***Frankenstein* Differentiated Projects**

**Due: March 14, 2016**

**\*Any project submitted after this date will result in a grade of half credit. If you are going to be out on the day it is due, make arrangements to turn the project in early or have a friend submit it for you.**

****

*Choose ONE of the following options to demonstrate your understanding of the novel and its gothic elements.*

*If you choose options 1, 2, or 3 you will be required to present your projects to the class on March 14th.*

**OPTION 1: (auditory learners)**

* ***Frankenstein* novel soundtrack –**

1. You will need to select ONE song for EACH of the following chapters for the novel: Letters 1-4, 2, 3, 4, 5, 7, 8, 9 10, 11, 12, 13, 15, 16, 17, 20, 21, 23, 24 (total of 19 songs)
2. Choose songs that you feel best express how the characters might have felt during each section or the problems they may have faced.
3. You will need to include the title, artist, and lyrics for EACH song.
4. You will need to write a 1 paragraph (5-6 well-thought out and complete sentences) reflection for EACH song. In the reflection you will need to explain your choice of song and why the meaning behind the song is appropriate for the events or emotions in that chapter or section. Please choose a wide variety of genres to appeal to all musical tastes. PLEASE NOTE: ALL SONGS MUST BE SCHOOL APPROPRIATE. NO INAPPROPRIATE LANGUAGE OR CONTENT WILL BE TOLERATED. (\*use radio edited versions)
5. You will assemble your information into a printed booklet with a cover page that appropriately reflects the theme, images, or mood of the novel. Alternatively you can create a powerpoint/prezi that follows the same guidelines.
6. Projects MUST be presented in class or you will receive a grade of no higher than a 75.

**OPTION 2:** **(kinesthetic learners)**

* ***Frankenstein* board game –** You may work in partners or by yourself for this option. You will create a board game that reviews not only the novel, but the elements of gothic literature and the story of how Mary Shelley came up with the idea for the novel.

1. Your game must include a board. The spaces and places on the board should reflect a common theme. You may pattern your game after an existing game (Sorry!, Monopoly, Trivial Pursuit, etc.) or create a whole new game.
2. Your game must have at least 100 cards that ask players to give answers that demonstrate their understanding of the novel, gothic elements, and Mary Shelley. The goal of this game is to be a comprehensive review of the entire unit. An answer key MUST be provided somehow.
3. Your directions must be clear and precise. It should explain how to set up the game, how to play it, and how to win. *Suggestion: Give the directions to a friend or parent not in your group and see if they can set up and play it without your assistance. If not, adjust the directions until there is no help needed from you.*
4. Your board should be visually appealing. It should be colorful and neat. It should reflect the plot, mood, and/or themes of the novel.
5. Projects MUST be presented in class or you will receive a grade of no higher than a 75. You must have ALL parts (board, cards, game pieces, dice/spinner, etc.) with you on the day the project is due.
6. Since this is an optional partner project, partners should be aware that you will both receive the same grade. Please think carefully before you choose your partners! (If your partner does not complete his/her part, your grade will also be affected)

**OPTION 3:** **(visual learners)**

* ***Frankenstein* photo essay –** You will need to take ONE original photo for EACH of the following chapters for the novel: Letters 1-4, 2, 3, 4, 5, 7, 8, 9 10, 11, 12, 13, 15, 16, 17, 20, 21, 23, 24 (total of 19 photos)

1. Choose photos that you feel best express how the characters might have felt during each section or the problems they may have faced.
2. You will need to write a 1 paragraph (5-6 well-thought out and complete sentences) reflection for EACH photograph. In the reflection you will need to explain your choice of picture and why the meaning behind the picture is appropriate for the events or emotions in that chapter or section. You will need to include as one of the 5-6 sentences a QUOTE from the novel that depicts or enhances your photo. This quote should be CITED in proper MLA-style. PLEASE NOTE: ALL PHOTOS MUST BE ORIGINAL. NO CLIP ART OR GOOGLE IMAGES WILL BE ACCEPTABLE.
3. You will assemble your information into a printed booklet with a cover page that appropriately reflects the theme, images, or mood of the novel. Alternatively you can create a powerpoint/prezi that follows the same guidelines.
4. Projects MUST be presented in class or you will receive a grade of no higher than a 75.

**OPTION 4 (linguistic learners)**

* ***Frankenstein* essay -** Choose ONE of the following topics to develop for your formal literary essay.

1. Remember formal literary essays are written in the third person (no personal pronouns such as “I” or “me” or “you”), in the present tense, and use “formal academic” language (don’t sound like you are talking to a friend).
2. Length: Be sure to answer the questions in a succinct, comprehensive, minimum five paragraph essay. Your essay should be at least 3-4 typed, double-spaced pages, Times New Romans and 12 inch font with 1 inch margins.
3. You will need at least 3 direct quotation from the novel that include correct in-text MLA citations.
4. Proof-reading/editing: Do a final proofreading of your essay, double-checking your grammar, spelling, organization, and the clarity of your ideas.
5. Topic Options:
6. Write an essay discussing what Victor learns throughout the course of the novel. How do his goals and plans change as the novel progresses?
7. Analyze a character other than Victor Frankenstein or the creature. What is his/her role in the story? Is he/she necessary to the novel? Why or why not?
8. In your opinion, discuss how Victor Frankenstein could have helped the creature acclimate to and be accepted by society. What would you have done differently?
9. Write an essay explaining how the creature of Frankenstein forms the archetypal horror character.
10. Evaluate Victor’s actions from an ethical point of view. How does Victor act or shy away from acting ethically?
11. Compare the creature’s development and actions to those of a child. Does viewing the creature as a child alter one’s view of him? Why or why not?
12. BE VERY CAREFUL TO AVOID ANY PLAGIARISM. IF YOU ARE CAUGHT YOU WILL RECEIVE A GRADE OF ZERO THAT YOU CANNOT REPLACE, AND WILL LIKELY FAIL THE COURSE FOR THIS SEMESTER.