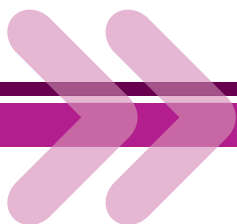


INTEGRATED

It's a Novel Idea
Compare and contrast
Middle Childhood 4–7
Learning Resource



It's a
Novel Idea
compare and contrast





ORDERING INFORMATION:

Contact WestOne Services on Tel: (08) 9229 5200 Fax: (08) 9227 8393 Email: sales.westone@dtwd.wa.gov.au
Orders can also be placed through the website: www.westone.wa.gov.au

INTEGRATED1713
IT'S A NOVEL IDEA—
COMPARE AND CONTRAST
ISBN 978-1-74205-670-8



9 781742 056708

Integrated

**It's a Novel Idea
Compare and contrast**

Middle Childhood

Learning Resource

First published 2010

ISBN 978-1-74205-670-8
SCIS 1484983

© WestOne Services 2010

Not for NEALS 

Produced by WestOne Services.

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system or transmitted in any form or by any means, electronic, mechanical, photocopying, recording or otherwise, without the prior written permission of WestOne Services.

Whilst every effort has been made to ensure the accuracy of the information contained in this publication, no guarantee can be given that all errors and omissions have been excluded. No responsibility for loss occasioned to any person acting or refraining from action as a result of the material in this publication can be accepted by WestOne Services.

Published by and available from

WestOne Services



1 Prospect Place West Perth WA 6005
Tel: (08) 9229 5200 Fax: (08) 9227 8393
Email: sales.westone@dtwd.wa.gov.au
Website: www.westone.wa.gov.au

This module contains information from the Curriculum Framework, Society and Environment, English, Science, and Technology and Enterprise, Curriculum Guides and the K10 Syllabus, and has been reproduced with the permission of the Curriculum Council of Western Australia. It also contains information from the Outcomes and Standards Framework, which has been reproduced with the permission of the WA Department of Education.

Microsoft® and PowerPoint® are trademarks of the Microsoft® group of companies.

IT'S A NOVEL IDEA



★ Overview of It's a Novel Idea

It's a Novel Idea consists of three modules and a Teacher overview.

Module	Outcomes focus
1 Blueback	English 8. Reading
2 Compare and contrast	English 8. Reading
3 Reading response journal	English 8. Reading

This module contains a:

- student work plan
- learning activities section
- feedback and solutions section.



IT'S A NOVEL IDEA

The resources and materials you will need for 'Compare and contrast' are:

- a copy of the novel *Blueback* by Tim Winton
- a novel of your own choice
- scissors
- glue
- textas and coloured pencils
- blank A4 paper (× 5)
- lined A4 paper (× 5)
- blank A3 paper (× 5).



IT'S A NOVEL IDEA



★ Compare and contrast



Student work plan



IT'S A NOVEL IDEA

Learning activity	Description of learning activity	Learning focus
10 Compare and contrast		
10.1 Choose a novel	Choose a novel to read	People have different interests and tastes
10.2 Examining the book	Examine the cover	Features of book covers
10.3 Illustration	Create an illustration of a scene or event	People respond to a text in different ways
10.4 T-chart	Complete a T-chart	Authors use many ways to show us what characters are like
10.5 Character web	Create a character web	The relationships between characters give us clues about them and the story
10.6 Excitement factors	List and illustrate the main events of the novel	Effective stories build the suspense
10.7 Conflict	Create a conflict map	Conflict provides interest in a narrative
10.8 Summary chart	Complete a summary chart by making notes	Summary charts help us to record information

IT'S A NOVEL IDEA



Learning activity	Description of learning activity	Learning focus
10.9 Venn diagram	Complete a Venn diagram	A Venn diagram helps us to compare two things
10.10 Ask the author	Research an author	Information about an author can help us to better understand his/her work
11 Star productions		
11.1 Cast	Recommend actors for parts	Actors play the parts of the characters
11.2 Soundtrack	Choose songs for a soundtrack	Music helps to set the mood
11.3 Costume	Design a costume	Costumes give us clues about a character's personality
11.4 Set design	Create a set design	Sets create mood or atmosphere
11.5 Promotion <ul style="list-style-type: none"> • Research • Brainstorm • Plan 	Research and plan a promotional product	Promotional materials arouse people's interest in a movie or book
11.6 Create promotion	Create a promotional product	Promotional materials arouse people's interest in a movie or book
11.7 Evaluation	Evaluate your product	



IT'S A NOVEL IDEA

Signposts

Look for signposts throughout the modules. They give instructions to help you with the learning activities.



Resource file – This signpost tells you to present your work in your resource file.



Record – This signpost tells you to record yourself speaking.



Reading – The reading signpost tells you to read from the suggested book.



Multimedia – The multimedia signpost tells you to use an audio CD, CD-ROM, video or DVD.



Computer – The computer signpost tells you to use a computer or the internet.



Scissors – The scissors signpost tells you to cut out a page from the book.





10 Compare and contrast



After reading and studying the novel *Blueback* it is now your turn to choose a book of your own. This can be a favourite novel you have read or a new one that you haven't read yet. You may like to speak with an adult if you need help to choose a book. You will use this novel to compare with *Blueback* and to study the features of its narrative structure.

★ 10.1 Choose a novel

The following will give you some ideas about how to choose your novel.

- Choose another book by the same author (Tim Winton).
- Choose a book based on a topic or theme that interests you.
- Ask family, friends, a teacher or a librarian for advice.
- Take time to browse through some different novels before making your selection.
- Choose a book that suits your reading ability. (Follow the rule of thumb as explained in the 'Hint' on the next page.)
- Visit an author's website (such as <http://www.morrisgleitzman.com/>)





IT'S A NOVEL IDEA



Hint: The rule of thumb helps you to select a book that suits your reading ability. Start reading the first page of a book. Every time you come to a word you don't know hold up one finger. After finishing the first page check to see how many fingers you are holding up. Look at the guide below to see how this works.

- Too easy: 0 fingers
- Just right: 2-3 fingers
- Too hard: 4-5 fingers.

Here are some authors you may like to consider:

John Marsden

Tim Winton

Morris Gleitzman

Paul Jennings

Jackie French

Colin Thiele

Emily Rodda

Andy Griffiths

Roald Dahl



IT'S A NOVEL IDEA



Some novel suggestions are:

BATESON, Catherine, *Being Bee*

Bee's predictable life with her father and two guinea pigs, since her Mum died, changes dramatically when Jazzie becomes a part of their lives. She is controlling and wants to sort out the messy household. Bee resists her and is afraid of trusting her. Jazzie is also holding something back and a sad incident of loss brings them together and demonstrates that love can come in different forms.

Themes: Belonging. Change. Disability-intellectual. Fathers. Girls. Joy and sorrow. Single parent families. Step-parents and stepchildren. Trust.

BATESON, Catherine, *Millie and the Night Heron*

This family is not a 'nuclear family'. Millie lives with Kate, her Mum who is an artist, Kate's best friend Sheri and Sheri's young son Mitchell. Millie's father, Patrick, is a scientist living in England. Everything is fine until Sheri decides she needs a man and goes off with ghastly Brendan. Kate decides on a change and applies for a job in another town. Millie's life changes profoundly. Initially she has an unpleasant time but eventually makes some good friends and learns photography while her Mum forms a new relationship.

Themes: Change. Family. Friendship. Girls. Moving house. Photography. Relationships.

DANN, Max, *Worst Best Friends*

Roger Thesaurus decides he has to see the world. The trip seems doomed when the bus doesn't arrive. It gets worse when Ernest Dusting, the nastiest, meanest, scariest, toughest kid in school, who lives two streets away, gets involved. It gets even worse when Roger has to spend two hours locked in a cupboard, falls down a large hole and meets with the police. This is the first of 3 books which have been used for the TV series.

Themes: Accidents. Boys. Racism. Runaways.





