**Purpose:** For this part of the course you may “choose your own adventure.” This means that you may choose your own project for *Death of a Salesman.*

**Instructions:**

1. **Think** of something you like to do. Is it visual art? Public speaking? Music? Creative writing or plain old essay writing? Is it something completely different like web design?
2. **Brainstorm** ways you can make the activity you like to do into a project. Some suggestions include:

|  |  |  |  |
| --- | --- | --- | --- |
| **Drawing and Visual** | **Dramatic** | **Written** | **Technological** |
| create sets or costumes | Act out a scene from the play and video tape it | cast a revival of the play | Create a trailer for a film version |
| create a programme or play bill for the original or Hoffman era cast | Act a scene out with Puppets | Create an ad campaign for the play. Be sure to address the for Ps | a “radio play” version of a scene |
| Create a professional style poster advertising the play (use real dates, cast, and addresses) | a talk show  Like a late night or Tonight show format. Or daytime Ellen, Oprah format | Create a memorial booklet for Willy Loman’s funeral | an animation of a scene |
|  | a battle rap between two characters that don't like each other | Write newspaper article style obituary for Willy Loman | ad advertisement |

1. **Plan** a way to include and demonstrate each of the following areas
   * Knowledge and understanding – of *Death of a Salesman* including:
     + - Story aspects: plot, theme, setting, conflict, and character.
       - Literary aspects: irony, tone, foreshadowing, dramatic irony, flashback, tragedy, tragic flaw
   * Thinking and Inquiry – Creative part. Thinking critically about the play and your project.
   * Application – Skills. Writing skills, dramatic skills, art skills and so on.
   * Communication – You must include at least 500 words of writing in this project.
     + - For a dramatic piece this might be a script
       - For a visual piece this might be several paragraphs explaining what your art is about.
2. **Prioritize**
   * When will this be complete? You must include a date that this project will be
   * If you are in a group you must have an equitable division of labor.
3. **Execute**
   * Get it done.

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|  | **Creative Project Rubric** | Extensive (4) | Considerable (3) | Somewhat (2) | Limited (1) | Absent (R) |
| K/U | **Knowledge of topic:**   * Shows insight into plot, theme, setting, conflict, and character of DOS |  |  |  |  |  |
| T/I | **Insight into Literary Devices:**   * Makes insightful connections to the literary devices of the play. |  |  |  |  |  |
| C | **Written Communication:**   * Uses correct grammar and sentence structure * Uses the appropriate voice and tone for the target audience of their creative project |  |  |  |  |  |
| A | **Application of design elements:**   * Uses design elements appropriate to whatever creative domain their project comes from |  |  |  |  |  |
|  | Total \_\_\_\_\_\_ / \_\_\_\_\_\_\_% | | | | | |