

# BFG Book Project Ideas

## Overview of the Activity:

Chapter 14, from the book *The BFG* by Roald Dahl, is about good dreams and nightmares that the BFG (Big Friendly Giant) collected. After students listen to this chapter, during a read-aloud, I have them share their dream experiences both orally and in writing.

## Creative Writing Project Ideas: (Dreams can be real or fantasy.)

- Make a recipe for a dream, including ingredients and mixing instructions.
- Describe and illustrate a dream. Classify it as a "Golden Phizzwizard" or a "Trogglehumper".
- Create a vocabulary web. Write down as many words as you can to describe your dreams.
- Design a dream. Include a listing of the dream contents. Student directions are below.

When the book is finished, I have students from each of the small-group rotations draw one of the giants: Fleshlumpeter, Bonecruncher, Manhugger, Childchewer, Meatdripper, Maidmasher, Bloodbottler, Butcher Boy, and the BFG. Working together as a group, students draw a tall body outline and paint in features and clothing. I display student's finished creative writing projects along with the giant's body outline.

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## Design a "Dream Jar"

In this project you may recreate an actual dream you have experienced or make up a fantasy dream.

### Materials:

- Magazines
- Small objects from home (Items need to be small enough in size to fit in the jar.)
- Plastic jar with screw-on lid (such as a peanut butter jar)
- Construction paper circle for lid
- Scissors & glue

### Directions:

1. Make a list of images or objects that you want to include in your dream.
2. Collect magazine cutouts of these items or small objects, such as miniature toys, to represent the dream contents.
3. Place the items in a plastic jar.
4. Use the jar lid, as a stencil, to trace a circle on white paper. Cut out the circle.
5. Write the title of your dream and your name on the white circle.
6. Glue the circle to the top of the lid.
7. Write a brief description of what the objects represent.
8. Make a book connection-Write a paragraph that connects your dream jar with the book.
9. Edit for spelling and punctuation. Include a book notation. List the book title, author and chapter. Print a finished copy for display.