IT'S A NOVEL IDEA

D'ATH, Justin, *Bushfire Rescue*

This is one of D'Ath's Extreme Adventure series. Sam Fox is staying in the high country with his grandparents, when the horse Susie is bitten by a wasp. This begins a series of exciting events involving cattle rustlers, saving Susie, a herd of brumbies and relying on his grandfather's old bull to save him from a bushfire.

Themes: Adventure and adventurers. Boys. Bushfires. Cattle. Chases. Farms and farming. Horseriding. Robbers and outlaws.

EATON, Anthony, *Nathan Nuttboard: Family Matters*

Nathan's Scottish grandfather is coming for a visit or perhaps permanently. As usual things are never easy in this family. Nathan and his friend Gnarly have some plans including false teeth, fish guts and stuffed animals to stop that happening. There are lots of jokes about Scots in this entertaining light read.

Themes: Boys. Brothers and sisters. Family relations. Grandfathers. Scotland.

FRENCH, Jackie, *The Goat Who Sailed the World*

This is one of a series called *The Animal Stars* in which famous animals and history come together in exciting fiction stories. This goat travelled on two major Pacific voyages on the *Endeavour*, giving fresh milk to Captain Cook and his officers. Isaac, a twelve-year-old boy becomes the goat's keeper, and they develop a friendship which grows as they face a shipwreck, fire and illness.

Themes: Australia – history to 1788. Boys. Cook, James. Explorers – sea. Goats. Sailing and sailors. Survival. Voyages and travels.



IT'S A NOVEL IDEA



FLYNN, Pat, *The Tuckshop Kid*

Matthew is fat and a target of bullies. He is also amazing at working out the most food you can buy at the school tuckshop and his services are in demand at lunchtime. When he faints at sport the doctor is worried that his obesity may have already caused him to develop diabetes. His Mum cuts back on her work hours in order to spend time with her son, cooking healthy food and exercising with him. Quite a few of the kids at school are on his side as well in his battle to lose weight including Kayla, who has never worried about his size anyway.

Themes: Boys. Diabetes. Obesity. Parent and child. Schools and students.

HONEY, Elizabeth, *45 & 47 Stella Street and Everything That Happened*

The 'Phonies' move in and renovate an old house, 45 Stella Street. They start causing unhappiness with their complaints. Henni and her friends start to watch them closely, intrigued by their lavish lifestyle, and happen on a money laundering scam. Eleven-year-old Henni Octon, the tallest girl in the school, writes the funny, fast-paced story of the impact of new neighbours in her community.

Themes: Community life. Conflict. Crime and criminals. Detectives. Writing.

IBBOTSON, Eva, *Journey to the River Sea*

Mia is a lonely orphan living in a boarding school. She is stunned to learn that she is to live with an unknown aunt and uncle and their twin daughters in Manaus a thousand miles up the Amazon. Mia decides to go with courage and an open mind. In this adventure story she discovers that Mr and Mrs Carter have only offered to take her in for the considerable amount of money she brings with her and the twin girls are nasty, deceitful and stupid. Travelling with her is Miss Minton whose shabby travelling trunk is filled with books, and whose hatpin is copied from the armour of Eric the Hammerer. There are interesting boys she will meet up with also.

Themes: Acting and actors. Amazon region. Courage. Explorers. Foster home care. Hope. Orphans and orphanages. Prejudices. Teachers. Voyages and travels.



IT'S A NOVEL IDEA

JORGENSEN, Norman, *Jack's Island*

This story is about life on Rottnest Island during World War II. John Jones known as Jack or that Jones brat, his friend Banjo, their odd friend Dafty and the families and naval men live on the island. The boys' world consists of rationing, exploding hand grenades, 'making do', billycarts, shark-infested waters, boyish high spirits, savage cane-wielding teachers and the possibility of invading Japanese.

Themes: Armed forces. Australia – history 1929–1945. Boys. Prejudices. Rottnest Island, WA. Schools and students. Social classes. Teachers. World War II 1939–1945.

KLEMM, Barry, *The Tenth Hero*

Lee Parsons undertakes an extraordinary journey from a boarding school in England home to Melbourne, Australia, where his mother and best friend Scottie have some major issues. Trevor, his TV star Dad, has dumped him at the prestigious Finchley. Now Lee is on a mission and he will attempt to ride halfway around the world to get there. He will encounter driving rain, being shot at and being arrested amongst other hazards on his quest.

Themes: Bicycles and cycles. Boys. Quests. Voyages and travels.

KORMAN, Gordon, *Dive*

Kaz, Dante, Adriana and Star are not the best divers in the world, but have been chosen to spend the summer exploring the depths of the sea. This is the first book in The Discovery series, an adventure trilogy. The ocean floor has been affected by a seismic event and what they discover is much larger and more complicated than marine life. It is action packed as they try to salvage their discovery.

Themes: Adventure. Discovery. Shipwreck. Friendship. Jealousy. Killer sharks. Treasure.



IT'S A NOVEL IDEA



MCFARLANE, Peter, *Kart Girl*

Gabby pushes herself to beat great rival and state title holder Kart Girl, also known as Krithi Kandola. Unfortunately in fierce competition Gabby crashes badly and is seriously hurt. When she emerges from a coma she finds Kart Girl has somehow become a sort of friend of her family. The girls form a strong bond, and need to work together to survive a bushfire when on a canoeing adventure and the rivalry of the track is far away.

Themes: Billycars. Bushfires. Friendship – girls and boys. Motor car racing.

ROY, James, *Problem Child*

Max Quigley isn't exactly a bully; he is just incredibly confident and remarkably selfish. Triffin Nordstrom is a nerd who Max believes deserves to be called 'Nerdstrom'. He lives in the bush with his Mum who he calls Ulrika. The story looks at playground politics and how this match made in hell will develop.

Themes: Boys. Confidence. Empathy. Friendship. Justifications. Misbehaviour. Selfishness.

SACHAR, Louis, *There's a Boy in the Girls' Bathroom*

Bradley Chalkers tells lies, picks fights with girls, refuses to work, has serious behaviour problems according to the teachers and is feared throughout the school. He sits at the back alone until Jeff Fishkin joins the class and the only seat left is the one next to Bradley. Despite everything, Carla knows that Bradley can change with a bit of work on his self worth.

Themes: Birthdays. Bullying. Emotionally disturbed children. Family relations. Helpfulness. Schools and students. Self-perception. Teachers.



IT'S A NOVEL IDEA

THIELE, Colin, *Jodie's journey*

Jodie rides her horse Monarch in shows with increasing success until the onset of rheumatoid arthritis prevents her from completing a ride in the last show of the season. After she is referred to a specialist in Adelaide she learns about the disease and how best to deal with it. That summer it is very hot and dry, and on what became known as Ash Wednesday, Jodie is home alone, when fires, fuelled by a strong wind, break out in the hills around Adelaide. Jodie sets Monarch free and in her wheelchair, leads the way to safety. The story is easy to read and the facts about juvenile arthritis are clearly portrayed, as is the emotional struggle associated with learning to deal with disease and disability.

Themes: Bushfire. Horseriding. Disabilities. Arthritis.

WINTON, Tim, *The Bugalugs bum thief*

Skeeta Anderson wakes one morning to find his bum is missing. First published in 1991, this hilarious tale has readers 'rolling in the aisles' with laughter.

Themes: Humour. Adventure. Imagination.

The above synopses written by Liz Allen and reproduced with the permission of Schools of Isolated and Distance Education

Which book have you chosen?



