

Literature Response Activities (LRA)

- Choose one LRA per book read.

- Each LRA should include the TITLE, AUTHOR and ILLUSTRATOR (if applicable).

1. Blurb – Write a blurb for the book. A blurb is often put on the back cover of a book and is designed to make people interested in reading the book. It tells a bit about the story but does not tell the ending. Do not copy the blurb from the back of the book. You must make up your own.
2. Poster – Design a poster to advertise the book. It should include bright, colorful graphics and large lettering. It should make people want to read the book.
3. Comic Strip – Make a comic strip that shows one of the scenes from your book.
4. Play – Write a short play using the characters in your book, and portraying one of the interesting scenes.
5. Character Letters – Write a letter from one character to another. Also include the response to that letter.
6. Dinner menu – Create a dinner menu for a character. Use what you know about the character in order to do this.
7. Timeline – Create a timeline of events.
8. Author Letter – Write a letter to the author.
9. View Point – Pretend you are one of the characters from the book. Draw that character. Describe yourself (as that character) and tell the story from your point of view.
10. Question/Answer – Make up a set of questions starting with WHO, WHAT, WHERE, WHEN, HOW, WHICH and WHY about the book you read, and write down the answers.
11. Board Game – Design a board game about your book. Include major events from the story as a key part of the game (e.g. "Porridge is hot. Go back 5 spaces.)
12. Wanted Poster – Make up a wanted poster with a picture about one of the characters in the story. Tell why they are wanted by the police and make it relate to the story.
E.g. Wanted: Goldilocks
 Description: Small girl, 4 feet tall, long blond hair, etc.
 For: Stealing porridge, smashing furniture, breaking and entering
 Last Seen: Running off into the forest
 Reward: \$5000 for information leading to her capture
13. Talking Heads – Draw only the heads of characters from your story and draw in speech bubbles. The characters should be having a conversation from a scene in the story.
14. Oral Reading – Copy out a short passage from the story (between 50-100 words) and read it out loud to the class. Marks will be awarded for good posture, volume, clarity and expression. Marks will be taken off for hesitation, repetition and incorrect pronunciation.
15. Character Interview – Write a script in which you interview one of the characters from your book. For instance, if you were interviewing Goldilocks, you might ask her why she entered the bear's house without permission, etc. You make up the questions and the answers.

16. Story Map – Draw up a map showing where the various events took place in the story.
17. Jigsaw Puzzle – Retell the story in 5-10 sentences. Cut this up into separate sentences and ask a friend to arrange the sentences in the correct order.
18. Newspaper Report – Write about the story as if it was a report for the newspaper.
E.g. **BREAK IN AT BEAR’S HOUSE**
 At approximately 10 AM yesterday a small, fair-haired girl broke into 12 Wood lane.....
19. Diary – Pretend you are one of the characters in the story and write an entry or entries for their diary.
20. Picture Story – Make your own picture story retelling the book in your own words.
21. Book in a Bag – Decorate a paper bag with the title, author (illustrator too) and picture about your book. Fill the bag with things that represent parts of the story (e.g. pack of oats, piece of broken wood, toy bed). You will present your book in a bag to the class and talk about the things in it and what they represent.
22. Character Report Card – Write a report card for one of the characters in your story.
E.g.

NAME: Goldilocks AGE: 7

QUALITY	SCORE	COMMENT
Honesty	1	She was naughty because she broke the chair.
Bravery	2	She wasn't very brave because she ran away from the bears.
Curiosity	5	She was VERY interested in the Bear's home and belongings.
Friendliness	2	It's not very friendly to break people's furniture and eat their food.