed page) words in the same format.
2. Pretend the boys safely get back to England and have a reunion 20 years after their rescue. Write a short story or one-act play of this reunion. Include what the characters have done over the past 20 years and any memories they might want to suppress or explore. The paper should be at least 500 words (two typed pages), typed, double spaced, with 1 inch margins and 12 pt. font.

--CHOOSE ONE of the following five simply scrumptious SIDE-DISH PROJECTS (Note: The Facebook page/Weebly blog, the brochure and the manual may be digitally produced or hand-made.; the island model/diorama or the mask must be a physical model, not digital):

**1. Create a TRAVEL BROCHURE for the deserted island inhabited by the boys in** [***Lord of The Flies***](http://www.brighthub.com/education/k-12/articles/29879.aspx) **with the purpose of encouraging people to visit.**

Prewriting - Review Golding's description of the setting. In *Lord of the Flies*, the [setting](http://www.brighthub.com/education/k-12/articles/23490.aspx) takes on special significance, becoming almost a character. Your task is to make the creepers and the scar a sight-seeing activity, for example. The brochure should also include references to culture, food, weather, special events, and anything else that may be of interest to a tourist.

Prewriting - Brainstorm a list of attractions and characteristics of the island.

Prewriting -DESIGN the brochure. It should be about 4-6 pages/leafs. It should include illustrations, charts, maps, and well designed informational sections.

Drafting - Start with the most attractive elements of the island and why the general public should visit it. The first page is the most important. You must [attract the readers' attention](http://www.brighthub.com/education/k-12/articles/22357.aspx) on the cover; otherwise, the brochure could end up in the garbage can!

Drafting - Follow your design.

Revising - Add details. Descriptive language works best in a travel brochure. Include testimonials from people who have been there (think characters from *Lord of the Flies*).

Revising - Make sure the first page captures the reader's attention and shows what the place is like. The remaining pages should develop the ideas introduced in the first page. Make sure to use sensory language and description.

*The focus of this BROCHURE is to demonstrate your understanding of the novel through characters, setting, plot, theme, and action.*

*images.jpg*

**2. Develop a survival mini-manual to help children stranded on *Lord of the Flies* Island.**

The Survival Manual should be designed to help the children survive within the world created in *Lord of the Flies*. The contents should reflect not only survival elements about the environment, but also should offer advice about beneficial characters and warnings about others. Moreover, other hazards (the “Beast, the parachutist, the fires, conch should be considered as well. *The manual should reflect a thorough understanding of the elements and complexities of the novel. It should range from 4-6 pagers including a cover.*

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| \* | A creative cover with clear titles, eye-catching picture (or drawing) and author's names. (Hint: Look at a book cover for layout ideas). |
|  | Table of contents listing all main concepts and topics. |
|  | Illustrations of necessary items with description of use |
|  | Clear, brief paragraphs about each element of survival images.jpg |

\*Consider designing your manual in a durable format appropriate for a traveler to carry along on a trip.

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|  | List supplies recommended to have with you (first aid, etc) |
|  | Describe steps should you take. (for survival, rescue, etc) |
|  | Provide list of things (characters, element, etc) to avoid (dangers)  **3. Create a model/diorama of *Lord of the Flies* Island as reflected in the novel.**  Key elements in the design should include but are not necessarily limited to physical features and places of interest (where particular events unfolded), as well as man-made/-caused features. The model/diorama must include a KEY with a minimum of 8 locations explained. *The purpose of the model/diorama is to demonstrate a close reading of the novel and to provide a thorough analysis in the KEY of how the environment affects the character, actions, and outcomes mentioned in the novel.* |

1. **Create a mask that represents a universal theme/idea/character explored in *Lord of the Flies***

As exhibited in the following passage from Lord of the Flies, Jack begins to embrace a new persona and mentality after carefully applying charcoal to his face:

He knelt, holding the shell of water. A rounded patch of sunlight fell on his face and a brightness appeared in the depths of the water. He looked on in astonishment, no longer at himself but at an awesome stranger. He split the water and leapt to his feet, laughing excitedly. Beside the pool his sinewy body held up a mask that drew their eyes and appalled them. He began to dance and his laughter became a bloodthirsty snarling… the mask was a thing on its own, behind which Jack hid, liberated from shame and self-consciousness (63-64).

\*Your task is to create a mask that illustrates one of the following:

universal themes (evil, greed, confusion, patience, selflessness),

complex ideas (id vs. the superego, the stages of life; research these term if necessary)

the traits and qualities of a character from Lord of the Flies

 the mask portrayed in the novel

Your mask should be colorful, and should include a typed or neatly hand-written explanation that details

* Why you picked your mask type
* What your design is attempting to portray (symbolism/ imagery)
* Your rationale for the elements/colors you chose for your mask

1. **Create a Facebook Page/Weebly blog/ Twitter page that reveals the inner thoughts and concerns of a character in the *Lord of the Flies***

* You should have at least 20 entries that reveal a deep understanding of the character and the complexities of that character’s relationships with other characters/the environment.
* All entries should reveal a deep understanding of the text
* You need to include at least 5 pictures/graphics (Tweets excepted)



**--You MUST ABSOLUTELY indulge in the indescribably decadent MANDATORY DESSERT- YOU certainly DESERVE IT!**

1. Write a 1-2 page (250-500 word) REFLECTION on your experience reading and creating the components of this project. Some questions to consider:

* How much did you know about the subject before we started?
* What process did you go through to produce this piece?
* In what ways have you gotten better at this kind of work?
* In what ways do you think you need to improve?
* What problems did you encounter while you were working on this piece? How did you solve them?
* What resources did you use while working on this piece? Which ones were especially helpful? Which ones would you use again?
* What story does this work tell about you as a learner?
* How do you feel about this piece of work? What parts of it do you particularly like? Dislike? Why?
* What did/do you enjoy about this piece or work?
* What was especially satisfying to you about either the process or the finished product?
* What did/do you find frustrating about it? What were your goals for meeting this piece of work? Did your goals change as you worked on it? Did you meet your goals?
* What does this piece reveal about you as a learner?
* What did you learn about yourself as you worked on this piece?
* Have you changed any ideas you used to have on this subject?
* Did you do your work the way other people did theirs?
* In what ways did you do it differently?
* In what ways was your work or process similar?
* If you were the teacher, what comments would you make about this piece?
* What grade would you give it? Why?
* What the one component you particularly want people to notice when they look at your work?
* What do your classmates particularly notice about your piece when they look at it?
* In what ways did your work meet the standards for this assignment?
* In what ways did it not meet those standards?
* If someone else were looking at the piece, what might they learn about who you are?
* One thing I would like to improve upon is ...
* What would you change if you had a chance to do this piece over again?
* What's the one thing that you have seen in your classmates' work or process that you would like to try in your next piece?
* As you look at this piece, what's one thing that you would like to try to improve upon?
* What's one goal you would like to set for yourself for next time?
* While doing this project, what would you like to spend more time on in school?
* What might you want next year's teacher to know about you (what things you're good at)?
* What things you might want more help with?
* What work would you show her to help her understand those things?

 