Title:

Author:





★ 10.2 Examining the book

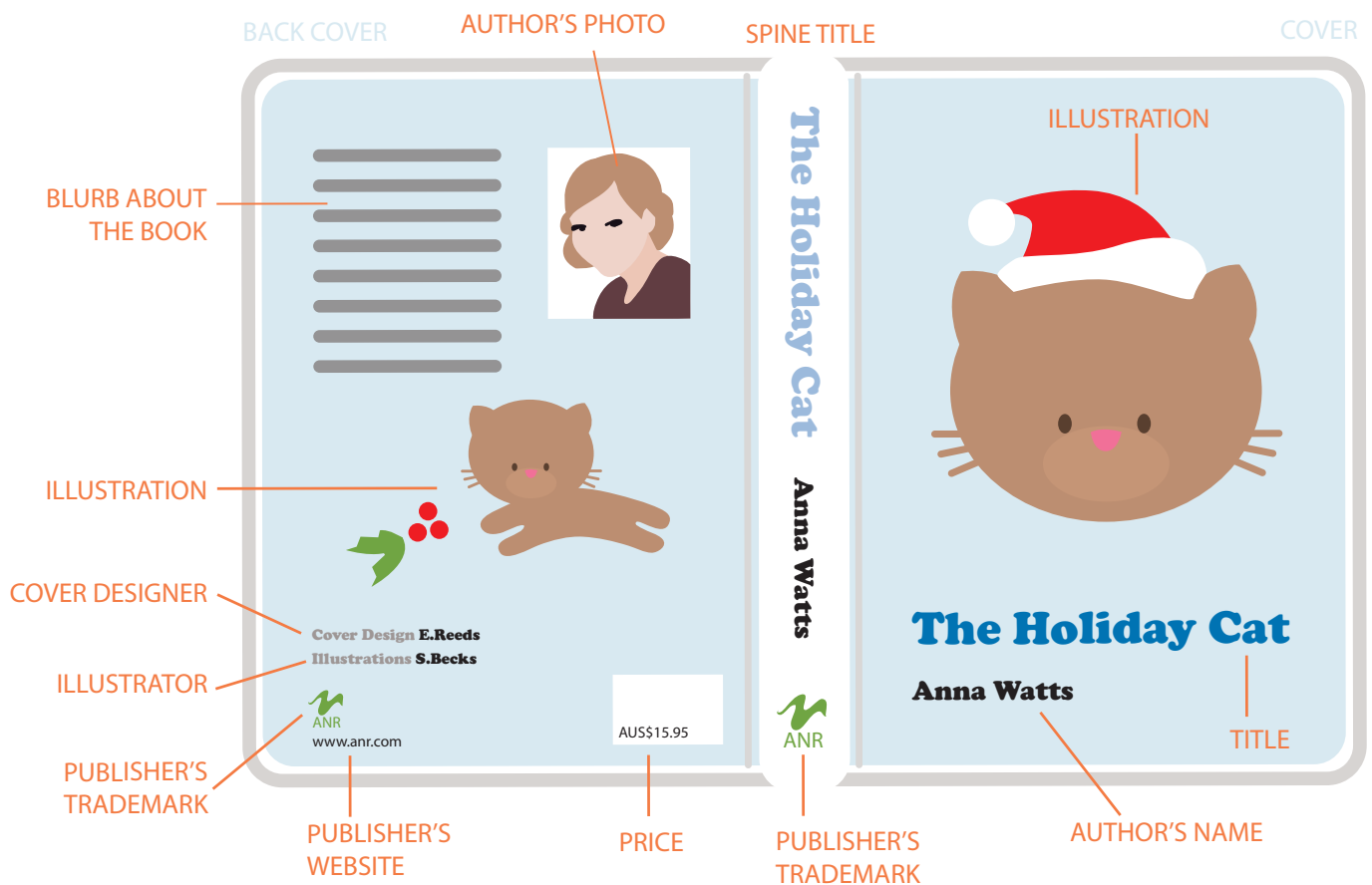


Examine your book.

Refer back to the checklists in activities 3.1, 3.2 and 3.3 in the previous module. Using these checklists as a guide, on the next page complete a detailed drawing of your chosen novel's front and back covers and its spine.

You need to label each feature.

For example:



Place the cover drawing in your resource file.

You then need to answer the questions that follow.



IT'S A NOVEL IDEA





IT'S A NOVEL IDEA



A large, empty rectangular box with rounded corners and a thick grey border, intended for writing a novel idea. The box is divided into two sections by a horizontal line, with a rounded rectangular tab in the middle.



IT'S A NOVEL IDEA



IT'S A NOVEL IDEA



What type of genre do you think the novel is, eg mystery, adventure, romance or thriller? What makes you think this?

At what age level do you think the book is aimed? Give reasons for your answer.

Do you think the cover is attractive? Why/Why not?

(Think about such things as illustrations, colours, layout of the cover and the placement of words.)

Were there any features you found in the novel of your choice different to *Blueback*? Why do you think this is?

Which cover did you find the most appealing, *Blueback* or your chosen novel? Why is this? Give reasons in your answer.



IT'S A NOVEL IDEA

★ 10.3 Illustration

Read a few chapters of your chosen novel and complete an illustration of a scene or event that interests you. Underneath your illustration write a few sentences describing why you chose this scene or event.





★ 10.4 T-chart

Read as many chapters as you wish. Complete a T-chart comparing the character Abel to the main character in your chosen novel.

Abel	Character from your novel



Finish reading your novel.

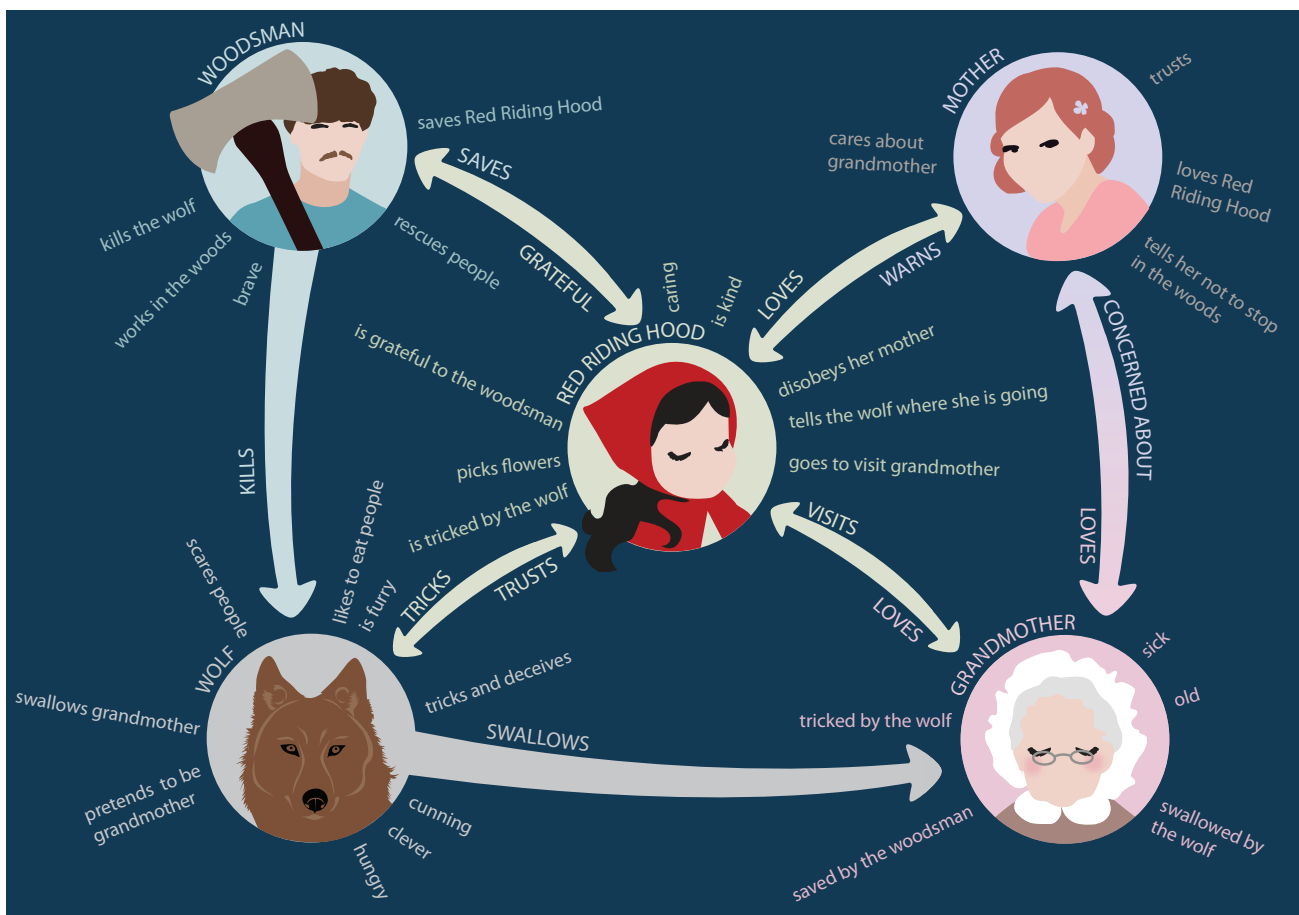


IT'S A NOVEL IDEA

★ 10.5 Character web

Complete a character web for the main characters in the novel you have chosen.

Here is an example of a character web for the story Red Riding Hood.



IT'S A NOVEL IDEA



Follow these instructions to create a web for your chosen novel.

1 Draw a circle for each character.

2 In each circle write a character's name. (You may also wish to draw each character.)

3 Draw lines out from each circle describing the character's actions, personality, appearance, things others say about this character and any other interesting information about them.

4 Think about how each character interacted with the main character, or what their relationship with the main character was like. Draw an arrow showing the direction of the relationship. Write one or two words to describe the relationship. (You may like to do this in a different colour.)



Place the character web in your resource file.



IT'S A NOVEL IDEA





IT'S A NOVEL IDEA



Character web

Title: _____

Author: _____



IT'S A NOVEL IDEA





★ 10.6 Excitement factors



An excitement chart allows you to see the action or events that take place.

Complete an excitement chart to see the excitement level in your chosen novel. Refer back to the '*Blueback*' module (Section 5.2) to remind you about the excitement chart.

In the chart on the following page, first write down the main events from your chosen novel in the correct order.



Hint: Use pencil so that you can make changes if necessary. Try to describe the events using short sentences.



IT'S A NOVEL IDEA





IT'S A NOVEL IDEA



IT'S A NOVEL IDEA



Next, think about how each event kept you interested. Give each event a rating using the scale from 1–10.

1 calm ————— **10 exciting**

Choose five of the main events from the Excitement chart and illustrate these on the Excitement factor chart. Include dot points about each event.

Under each event record the rating you assigned it.

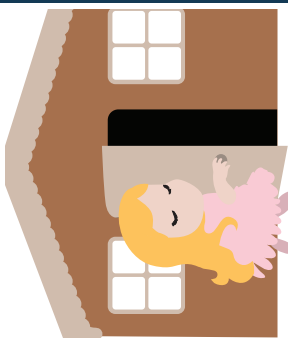
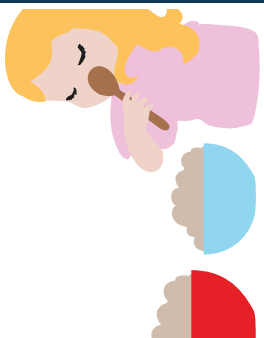
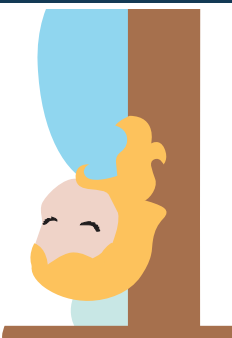
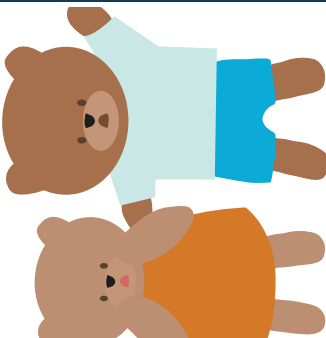

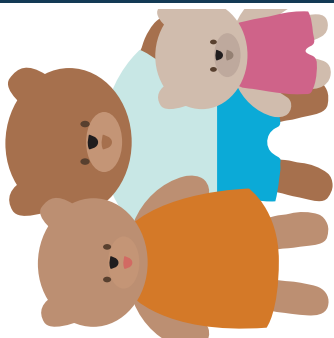
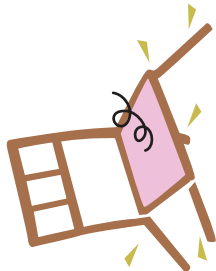


Look at the table on the following page as an example.



Place a copy of your Excitement chart in your resource file.



IT'S A NOVEL IDEA

Event: Goldilocks and the three bears Author:				
Setting	Event	Event	Event	Ending/Resolution
 Goldilocks goes into the house	 She eats the porridge	 She goes to sleep in the bed	 The bears come home	 Goldilocks screams and runs away
 She breaks the chair	 She breaks the chair	 They notice the porridge has been eaten	 7	Rating: (1-10) 1
2-3	3	5	7	



IT'S A NOVEL IDEA





★ 10.7 Conflict



If you recall, during an earlier activity you examined how conflict in narratives makes the story interesting. For this activity choose a conflict from either *Blueback* or your chosen novel and complete a conflict map. You may like to use pictures as well as words.



Place a copy of your conflict map in your resource file.



