**Hatchet Book Project Rubric**

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| --- | --- | --- | --- | --- |
| **Required Element** | **Exceeds Expectations**  **3** | **Meets Expectations**  **2** | **Needs Work**  **1** | **Element not Present**  **0** |
| **FORM:** | 3 | 2 | 1 | 0 |
| The form of the project is correct for choice (for example, if student selects a game, the game includes rules, game pieces, etc.).  **\*A specific list of requirements for each choice is listed on the back of this rubric.** | 3 | 2 | 1 | 0 |
| **CONTENT:** | 3 | 2 | 1 | 0 |
| Your project clearly describes/explains in some way the challenges/conflicts that Brian experienced in the novel. | 3 | 2 | 1 | 0 |
| Your project clearly includes information about at least one theme present in the story and supports it with evidence from the book in some way. | 3 | 2 | 1 | 0 |
| Your project clearly shows how Brian changed over the course of the novel and WHY through the use of specific examples from the novel. | 3 | 2 | 1 | 0 |
| Your project shows intimate knowledge of the book through careful use of evidence. | 3 | 2 | 1 | 0 |
| Your project shows higher level thinking of the book-you go BEYOND what the book says by evaluating and synthesizing information from the book. | 3 | 2 | 1 | 0 |
| **MECHANICS, APPEARANCE, PLANNING & EFFORT** | (No errors) | (1 error) | (More than one error) | (Errors interfere with ad) |
| Project has correct spelling | 3 | 2 | 1 | 0 |
| Project has correct grammar | 3 | 2 | 1 | 0 |
| Project has correct punctuation and capitalization | 3 | 2 | 1 | 0 |
| Project shows care and attention to detail in neatness and presentation | 3 | 2 | 1 | 0 |
| Project shows clear long-term work and effort (project was clearly NOT done the night before and rushed). | 3 | 2 | 1 | 0 |
| **Total Points:** |  |  |  |  |
| **Total:** | | | |  |
| **GRADE** | | | |  |

**Choice related expectations:**

**Hatchet Game:**

* How many possible players
* If choosing a board game, must have start/finish spaces, as well as a variety of spaces such as regular, draw a card (if including cards), move ahead/move back/lose turn spaces
* Game pieces that relate to the game
* Rules for the game
* How to move (using a dice? Drawing cards?)
* If a card game, each card must relate to the novel and the 3 major requirements: theme(s), character change, and conflict.

*\*MUST CHECK IDEAS WITH TEACHER*

**Photo Album**

* At least 10 pages in your album
* A cover with a title
* 10 photographs/artwork/etc. with a description of what it shows.
* Told from the first-person (use “I” did this, “I” saw that)
* Include the required elements of theme(s), character change, and conflict(s)

**Book Review**

Needs to include FOUR parts:

* Introduction (1 paragraph): includes title, author and basic information about the book (year published, other books by the author, publisher, etc.)
* Summary (3 paragraphs): Describe the most important parts of the book – think about the three required elements of theme(s), character change, and conflict – without giving away the most exciting parts or telling what happens at the end.
* An opinion section (2 paragraphs): this section tells what you liked and didn’t like about the book, as well as what the author did well, or failed at. Try to give specific reasons for your opinions. Some things you could mention are characters, dialogue, plot, pacing, style, and favorite parts, as well as choices the author made that were good and bad.
* A Conclusion that quickly summarizes the information in your report and gives your recommendation as to who might like to read this book. Be as specific as you can with your recommendations; no book is for everyone! (1 paragraph).

\*BE SURE TO CHECK OUT OTHER REVIEWS!!!

**Act-It-Out Scenes**

* A prepared script with:
  + Scene description/Setting
  + Stage directions (to tell the actions Brian will do)
  + Monologue that Brian will say (taken from the book, and made up, but directly related to a scene from the book!!!!
  + Remember to include specific information that lets us know about theme(s), character change, and conflicts.

**Pop-Up Book**

* At least 5 pages
* Minimum of three pop up elements
* An mini-version of Hatchet, told through the five pages and the pop-ups (Remember-a picture is worth 1,000 words)
* Each pop-up element should directly relate to the story of Hatchet.
* Must somehow demonstrate the conflicts, the theme(s) and the way Brian changed over the course of the story.

\*My advice is to look at kid’s versions of bigger books or at some of the Disney books out there-they do a good job of just telling the major events without a lot of extra details.

**Homepage/Glog**

* As with any technology DON’T get bogged down with extras!!! Simplicity is often the best way to get across your point.
* Clear title and author
* At least 4-5 visuals relating to *Hatchet*
* Information about the themes of the book, the conflicts, and the way Brian changes
* Links to 5 websites that directly relate to Brian or his interests/character
* If doing a Glog, please consider adding video or audio elements.