

# Fourth grade summer reading project.

Mandatory: **Escape from Mr. Lemoncello's Library** by Chris Grabenstein

You have a choice of 1 project to do. The project is meant to be fun. Choose something you will enjoy doing. Please be prepared to present your project the first week of school.

Optional books to read in addition to mandatory reading:

Munoz Ryan, Pam. **Esperanza Rising**. Scholastic Gold. 2002. ISBN 978-0439120425

Clements, Andrew. **Frindle**. Atheneum Books. 1998. ISBN 978-0689818769

DiCamillo, Kate. **The Miraculous Journey of Edward Tulane**

Project options:

## 1. Design Your Own Library Escape Room

Students create a mini escape room inspired by the book.

Include:

- 3–5 puzzles or riddles
- Clues hidden in books
- A map of the library
- A prize for “escaping”

**Presentation:** Draw the layout on poster board and explain how players solve each challenge.

## 2. Character Trading Card Collection

Create trading cards for major characters minimum of 4.

Front:

- Character picture
- Name

Back:

- Personality traits
- Important actions
- Favorite quote
- Character rating (1–10)

Characters **could** include:

- Kyle Keeley
- Akimi Hughes
- Miguel Fernandez
- Sierra Russell
- Andrew Peckleman

### **3. Build a Model of Mr. Lemoncello's Library**

Using cardboard, LEGOs, craft supplies, **or** a digital design tool, create a model showing:

- The holograms
- Reading rooms
- Puzzle areas
- Secret passages
- Game stations

Add labels explaining each area.

### **4. Create a Board Game**

Design a game based on escaping the library.

Include:

- A game board
- Question cards about the story
- Puzzle challenges
- Special spaces (lose a turn, move ahead, find a clue)

Players win by escaping first.

### **5. Book Trailer Video**

Create a 1–3 minute video advertising the book. Have your parents e-mail me the video to share with the class.

Include:

- Main characters
- Setting
- Story problem
- Why others should read it

Use drawings, photos, slides, or acting.

### **6. Character Diary**

Write 5–7 diary entries from one character's point of view.

Describe:

- Entering the library
- Solving clues
- Working with teammates
- Challenges faced
- Feelings at the end

Decorate the journal cover.

## 7. Book vs. Me

Compare yourself to a character.

Create a Venn diagram showing:

- Similarities
- Differences
- How you would handle the library challenge differently

## 8. Library Blueprint and Floor Plan

Draw a detailed blueprint of the library.

Label:

- Entrances
- Reading areas
- Clue locations
- Technology zones
- Secret rooms

Write explanations for each feature.