IT'S A NOVEL IDEA



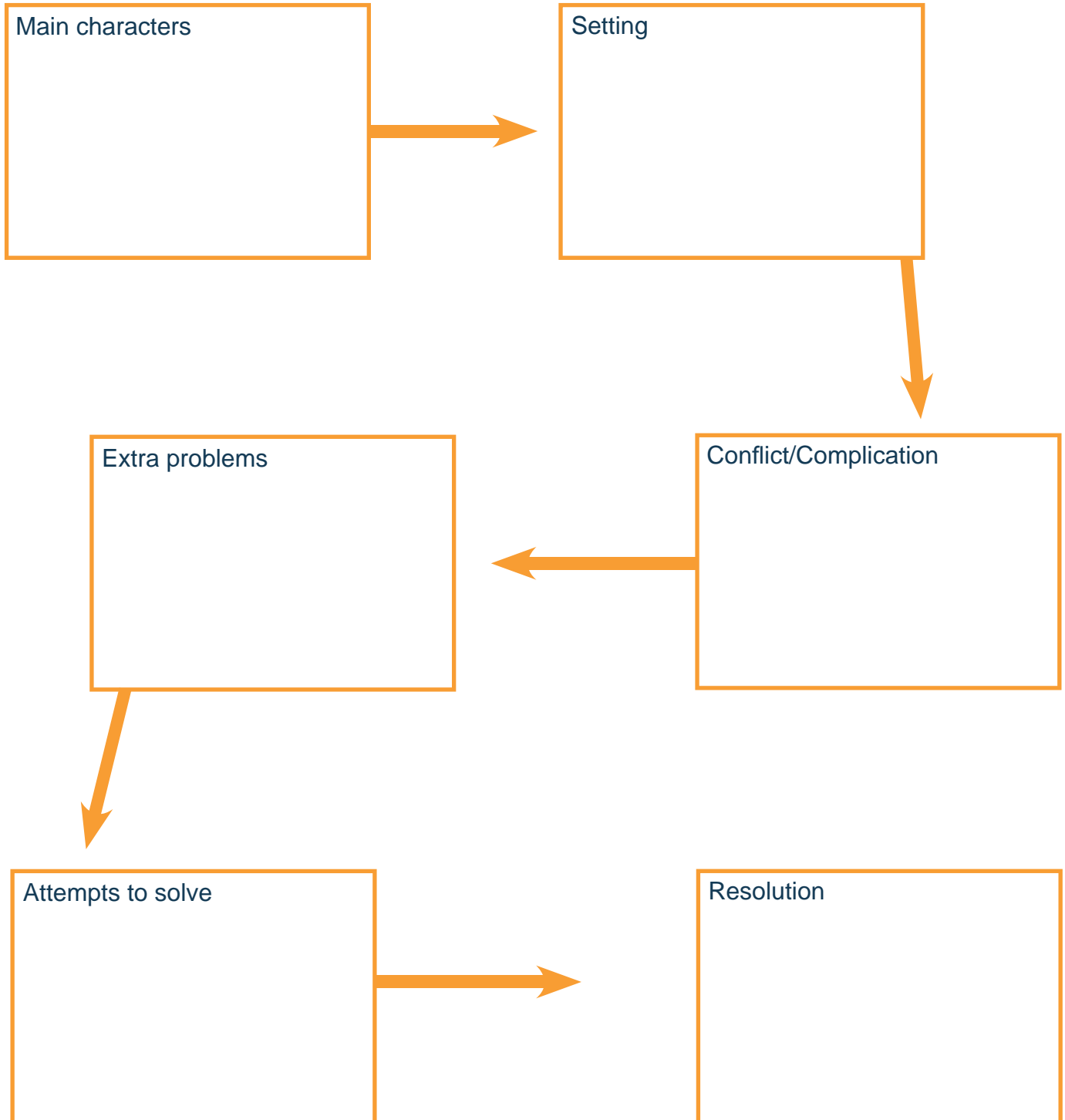


IT'S A NOVEL IDEA



Title: _____

Author: _____





IT'S A NOVEL IDEA





★ 10.8 Summary chart



Complete a summary chart with details from both novels. This will allow you to easily compare the features of one against the other. When you are completing the chart remember to write in dot points and only provide brief details. You will use the notes in this chart to help you complete a Venn diagram.

Place a copy in your resource file.



Hint: It may help you to refer back to previous activities you have completed on each novel.



IT'S A NOVEL IDEA





Summary chart

	Who does this type of book appeal to most?	Who are the main characters?	What issues arise in the text? What themes are in the novel?	Settings	How does the author make us like or dislike the characters?	How does the author hook your interest in the beginning?	How does the story end?
Book 1 Title: <i>Blueback</i> Author: Tim Winton							
Book 2 Title: Author:							



IT'S A NOVEL IDEA





★ 10.9 venn diagram

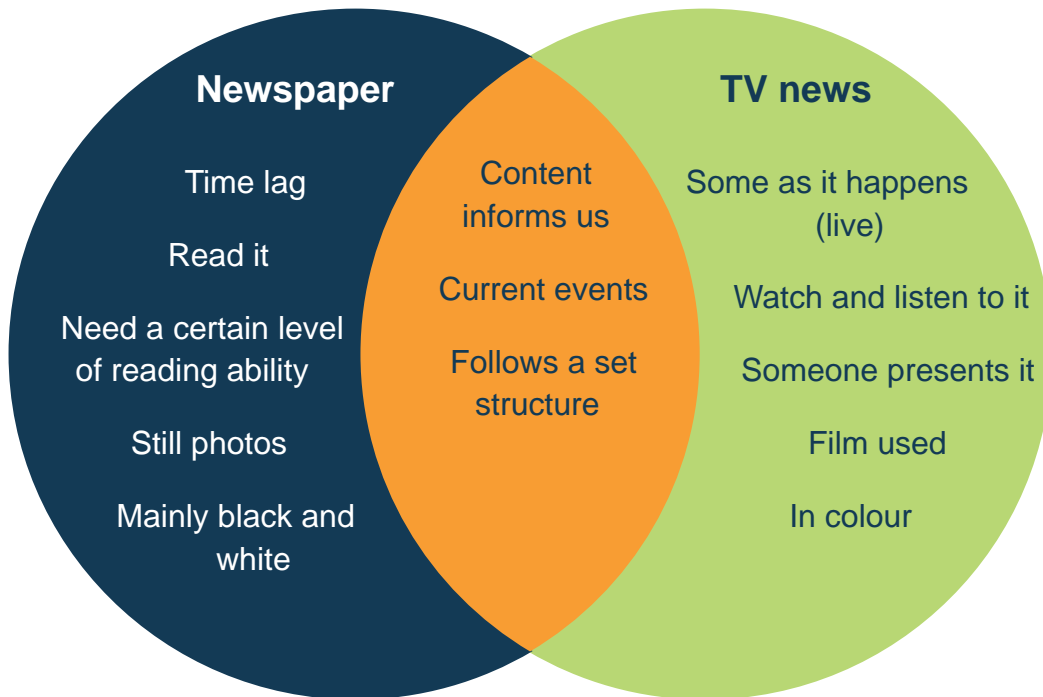


When you have completed a summary chart you can then compare the two novels.

Complete a Venn diagram comparing *Blueback* against your chosen novel.



A venn diagram shows similarities and differences between two things. The area that overlaps shows the similarities.



So we can see that the newspaper and TV news have the following in common: content, current events and a set structure.

You may find it helpful to refer to your summary chart whilst completing your venn diagram.

Place a copy of your Venn diagram in your resource file.



