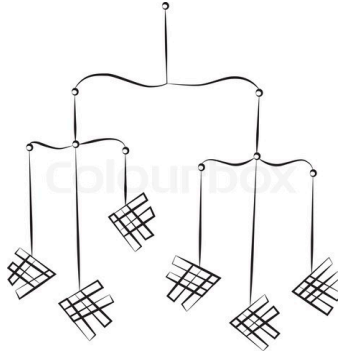


Make-a-Mobile Project



This project will require you to build a mobile that can hang from our class ceiling. You will design or create objects that relate to your book. Each object, or drawing will be accompanied by a notecard explaining its significance.

Requirements:

1. The mobile must have 6 hanging items. You are to DRAW each 2-D picture or create 3-D objects out of crafting materials. You may use no more than 2 already made objects. YOU SHOULD NOT USE CLIP ART PRINTED ONTO PAPER.
 - 2 items will address the theme
 - 2 items will address the setting
 - 2 items will address characterization
2. Your mobile must have a hook that allows us to hang it from the ceiling.
3. You can use two coat hangers as a base, but cover them so the actual hanger is no longer visible. (e.g. tissue paper, yarn, fabric, leaves, etc.) The covering should have some connection to your novel.
4. Attach a 4x6 index card to your mobile somewhere near the hook. The card should have the name of your book, the author, and your name written on it.
5. You are to write a paragraph (6-8 sentences) for each item explaining its significance to the theme, setting, or characterization. This is to be typed or written neatly on paper and NOT attached to your mobile.
6. Write with correct spelling, grammar, punctuation, and conventions.

For construction and ideas of the mobile these website may be helpful:

<http://tlc.howstuffworks.com/family/make-mobiles.htm>

<http://tlc.howstuffworks.com/family/paper-mobiles.htm>

<http://www.apartmenttherapy.com/50-fabulous-mobiles-to-make-bu-145916>

Make-a-Mobile Project Example



Make-a-Mobile Project Example

Suppose your book was *Cinderella*. Your mobile might have such items as a glass shoe (plastic, of course), a small castle or a picture of a castle, an ugly woman's face, and three other items. Your typed paper would be written in the following format:

1. Item: Glass Shoe

Theme: True love always wins

The glass slipper has thematic significance. It represents the love between Cinderella and the prince; she has half and the prince has half. The prince travels in search for his true love, the one who has the other slipper. The two halves must come together. In keeping with the theme - true love always wins - both shoes must be joined in order for their love to be complete. Love survives only if it is shared.

2. Item: Drawing of a Castle

Setting: Castle

The ball to which all the young girls in the kingdom have been invited is held at the castle. This is the location where the prince rejects all the other girls in order to dance with Cinderella. While dancing, Cinderella and the prince fall in love. As she is leaving the castle, she loses one of her glass shoes. The prince must find whom the glass slipper belongs to, so he can find his true love again. After the prince finds Cinderella, they marry at the castle.

3. Item: Drawing of an Ugly Woman

Characterization: Drizella

The ugly woman's face represents Drizella, one of Cinderella's evil stepsisters. Drizella is snooty, bossy, abusive, and highly disorganized. It is Drizella and her sister who try to prevent Cinderella from going to the ball. They are bitterly jealous of her because she is far more beautiful and kind than they are. When the prince comes to the house for them to try on the glass slipper, Drizella forces her foot into the slipper. She really wants to marry a man with a lot of money, so she can be like her mother.

You will continue this format with all 6 of your items. Remember to list the item, identify the category to which it belongs, and then write 6-8 sentences about each item.

Make-a-Mobile Project Rubric

	1	2	3	4
Theme #1	Sloppily made, does not represent a theme.	Sloppily made, but does represent a theme.	Objects took time to create and represent a theme.	Objects took time and represent much thought about the theme.
Theme #2	Sloppily made, does not represent a theme.	Sloppily made, but does represent a theme.	Objects took time to create and represent a theme.	Objects took time and represent much thought about the theme.
Character #1	Sloppily made, does not represent a character.	Sloppily made, but does represent a character.	Objects took time to create and represent a character.	Objects took time and represent much thought about a character.
Character #2	Sloppily made, does not represent a character.	Sloppily made, but does represent a character.	Objects took time to create and represent a character.	Objects took time and represent much thought about a character.
Setting #1	Sloppily made, does not represent the setting.	Sloppily made, but does represent the setting.	Objects took time to create and represent the setting.	Objects took time and represent much thought about the setting.
Setting #2	Sloppily made, does not represent the setting.	Sloppily made, but does represent the setting.	Objects took time to create and represent the setting.	Objects took time and represent much thought about the setting.
Paper (x3)	Did not address all 6 objects. Paper contained spelling and grammatical errors.	Explained the objects, but did not go into a detailed explanation. Did not use specific information from the text.	The paper used some specific examples to explain the choices for each object. While more detail was possible, each item was clearly explained.	The paper is a detailed analysis of the book's components. Objects are explained with a lot of relevant supporting details from the text.

Points: _____

Grade: _____

Comments: