

Name _____

Due _____

***Freak the Mighty* Projects**

Choose ONE to complete and present to the class.

1. Rewrite the ending of the book or write a one-chapter sequel. Type it up neatly with no errors! 600-800 words. Outstanding projects will make the audience say “wow” and may include visual, olfactory, or auditory aids.
2. Create your own dictionary. Use the one in the back of *Freak the Mighty* as a prototype. You must include at least 50 words, and make it into a little book, with illustrations. Outstanding projects might focus on a particular theme relevant to Nature Academy curriculum or concerns.
3. Research and create a robot. It can be any kind your imagination likes, or something you find through research. You must submit drawings showing its design. You must describe how it works, and what it does. Outstanding projects will be built. Exceptional projects will be operational. Write a one-page paper summarizing your research findings. Include a bibliography. For humanoid-type robots, check out the following links:

http://www.wimp.com/humanrobot/	http://www.wimp.com/robotexoskeleton/
http://www.wimp.com/robotreal/	http://www.wimp.com/realizedasimo/
http://www.wimp.com/realrobot/	http://www.wimp.com/robothand/
http://www.wimp.com/coolbot/	
4. Watch the movie version of *Freak the Mighty*. Get together with a reliable partner and become a film critic and a book critic. One person must prefer the book, and the other must prefer the movie. Prepare a script where each critic gives at least three reasons (supported by examples from the movie or book) supporting his/her point of view. Act out your parts (memorize the scripts) in front of the class. (Video versions are acceptable only if the sound is audible. Check your tape!) Outstanding projects will be well-rehearsed, technically perfect, and convincing to the audience!
5. Create a series of 10-12 storyboards which retell the novel. Be sure to color all illustrations and type all text. Outstanding projects might include such things as pop-outs, scratch-n-sniff, music, or 3D pictures.
6. Put the theme of the book into action. Make a list of your skills and abilities - your strengths, abilities, and talents. Then use one or more of your skills or abilities to help someone who would really benefit. You should spend a minimum of two hours facilitating or aiding your beneficiary. When done, create a poster which will aid you in explaining your project, what it involved, and all about the outcomes (how your project affected others; how successful you felt it was) to your classmates.
7. Build an ornithopter like the one described by Rodman Philbrook in Chapter 3. Write a paragraph describing the building process- from interpreting directions to finished product. Be sure to photograph your project BEFORE field-testing it! Mr. M. will give science extra-credit (up to 10 points) for working ornithopters made according to directions.
Video link: <http://www.youtube.com/watch?v=e3wWfKEdvpY>
Step-by-step directions link: <http://cdn.makezine.com/make/ornithopter.pdf>
See Ms. Stockton for a copy of the original article from *Make Magazine*.
Cool human-powered ornithopter video link: <http://www.youtube.com/watch?v=0E77j1imdhQ>
8. Consider Kevin’s interest in all things King-Arthur... Write up your own special project that honors this interest. Submit it to Ms. S. by _____ for approval! (Check with your parents first!) Remember, the project has to relate to the book *Freak the Mighty* as well!

BE PREPARED TO EXPLAIN HOW YOUR PROJECT RELATES TO A CHARACTER OR THEME OF THE BOOK WHEN YOU PRESENT YOUR PROJECT TO THE GROUP!

Projects will be scored using the Projects Rubric.