

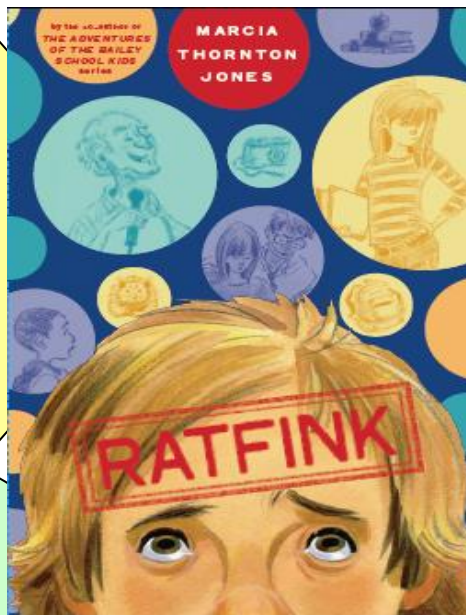
Ratfink

A Mid-grade Novel By

Marcia Thornton Jones

Agonizing over Antagonists

1. Logan makes choices when dealing with Emily-the Snot-Scott. Make a cause-effect chart showing what happened as a result of Logan's choices.
2. Write a brochure helping kids deal with antagonists that antagonize others by doing things like teasing, gossiping, telling lies, cheating, and calling people names.



Mapping

1. Logan's grandfather relies on a map to help him find his way around. Practice map-making. Use the description in chapter 11 to draw a map of the pet store.
2. Draw a map of the setting in RATFINK.
3. Map your school and neighborhood.
4. Use a map to plan the perfect trip!

Memories

1. Logan's grandfather has trouble remembering. List strategies you use to help you remember birthdays, telephone numbers...and HOMEWORK.
2. Make a 'Memory Line' of your life. Rank life events on a scale of -5 to +5, then plot them on a timeline of your life. Illustrate your Memory Line!
3. Choose one of your Memory Line events and write a memoir.
4. Research mnemonics. Develop one to help you remember details about something you're studying in social studies and science.

Photography

1. A camera plays an important role in the plot of RATFINK. Make a timeline showing the history of photography. Add other historic events on the timeline, too.
2. Interview a photographer about taking photographs. Use his/her advice to take pictures for a classroom scrapbook.
3. Make a line graph showing possible directories and subdirectories for organizing Logan's grandfather's picture files on Logan's computer.
4. "Moving pictures" developed from still photography. Movie-makers often draw storyboards before shooting a film. Research storyboards then make one for your favorite Ratfink chapter.
5. Do you think RATFINK should be made into a movie? Write a letter to the publisher explaining your opinion.
6. "A picture is worth 1000 words" is an example of a proverb. Make an illustrated poster of other proverbs related to RATFINK.

The Perfect Pet

1. Logan wants a pet. What do you think is the perfect pet? Make a pro/con list for your chosen pet.
2. Create-a-Pet by combining the best attributes from different animals to create a brand-new animal. Give it a name and write a detailed encyclopedia entry describing your animal.

For more activities and author information visit
www.MarciaTJones.com