MCj04160720000[1] **Lightning Thief Project Choices**

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| **Mastery**  *Fact by Fact*  (like practical information, drills, lectures, demonstration, and practice)  (who, what, when, where, name, list, define)  Make a map that marks all the places that Percy went in the book. Tell the significance of the event that happened at that location. A key should be made to show the order of the events. An icon should also be designed for each event and placed on the map. | **Self-Expressive**  *Friend by Friend*  (learn about things that affect people’s lives, like group experiences, discussions, role playing, cooperative learning)  (what prefer, what would you choose, share your thoughts, what is your opinion)  Create a commercial advertising the book using Movie Maker or imovie. You will use one type of propaganda. Use the Internet to find the different types of propaganda. |
| **Understanding**  *Doubt by Doubt*  (like logic, debate, inquiry, independent study, research)  (how similar, how different, analyze, conclusion, explain)  Is it possible to travel from NY to LA in 10 days both ways without going by air? And can you do it for 3 “people” on a $200 budget. Prove it or disprove it by collecting data on distances, rentals, food, hotels etc and using spreadsheets and database to house your data. Then create a PowerPoint presentation with your information. | **Interpersonal**  *Dream by Dream*  (like imaginations, exploring, creative , artistic, open ended, alternatives)  (create, imagine, hypothesize, different ways)  Design 3 Lightning Thief trading cards with the classical version of the god on one side and the modernized god on the other side. Both sides need written information and color hand drawn drawings. Include items such as what they are god of, hometown, distinguishing features, best friend, favorite things/hobbies, accomplishments, motto, how they travel etc. Do some research and get creative!  <http://www.rickriordan.com/index.php/books-for-children/enter-camp-half-blood/chirons-guide-to-greek-mythology/ares/> |