IT'S A NOVEL IDEA

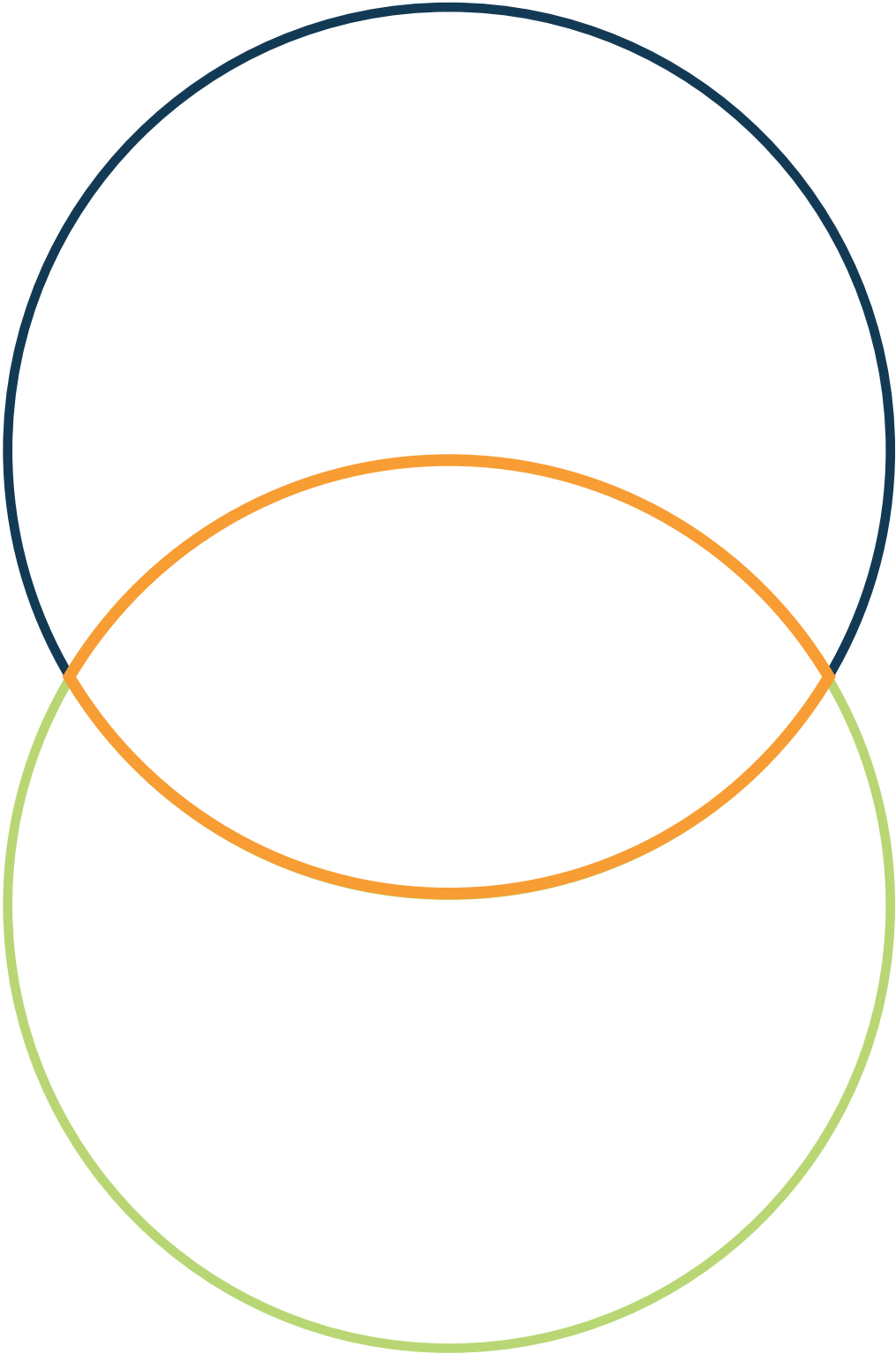




IT'S A NOVEL IDEA



Venn diagram



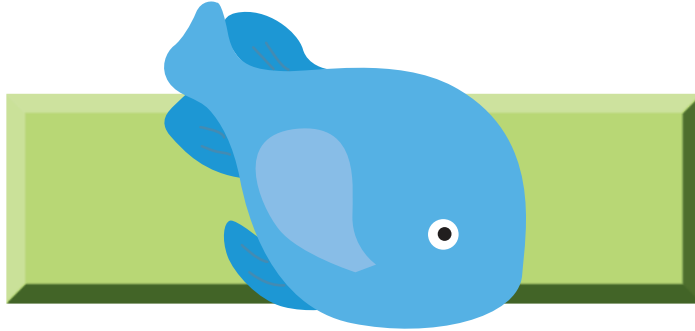


IT'S A NOVEL IDEA





★ 10.10 Ask the author



The author of *Blueback*, Tim Winton, has written many books. He was born in Western Australia in 1960 and still lives there. He has written books for both adults and children, and his books have been published in more than 12 different languages.

How many books has the author that you chose for your second text written? What do you know about the author of the book? Do you think that knowing more about the author would affect how you feel about the novel? Learning about the author of a novel or story can help you to understand why they wrote the story or included certain themes.

Think about what questions you would ask the author if you had the opportunity. Also think about why you would choose these questions.

Take some time to brainstorm questions you would like to ask.



IT'S A NOVEL IDEA

Carry out some research to find interesting details about your author. You might find your author has a website where you can find all kinds of information about them, and maybe even contact them by email with your questions. When you have completed your research, fill out the following details about your author.

Author's name:

Date of birth:

Place of birth:

Published works:

Interesting information:






11 Star Productions

From...	<input type="text"/>
To...	<input type="text"/>
Subject...	<input type="text"/>

Dear Bookworms

I am hoping you will be able to assist me. I am a movie producer at Star Productions. I am currently looking for a novel suitable to make into a movie for 12 to 13-year-old children. I have heard you have been studying some novels.

I would like you to recommend a novel for the movie and offer suggestions for casting, soundtrack, costumes and promotional material.


 Regards
 Phil M Maker



The movie producer Phil M Maker is looking for a novel to make into a movie. Choose either *Blueback* or the novel you have been studying to recommend for the movie. Remember to do your best work and consider how you present each task, as this affects how people respond to it. Your resource file is a showcase of all your hard work and ideas!

You may use your computer to complete any of the tasks.





IT'S A NOVEL IDEA



The novel I recommend is:

★ 11.1 Cast



Thinking about the novel, your first task is to write your recommendations for the cast. The cast is the actors who will be playing the roles of the characters. The producer greatly values your opinion as, after studying the novel, you have a great knowledge of the characters and this will help in choosing a suitable actor.



Include the main characters, who you would cast in the roles and what the reasons are behind your recommendations.

Include a copy of your cast list in your resource file.





IT'S A NOVEL IDEA



Character	Actor to be cast	Reasons



IT'S A NOVEL IDEA





IT'S A NOVEL IDEA



★ 11.2 Soundtrack



Your next task is to choose five songs for the soundtrack. List the songs you choose, and where they will be played in the film, and give reasons why they are appropriate. Remember that music can help to set the mood of a scene, so choose music that will complement the settings, characters and events.

Song title and artist	Scene where to be played	Reasons for choice

Include a copy of your soundtrack list in your resource file.



IT'S A NOVEL IDEA





★ 11.3 Costume



Next you need to give the producer ideas for the costumes. Draw your costume idea and label the features. Complete costume designs for one of the main characters in the novel. Think about what you already know about the character, such as their personality and situation, to help you with your design.

Include your designs in your resource file.

★ 11.4 Set design



You now need to complete a drawing of a major setting for the movie. Remember that the setting needs to establish such things as the place, time and weather. The setting also creates the mood or atmosphere, so think about the colours and features that would need to be included. Remember to label the features on your drawing.

Include a copy of your set design in your resource file.



IT'S A NOVEL IDEA





IT'S A NOVEL IDEA



Set design



IT'S A NOVEL IDEA





★ 11.5 Promotion

The new movie will need promotional material. In order to reach his target audience of 12 to 13-year-olds the producer has suggested either:

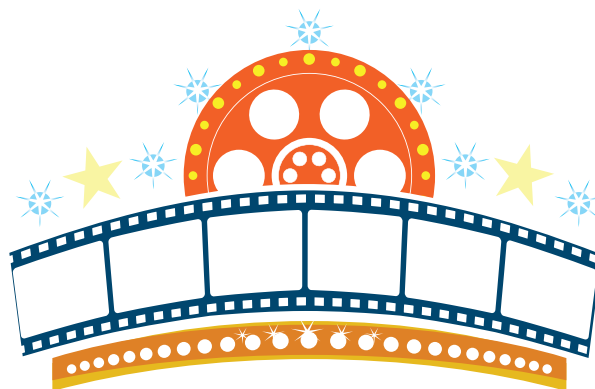
- a web page
- a teaser video
- a Microsoft® PowerPoint® presentation
- a video review of the book
- a radio advertisement.



By using one of these types of promotion, rather than a static poster, the producer feels he will reach more of his target audience.

Promotional material for a book or movie usually includes:

- a brief review of the book or story
- a teaser about the story line (without giving too much away)
- a hook to get the audience interested.



Choose one of the promotional ideas the producer has suggested and create your promotional material. You can choose whichever way you think is best to do this. Use your imagination and creativity to come up with something that will really engage the audience!!



IT'S A NOVEL IDEA



Remember, the idea is to get the audience interested in the upcoming movie.

Using your expert knowledge of the book, you need to persuade the audience to see the movie or read the book.

Before beginning your promotional product you will need to consider the following.

- What is included in most movie previews?
- Who is the intended audience?
- What is the audience told or not told?
- What is it about the book that is most important to convey to the audience? (Plot, characters, problem, solution.)
- What are the main themes in the novel?
- How did the book make you feel?
- Will there be a voice-over?
- Will there be music or sound effects?
- Will there be live action or pictures?
- Will there be other actors or figures?

Research

Think about a promotional product that got your attention and made you want to see a particular movie or read the book. What was it that was included or left out that captured your interest?

List some of these things, for example the promo had my favourite actor in it.



IT'S A NOVEL IDEA



Before you begin it may help you to do some research on other novels, or to look at some promotional film and book websites.



Use a search engine to look for and explore webpages about films and books.

Write down any useful ideas you think of while looking at these.

Brainstorm

Think about all of your ideas for your promotional product and brainstorm all of your ideas here. Now is also a good time to think about how you will share your work with others.



IT'S A NOVEL IDEA

★ 11.6 Create promotion



It is now time to decide which promotional product you will complete. You may like to talk over your ideas with an adult before making your final decision.

I am going to create: _____

Plan

Writing a plan can help to keep you organised. For some people this may be a list of things they have to do. For others it may be a sketch of what will be included, or a storyboard that includes information about what is in each scene. Make a plan for your promotional product. Include a copy of your plan in your resource file.



