

2023/2024 K-2 Joust Read Form



To earn any standard* Joust Read tag:

- 1) **Select a Tag from the 29 Options Below** (each tag may be chosen once per school year)
- 2) **Read Three (3) Books at Your Reading Level** (of the same genre as your chosen tag)
- 3) **Complete One (1) Project** (each project # may be chosen once per school year)

Submission Options:

- 1) **Deliver** your completed form and project to the NCE Library.
- 2) **Email** a scan of your completed form and your project file (photo, file, link, etc.) to JoustReadNCE@gmail.com.

Name: _____ Homeroom Teacher: _____ Grade: _____

1. **Circle** your chosen tag:

Fiction Tags

Adventure
Animal Stories
Classics
Fantasy
Folk Tales & Fairy Tales
Historical Fiction
Mysteries
Realistic Fiction
Science Fiction
Sports Fiction

Non-Fiction Tags

Biography
Gen Works, Philosophy & Religion (000s-200s)
Social Sciences (300s)
Language (400s)
Natural Science (500s)
Technology (600s)
The Arts & Entertainment (700s)
Literature (800s)
History & Geography (900s)

Other & Author Study Tags

eBook Explorer
Graphic Novel
Doreen Cronin
Mem Fox
Kevin Henkes
Dav Pilkey
Cynthia Rylant
Dr. Seuss
Mo Willems
Texas 2 x 2

2. What books did you read?:

	Title	Author	#Pages	Date Read
1				
2				
3				

3. What project number (#) did you complete? (See page 2 for choices.) _____

4. Did your project focus on a specific book? If so, which one? _____

**Standard tags require reading 3 books and completing a project, as per this form. Additional tags with unique requirements are also offered at specific times. These include Super Summer Reader, Birthday Book Club, Pumpkin Extravaganza, Dazzling Dioramas and grade specific tags.*

Projects for Any Tag

1. **Record an Audio-Book Review.** Narrate a short audio clip to include: title, author/editor, book review and 1 to 5 star rating. No spoilers, please!
2. **Write a Letter to Your School Librarian.** Why should your library purchase this book? Include the title and author/editor. Use at least 3 arguments to support your case.
3. **Design a Bookmark.** Illustrate and color a bookmark for one of your books. Include the title, author/editor and a catchy slogan.
4. **Compose a Poem.** Select a book and then use poetry to describe a character or place, expand on the subject matter, summarize the book, etc.
5. **Illustrate a Comic Strip.** Draw a comic strip inspired by your book. Include a minimum of 5 frames and use speech and thought bubbles to provide context.
6. **Complete a Graphic Organizer.** Visit www.readwritethink.org and search for "graphic organizer." Choose and complete one template for one of your books.
7. **Redesign a Book Cover.** Your new cover should include a blurb, full color illustrations and/or photos as well as the title and author/editor.
8. **Make Word Search Puzzle.** Pick one book and choose 10 key words. Create your free word puzzle at <http://funbrain.com/detect/index.html>. Print and complete your word search.
9. **Write a Letter to the Author/Editor.** Write a one-page memo to the editor or author explaining a change you would like to see made to this book.
10. **Create a Promo Video.** Select one book. Use the free templates at animoto.com to create a short video using photos, images, words and sound.
11. **Compose a Mini-Dictionary.** Select 10 words from your books that are "new to you." For each word, explain what it means and use it in a new sentence.
12. **Design a Shoe Box Movie Set.** Pretend one of your books is being made into a movie and design a scene complete with background and characters.
13. **Explain the "5Ws."** For one of your books, write and illustrate a set of 5 cue cards explaining the who, what, when, where and why.
14. **Make a Sculpture.** Use Play-Doh or modeling clay to sculpt a main character or key subject (spaceship, animal, etc.) from one of your books.
15. **Write a Diary Entry.** Pretend you are a character from one of your books. Write a one-page diary entry about an event that takes place in the book.
16. **Build a Bumper Sticker.** Construct a 4" x 12" bumper sticker complete with title, author/editor and a catchy slogan.

Projects for Fiction & Author Study Books

17. **Build a Book Summary Chart.** For each of your 3 books, identify the main character or characters, describe the main setting and explain how your book meets the criteria of your chosen genre: adventure, fantasy, mystery, etc.
18. **Separate Fiction from Fact.** Describe 5 things (person, place, thing, etc.) in your book that are real and 5 things that are made-up or imaginary.
19. **Make a Movie Clip.** Dress up as a character from one of your books and record a short video in which you act the part. (If you don't have video recording capability you can also submit a photo and short written script.)
20. **Create a Sensory Figure.** Draw and color a character from one of your books in the center of a blank sheet of paper. Using the space around your drawing, draw/write a) how your character acts, b) how they feel, c) how they look and d) what they say.
21. **Create Your Own Character.** Think about the types of characters that your author likes to create. Draw, color and name your own imaginary character.
22. **Illustrate a Scene.** Pick your favorite scene from one book. Illustrate and color this scene. Explain why it is your favorite.

Projects for Non-Fiction Books

23. **Build a Book Summary Chart.** Choose one of your books, identify the books' subject and list 5 new facts that you learned.
24. **Create Your Own Trivia Cards.** Create 10 Trivial Pursuit cards to highlight facts you learned in one or more of your books. State your questions on the front and provide the answers on the back. State your sources – book and page #.
25. **Design a Poster.** Design and color an educational poster to showcase a famous person (biography), scientific concept or topic addressed in one of your books.
26. **Explore Further with WorldBook.** Would you like to learn more about one of the topics in one of your books? Log onto MyKatyCloud, select Library and choose WorldBook. Identify 5 new facts that you have learned about your chosen topic.
27. **Design a Postage Stamp.** Does one of your books focus on a topic (person, event, place, animal, etc.) of national importance? Design a postage stamp and write a letter to the USPS explaining why your topic is stamp worthy.
28. **Design a Matching Game.** Based on one book, create 10 question cards that correspond to 10 answer cards. State your sources – book and page #.