

CREATIVE PROJECT

THE CATCHER IN THE RYE

Name _____ **DUE DATE** _____

Choose **one** project from this list and prepare to present it to the class. Please note that these are projects to be done by *one student only*, except where noted. To successfully complete the project, you must:

- Select a project option that you feel utilizes one of your talents.
 - When designing your project, keep in mind that you will need to present it to the class.
 - Complete and attach the Project Summary (see below) to your final project.
- 1) **Writing, Drawing/Design.** Create a travel guide that takes visitors on Holden Caulfield's journey through New York. Include information about the sites Holden visited in the late 1940s and sites as they are today. Travel guides also include basic information such as maps, transit information, and the cost of lodging, goods, and services. This can be done as a hardcopy travel book or an online guide.
 - 2) **Writing and Drawing.** Rewrite *The Catcher in the Rye* as a picture book for young children.
 - 3) **Gaming.** Create a board game or computer game that uses Holden's quest as the outline for the adventure.
 - 4) **Skit.** Psychoanalyze Holden. This can be done with a partner. One of you will have to be the psychologist and the other will have to be Holden. This can be video recorded or performed live in class. Some basic research and knowledge of psychology or philosophy, whether it is Freud, Jung, Marx, Locke, Thoreau, etc. is expected.
 - 5) **Music.** Write lyrics and music for a song that deals with the topics and themes in *The Catcher in the Rye*. You can record this using just audio, audio and video, or perform it live for the class.
 - 6) **Dance.** Create and perform a classical style dance that deals with Holden's alienation from both the adult world and his childhood. This can be performed live or video recorded.
 - 7) **Art.** Paint a mural that depicts the themes, characters, and conflicts in *The Catcher in the Rye*.
 - 8) **Skit.** Select 8-12 songs that reflect the themes, characters, symbols, and events in *The Catcher in the Rye*. Then, create a podcast/radio show for the book and play the songs as part of the show. Your show can be formal and discuss the novel and the relationship between it and the songs or it can be creative; such as pretending you are the radio host for Pencey Prep's radio station. This project can be done with 1-3 people.
 - 9) **Design and skit.** Construct puppets that represent the characters in *The Catcher in the Rye* and perform a puppet show for the class. This project may be completed individually or with a group of 2 or 3 people.
 - 10) **Design and Create your own project.** If you have an idea for a project that is not listed above, it must be approved by Mr. Balogh by **Friday October 4, 2013**. Projects that do not receive prior approval will receive **no credit!**

PROJECT SUMMARY

Answer the questions below to justify the choices you made in your project. Your answers must be typed (double-spaced, one page min.) and submitted with your project.

1. Why did you select this project option? How does it utilize your talents/strengths?
 2. What main ideas from *The Giver* does your project address? Explain how your project addresses these ideas.
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RUBRIC

Your creative project will be evaluated based on the following criteria:

	6	5	4	3	2	1
Effort	A significant amount of time and effort were spent on the project.	An adequate amount of time and effort were spent on the project.	A bit more time and effort could have been spent on the project.	The project could have benefited from more effort.	Not much effort appears to have been spent on the project.	Very little effort appears to have been spent on the project.
Creativity	The project is very creative and unique.	The project displays a great deal of creativity.	The student attempted to be creative.	The project could have benefited from more creativity.	Very little creativity went into this project.	This project lacks creativity.
Presentation	The student is very familiar with the project and eloquently explains its significance.	The student is able to explain the projects significance in a clear manner.	The student explains the project well, but on a basic level.	The student appears to struggle to explain the significance of the project.	The student is not able to explain the significance of the project.	The student is unable to explain the project.
Directions	The student followed all directions and expectations.		The student followed the majority of the project directions.		The student did not follow directions.	
Insight	This project displays significant insight to the text.	This project displays insight to the text.	The project reflects the text.	The project relates to the text on a basic level.	The project has little to do with the text.	The project is not on topic.