Now it's time to complete your promotional product. This is a large project, so make sure you take your time and be as creative as you possibly can.

You will need to submit a copy of your final product.



After completing your promotional product you may be able to upload it to a class website.

Speak with your teacher or an adult about how to do this.

★ 11.7 Evaluation

The final task is to evaluate how well you did. Complete the table by placing a tick in the appropriate column and filling in any comments.



IT'S A NOVEL IDEA



	I did this well	I did this OK	I didn't do this at all	An example of what I learnt or could do better
Used a brainstorm to come up with ideas				
Made a plan				
Followed the plan to produce my promotion				
The promotion conveyed information about characters, setting, plot				
The main theme or topic of the story is included				
The promotion doesn't give too much away				
The promotion is engaging for the audience				
The type of promotion is appropriate for the target audience				
I have included a copy of the promotion in my resource file				



IT'S A NOVEL IDEA

From...

To...

Subject...

Dear Bookworms

Thank you for your hard work. Your ideas for the new movie are fantastic. I will be presenting these ideas at the upcoming board meeting. In recognition of all your hard work I'd like to present you with a certificate.

I look forward to working with you again.



Regards

Phil M Maker



CERTIFICATE OF EXCELLENCE



In recognition of:

Contributions of ideas and hard work in the design and promotion of our new movie.

Signed

Phil M Maker

Phil M Maker





IT'S A NOVEL IDEA



IT'S A NOVEL IDEA



★ *Feedback and solutions*



IT'S A NOVEL IDEA

10 Compare and contrast

10.2 Examining the book

What type of genre do you think the novel is, eg mystery, adventure, romance or thriller? What makes you think this?

Answers will vary. An example is:

I think this novel is an adventure book. The fish on the cover is very colourful and large so maybe the book is about an adventure to find the fish.

At what age level do you think the book is aimed? Give reasons for your answer.

Answers will vary. An example is:

I think the book is aimed at children, as there is only one large picture on the front and not very much writing.

Do you think the cover is attractive? Why/Why not?

(Think about such things as the illustrations, colours, layout of the cover and the placement of words.)

Answers will vary.

Were there any features you found on the novel of your choice different to *Blueback*? Why do you think this is?

Answers will vary.

Which cover did you find the most appealing, *Blueback* or your chosen novel? Why is this? Give reasons in your answer.

Answers will vary.





10.4 T-chart

Complete a T-chart comparing the character Abel to the main character in your chosen novel.

Answers will vary according to the novel chosen.

An example is:

Abel	Character from your novel
likes the sea	doesn't live near the sea
is brave	is brave
honest	is honest
protects the sea and its creatures	is stubborn
doesn't like living in the town away from home	tries to help his brother
realises importance of family	doesn't want to be sent to England
	tries to make a plan and get in to see the Queen
	makes new friends
	realises family is important



10.6 Excitement factors

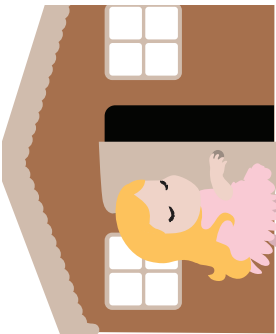
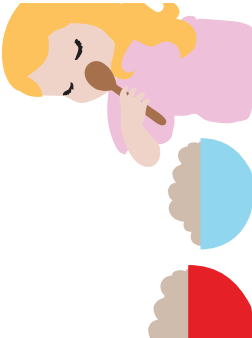
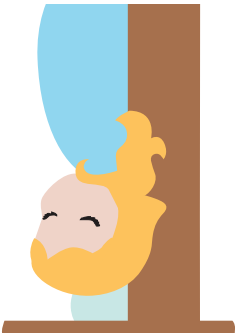
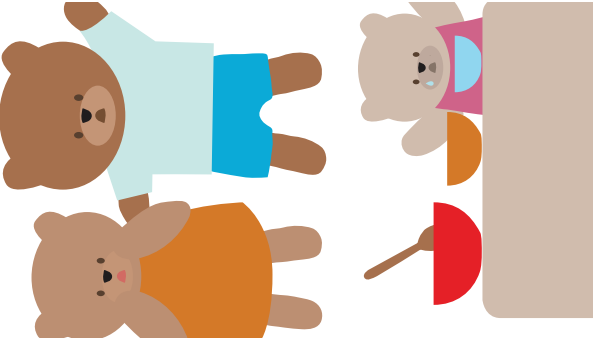

Answers will vary, according to the novel chosen.

An example is:

Order	Event	Rating
1	Bears go for a walk.	1
2	Goldilocks goes into the bears' house.	1
3	Goldilocks eats the porridge.	2
4	Goldilocks breaks the chair.	3
5	Goldilocks goes to sleep in the bed.	3
6	Bears come home.	4
7	Bears notice porridge has been eaten.	5
8	Bears notice chair has been broken.	6
9	Bears go up to the bedroom.	7
10	Bears wake Goldilocks up.	8
11	Goldilocks screams.	9
12	Goldilocks jumps out of window.	8
13	Goldilocks runs home.	7



IT'S A NOVEL IDEA

<p>Event: Goldilocks and the three bears. Author:</p>					
Setting	Event	Event	Event	Ending/Resolution	
 <p>Goldilocks goes into the house</p>	 <p>She eats the porridge</p>	 <p>She goes to sleep in the bed</p>	 <p>The bears come home</p>	 <p>Goldilocks screams and runs away</p>	
<p>Rating: (1-10)</p>	1	2-3	3	5	7



10.7 Conflict

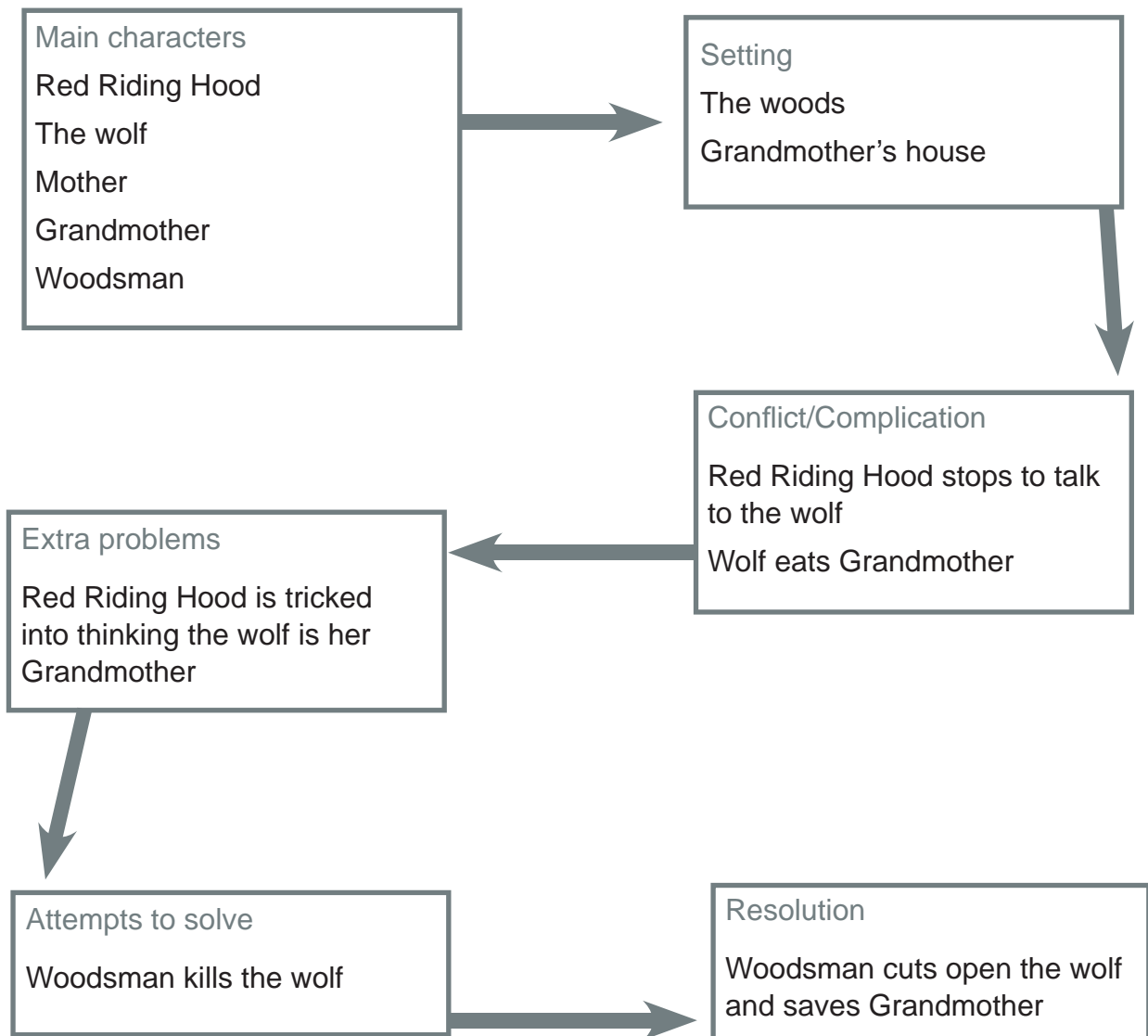
Choose a conflict from either *Blueback* or your chosen novel and complete a conflict map.

