Creative Project (1984, Fahrenheit 451)

You are to produce either a visual or written project (ONE PROJECT ONLY). Choose wisely. A part of this assessment is to see whether you can think creatively, have an original idea, and follow through on a well-developed and thoughtful piece.

Listed below are *suggestions* or examples of possible projects. You may also discuss with me an option of your own imagination.

**Visual Projects** – These can be any visual representation of some aspect of the novel. Various tools and supplies may be implemented (e.g. posters, models, etc.) Find a creative way to incorporate language from the text into your visual design.

\*To work on a visual project, you must bring materials to class during assigned work time.

Creative map   
A work of propaganda by the regime of your novel

Set and/or costume design for a stage show  
Artistic design of props and symbols   
A work of thematic visual art   
Flag, coat of arms, or sports pendants   
3D display of a scene from the story  
Storyboard or comic strip  
Interpretive collage   
Video game design (not just box art, but actual gameplay and graphics design)   
Short film or photography project (\*bring equipment at your own risk)  
Business charts/graphs of character qualities

**Written Projects**– You may choose from various writing styles to create a piece of work inspired by the story. All options require a considerable amount of writing (at least 2-3 pages double-spaced). First ask yourself what medium of writing you wish to pursue (narrative, journalistic, poetic, instructional, script, etc.)

Additional side or backstory chapter   
A philosophical writing by the leaders of the novel's world

A historical record of the world before the power took control   
Detailed advertisement of the city by vacation company   
Character letters or diaries   
Poetry from the character's perspective, or expressing the story's themes   
Revision of the story in a different time period or genre   
“What if?” retelling of the story   
Magazine or newspaper article pertaining to the events of the story

**Creative Writing Project Rubric (20 points)**

Creativity – Originality of ideas  
8- Above and beyond the bounds of the assignment; a work worthy of publication and to be shared with other classes nationwide. Student pursued a unique topic of choice from the teacher’s listed suggestions. Student rethought aspects of the story and characters in various dimensions than provided by the author. May result in a few more pages of development than suggested.   
6- Work is highly interpretive. Student pursues an idea that is highly original and may not have been done before. Student has pursued a form, voice, and/or point of view unique from the author’s original work.  
4- Student fell in line with the suggestions of the assignment; has some originality and can be considered a fun “spin-off” of the literature   
2- Some writing is produced at the suggested length; appears to have taken no brainstorming or forethought to create  
0- no attempt to create a written interpretation of the work

Neatness and Development - Quality of production  
6- Clearly took hours of effort; reflects the careful attention to detail of a working writer. Carefully typed; no grammatical or formatting errors.  
4- May have taken an hour or less to produce, but still reflects some pride in student’s work; errors do not distract the reader too heavily from enjoying the work. Typed or decoratively hand-written.  
2- Appears thrown together in a hurry; desired result of a “great idea” may be unclear. Not proofread. Hopefully typed.  
0- Hand-written in a hurry. Frequent errors.

Accuracy – Application of understanding of literature  
6- Strongly reflects a deep knowledge and critical point of view toward the work; makes frequent factual and interpretive references to the work, perhaps along with a spin of their own   
4- Shows a clear understanding of the text with a few specific references; could be more interpretive  
2- Student may have a basic grasp of characters or concepts from class discussions, but clearly hasn’t read or reflected heavily on the reading.  
0- Has little or no semblance to the literature

**Visual Project Rubric (20 points)**

Creativity – Originality of ideas  
8 - Above and beyond the bounds of the assignment; implemented high tier insight and visual artistic ability or attention into a work worthy of display or publication. Perhaps implemented a unique medium of the student’s choosing not often used  
6 - Student’s visual is highly interpretive; tried to create a fresh piece that hasn’t been done before  
4 - Student fell in line with the suggestions of the assignment; has some originality and can be considered a “visual interpretation”   
2 - Some rendering of a visual is created; appears to have taken no brainstorming or forethought to create  
0- no attempt to create a visual interpretation of the work

Neatness and Development - Quality of production  
6 - Clearly took hours of effort; reflects the careful attention to detail of an artist (not necessarily skill). Worthy of display or as an instructional tool for future classes. Large amount of detail; adequate in size (over 8x11 inches).   
4 - May have taken an hour or less to produce, but still reflects some pride in student’s work; could have perhaps included more specific details. Larger than 8x11 inches.   
2 - Appears thrown together in a hurry; intended effect of visual may be unclear. 8x11 inch drawing or smaller.   
0 - Little attention to detail or attempt to produce a worthy interpretation. Pencil sketch done on notebook paper before the bell rings.

Accuracy – Reflection of understanding of literature  
6- Strongly reflects a deep knowledge and critical point of view toward the work; provides many factual and interpretive details of the work in great detail  
4- Shows a clear understanding of the text; could be more interpretive  
2- Student may have a basic grasp of symbols or concepts from class discussions, but clearly hasn’t read or reflected heavily on the reading.  
0- has little or no semblance to the literature   
\* Avoid printouts of computer/internet images unless you intend to implement them in a particularly creative way