

Secondary English Department

SUBJECT: LITERATURE - CLASS: 3RD YEAR

PROJECT WORK BASED ON THE READING OF FRANKENSTEIN

* Below there is a list of 5 project options to do.
* You will work in groups of four. With your partners choose only ONE task.
* Time limit: Wednesday 11th of July. You must hand in your work on this date. No work will be admitted after the deadline.
* You will have to combine work in class and at home. Plan ahead!

1) **ALBUM**: Imagine you work for a museum. Design an album with the **sights** of the different places & landscapes which were chosen by Mary Shelley all along the story and write **a detailed account of the events** that took place in each particular setting. Also, include your personal interpretation of the **significance** of placing the character/s on that spot at the given specific circumstances in their lives.

 Length: a minimum of 10 places, each with its specific narration card.

 Format: you can choose paper or a digital format (powerpoint, prezi or photobucket).

 Oral presentation: You will take on the role of a museum guide. you must explain to a group of tourists (your classmates) your collection of pictures based on the famous classic Frankenstein.

So, you must plan how to speak about your research for the class. Take into consideration that reading aloud the written cards is not suitable to address an audience. You must plan and rehearse how to retell the content of your cards.

2) **TIMELINE**: write a timeline that shows **all the complications** that arose in the doctor´s life as a consequence of his evil experiment. Be creative in the visual design of your timeline.

Content: make sure you include all the complications leading to the climax of the story (that is to say, till Elizabeth´s murder) in a chronological order. You must invent a heading or label for every timeline node and then write a summary illustrating every

3) **VENN DIAGRAM**. CHARACTER PROFILES: analyse the characterization of doctor Frankenstein and the monster in great detail. Then, draw **a Venn diagram** to annotate their differences, similarities and (if any) characteristics in common. This type of activity involves comparing and contrasting the characters in depth.

Content: your annotations must be very precise. This means that a range of very specific vocabulary is expected to convey your ideas about the characters´personalities and behaviour.

(For example: The doctor is ~~intelligent~~… The doctor has a sharp scientific mind…).

Also, you must support your description with relevant evidence from the text. (For example, the monster proved to be highly intelligent because he was able to learn how to speak by himself, by observing and imitating people).

Design: be as creative as possible in the artistic creation of your Venn poster. You should consider a big size to be exhibited with enough clarity in the classroom.

*Tip: When you analyze characterization, you consider: character´s speech, behaviour, thoughts and feelings, actions and finally, reactions from other characters towards them.*

4) **POSTER of SYMBOLS**: if you would like to explore the area of symbolism, you should take up this project.

Prepare **a poster** displaying most of the **symbols** that you recognized in the novel. Write the key words or stick a picture (depending on the type of symbol). Write an analytical comment of how that symbol is used in the story: what it symbolizes, what it implies, what it foreshadows. Is the symbol used in a meaning that is common to other stories? You can do some research on the Internet and comment on your own findings. In such case, remember to quote the source of reference.

5) **BOARD GAME**: you must create a board game **based on the plot and themes** of the novel. The game must take the form of a QUIZ. You need to invent a minimum of 25 squares containing essential questions. There must be a system of rewards and penalties for right and wrong answers. Consider all the items necessary to play the game )e.g: counters, dice, cards, etc.).

Choose a big size for the design so that it is comfortable to read and play.

Evaluation criteria:

A)Depth of analysis of the topic and use of solid evidence from the text to support your work. B) Creativity of the presentation and layout, tidiness, visual and textual clarity. C) Level of vocabulary (use of accurate, powerful words to create images and convey ideas), correct spelling and grammar. D) Overall impact on the reader.