Answers will vary, according to the novel chosen.

An example is:

Title: Red Riding Hood

Author:





IT'S A NOVEL IDEA

10.8 Summary chart

Complete a summary chart with details from both novels.

Answers will vary according to the novel chosen. An example for *Blueback* and the novel *Two weeks with the Queen* by Morris Gleitzman is as follows:



<p>Book 1 Title: <i>Blueback</i> Author: Tim Winton</p>	<p>Who does this type of book appeal to most?</p>	<p>Who are the main characters?</p>	<p>What issues arise in the text? What themes are in the novel?</p>	<p>Settings</p>	<p>How does the author make us like or dislike the characters?</p>	<p>How does the author hook your interest in the beginning?</p>	<p>How does the story end?</p>
	<p>I think it appeals to kids who like the sea</p>	<p>Abel Dora Stella</p>	<p>Overfishing Development of the land and bay Safety of Blueback Environmental responsibility</p>	<p>Longboat Bay The sea The town</p>	<p>By making Abel stand up for the sea creatures we see him as brave and trustworthy By painting Costello as greedy and cruel we see him as unlikeable Dora stands firm to her beliefs, traditions and way of life and this makes her likeable</p>	<p>The action of Abel running down the jetty The descriptions of what it is like under the sea Abel meeting Blueback for the first time</p>	<p>Dora dies Abel and Stella have a daughter who they take to meet Blueback And so the cycle continues</p>



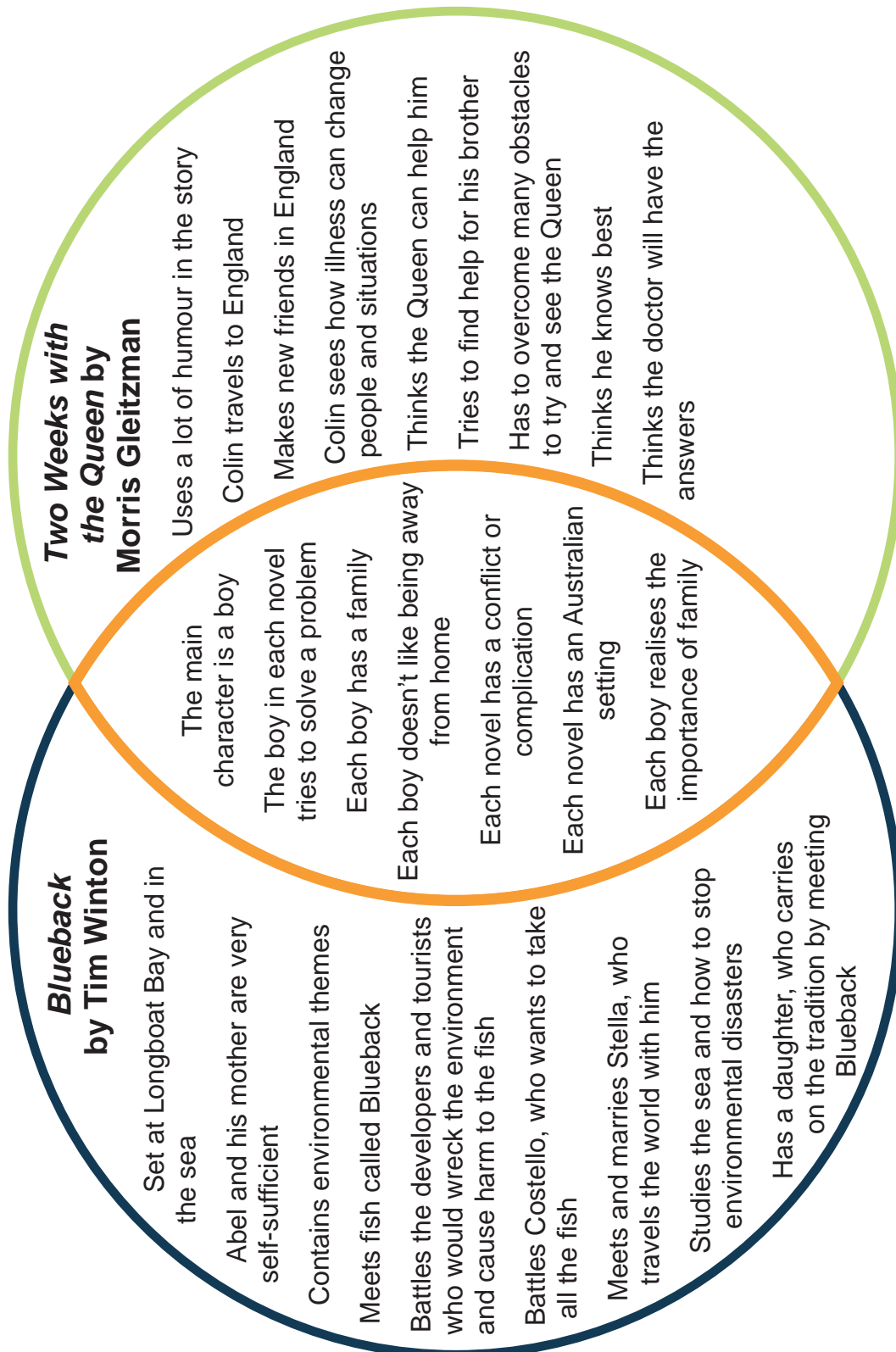
<p>Book 2 Title: <i>Two weeks with the Queen</i> Author: Morris Gleitzman</p>	<p>Who does this type of book appeal to most?</p> <p>Kids, people who like stories with humour in them</p>	<p>Who are the main characters?</p> <p>Colin Uncle Bob and Aunty Iris Alistair Ted Mum, Dad and Luke</p>	<p>What issues arise in the text? What themes are in the novel?</p> <p>Illness of a family member Trying to find help for his brother Family roles and relationships</p>	<p>Settings</p> <p>Australia London Hospitals Aunty Iris and Uncle Bob's house</p>	<p>How does the author make us like or dislike the characters?</p> <p>Colin is very determined and really wants to help his brother, which makes him very likeable Ted shows his emotions and allows Colin into his life, which makes him very likeable</p>	<p>How does the author hook your interest in the beginning?</p> <p>By beginning with the Queen talking Then with Colin not getting what he wants for Christmas And then Luke collapsing</p>	<p>How does the story end?</p> <p>Colin goes home to be with his brother and family</p>
--	--	--	--	---	--	---	---

IT'S A NOVEL IDEA



10.9 Venn diagram

Complete a Venn diagram comparing *Blueback* against your chosen novel. Answers will vary according to the novel chosen. An example is:





IT'S A NOVEL IDEA

