THE WITCHES CHOICE BOARD

Write a Just Because Poem

Choose a character.
Describe them by
Filling in the blanks.
Rewrite the poem
neatly. Illustrate or
decorate with drawings
or items that fit the
theme of that character.

Create a title
Just because I'm
Doesn't mean I'm
Just because I'm
Doesn't mean
Doesn't mean
Just because I'm
Doesn't mean
And doesn't mean
Just because I'm
Doesn't mean I'm
What I am is

Write a News Report

Write a newspaper article or script a live tv news report about the strange incident in the dining room when the witches turned to mice.

You must include a picture, a title for the story, comments from eye witnesses. The language needs to be formal yet also dramatic.

TV news reports are performed. Articles are written and formatted like a real newspaper.

Plan & Perform a Pantomime

Choose one of the most important moments in the story to pantomime for the class. You will need to follow these steps:

- Write the scene chosen & why this scene was important to you.
- Plan each move (action, expression, etc) on paper, including stage direction
- Choose/find music for the background
- Practice your pantomime several times
- Perform for the class.

Write & Perform a Character Monologue

Choose a character from the story to perform a character monologue. Answer these questions before writing the monologue.

- Who is talking to whom?
- What is happening?
- When and where is this occurring?
- Why is this happening?

Put all this information in the Introduction paragraph, then write the character's monologue. Don't forget a creative title!

Create a Set of Character Trading Cards

Using index cards or paper, create a set of 8 character trading cards for your choice of characters from the book. You must include:

- Color picture & name on the front
- A description of the character
- A list of their favorite things
- A list of their least favorite things
- Any other creative facts you want!

Must be neat, in color, and true to the book.

Design a Map of The Hotel Magnificent w/ Important Events Noted

Draft a map or floor plan of the whole hotel. Mark the spot in the hotel where at least 5 important events occurred from the story. Then write a few sentences about why that spot is important.

You will need to sketch first. Each floor of the hotel must be on a different piece of paper. Include a front view of the hotel too!

Solve the Mystery of Grandma's Thumb

What happened to the Grandmother's thumb? Roald Dahl never tells us, so now you can decide. Did it happen as a little girl or when she was older as a witchophile? Write about her encounter with a witch and how she lost her thumb.

Pretend it was a lost chapter in the book. Keep true to Dahl's creative style (gruesome without gore). Include an illustration in the story and use at least some dialogue.

Produce a Magazine

Fold a piece of paper in half to create a mini magazine. Give the magazine a creative name and design the front cover to look like a real magazine.

On the inside, write an interview with one of the characters where he or she reveals details about their story and secrets never told before. Include an introductory paragraph about the character and at least 10 interview questions.

Remember to keep true to the character and the book. Draw a picture to go with the interview.

A Sequel

There is no sequel to *The Witches* but we know what the boy and Grandma plan to do! Create a sequel. Brainstorm ideas with a cluster. Then choose how you want to present the sequel:

- Write the chapters like a book
- Create a graphic novel (comics)
- Write a script for a play version & present it (for bonus)
- Make a puppet show & script