

DAMSELFLY PROJECT IDEAS FOR THE CLASSROOM

1

Build or draw—and label—a topographical map of the island in Damsselfly based on descriptions and conversations in the book.

2

Imagine and write a conversation between Rittika, Ming, and Avery as the three scheme to “overthrow” Mel so that Rittika can become the de facto leader of the island.

3

Because Jeremiah and Warren die early on in Damsselfly, we don’t know much about their characters. Pretend that one of them is still alive and create a character profile, including—but not limited to—his personality, family background, relationships with the other characters, favorite and least favorite aspects of island life, etc.

4

Betty greatly improves the quality of life at “Camp Summerbliss” by weaving tents and capitalizing on her creative ingenuity to make other useful objects. Brainstorm more ways the teens can utilize the materials around them to improve their primitive living conditions.

5

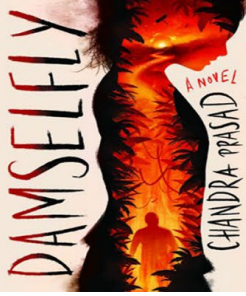
Imagine that Pablo, Damsselfly’s environmental activist, not only lives, but is rescued. Now imagine that later in his life he becomes extremely wealthy and purchases the island. A fervent advocate of sustainable tourism, Pablo wants to make the island accessible to others, but also ecofriendly and carbon-neutral. Design a flyer he might use to promote this new vacation destination.

6

Pretend that you are a wilderness guide giving a tour of the island to visitors. Describe some of the plants and animals you see as you make your way around the island using both new research and information you’ve gleaned from Damsselfly.

7

Compose a song or musical score that depicts and/or evokes the mood of a major scene in Damsselfly.



DAMSELFLY PROJECT IDEAS FOR THE CLASSROOM (CONTINUED)

8

Create a comic or graphic novel of at least ten panels that retells a pivotal scene in Damsselfly

9

Re-create one of Anne Marie's pieces of art as described in Damsselfly. Write a few paragraphs explaining the significance of the artwork as it relates to her character's experiences.

10

Pretend to be one of the characters from Damsselfly and write a eulogy for Anne Marie. Be sure to describe Anne Marie's experiences, personality, and accomplishments as you commemorate and celebrate her life.

11

Pretend that one of the characters is keeping a journal of his/her time on the island. Write at least eight entries based on developments in the book.

12

Experience Mel's square foot analytical exercise for yourself! Follow the instructions she gives the characters in Chapter 10. Describe how your square foot exercise is similar/dissimilar to those performed on the island.

13

Join one or more of your classmates and act out a scene from Damsselfly. Use your imagination and add additional dialogue based on information in the book.

14

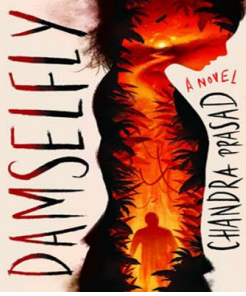
Raft? Hot air balloon? Long-distance endurance swimming? Choose your own way off of the island and write an essay to convince readers why your way is the best way.

15

Create a video trailer for Damsselfly: The Movie based on your own interpretation of the novel.

16

Create a menu or prepare a "Camp Summerbliss meal" for your classmates using the foods and edible resources mentioned in Damsselfly



DAMSEFLY PROJECT IDEAS FOR THE CLASSROOM (CONTINUED)

17

Have ideas about a sequel (or even a prequel) to *Damselfly*? Write a summary or an outline of the story you would tell.

18

Dress up as your favorite character from *Damselfly* and give a soliloquy based on your character's ideas and experiences.

19

The old man in *Damselfly* has presumably been on the island for decades, living a lonely and primitive existence. Imagine and write "A Day in the Life of the Chief," keeping in mind the information revealed about him in Chapter 18.

20

Think about the textures featured in *Damselfly*: the rough bark of the giant trees, the scratchy creepers, the damp smoothness of the "fake eye," etc. Bring in objects with textures that remind you of *Damselfly* and share them with your classmates.