## "The Monsters Are Due on Maple Street" Choice Checker Board

Instructions: Choose TWO activities, one each from the white squares and the gray squares.

| Write a radio announcement <br> to keep people from making <br> the same mistakes that occur <br> on Maple Street. When read, <br> your public service <br> announcement should be <br> about 30 seconds long. | Make a poster that teaches <br> people to avoid the mistakes <br> made on Maple Street. Make <br> sure your images and words <br> work together effectively to <br> convey the lesson. | Pretend to be one of the <br> children on Maple Street who <br> has grown up to be a parent. <br> What is the lesson of Maple <br> Street that this parent would <br> teach his or her children? <br> Write a paragraph from this <br> character's perspective. |
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| Make a Double Bubble <br> Thinking Map that compares <br> "The Monsters are Due on <br> Maple Street" with the <br> Twilight Zone episode. Make <br> sure you have at least three <br> points of comparison and <br> three points of contrast. | Rewrite the opening scenes <br> of the teleplay by changing <br> the time or place or both. <br> Then explain how this change <br> in setting affects the theme. | Choose at least ten words <br> from the story that help to set <br> the mood. Make a chart <br> where you list the words and <br> then explain how they affect <br> the mood of the story. |
| Write an alternate ending to <br> the teleplay. Then explain <br> how changing the plot of the <br> story changes the theme. | Make a graphical <br> representation that shows <br> how the mood of the story <br> changes from beginning to <br> end. Make sure you measure <br> from at least 6 points in the <br> plot. | Choose one character in the <br> story and write a paragraph in <br> which you explain how this <br> character's experience <br> establishes the theme of the <br> story. |

## RUBRIC

| PART 1: <br> Act 1 \& 2 <br> questions | The 10 questions are worth 5 points each. <br> Total for Part 1: $\qquad$ |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
| PART 2: <br> Choice Board | 2 choices are completed from the choice board. Each option is neat and clearly based on details from the story. $50$ | 2 choices are completed from the choice board. Each option is generally neat and mostly based on details from the story. $40$ | 2 choices may not be completed from the choice board. Each option is somewhat neat and based on details from the story. May be disorganized, messy, or difficult to understand. 30 | 2 choices are not completed from the choice board. May not be based on details from the story. Is disorganized, messy, and difficult to understand. $20$ |
|  | Total for Part 2: |  |  |  |
|  | PART 1 + PART 2 TOTAL $=$ |  |  |  |

