**Bloom’s Folder Novel Project**

Name \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Your Bloom’s folder will be a series of projects that you will do to show your understanding of the novel *Sadako and the Thousand Cranes*.

**What is Bloom’s Taxonomy?**

Bloom's Taxonomy was created in 1956 under the leadership of educational psychologist Dr Benjamin Bloom in order to promote higher forms of thinking in education, such as analyzing and evaluating, rather than just remembering facts (rote learning). He categorized learning into six domains with each domain requiring greater forms of thinking:

**Level 1- Knowledge**: Recall or locate information.

**Level 2- Comprehension**: Understand the meaning of instructions, problems or stories. State the information in one's own words.

**Level 3- Application**: Apply what has been learned to new situations.

**Level 4- Analysis** “Take apart” information to examine different parts.

**Level 5- Synthesis** Create or invent something; bring together more than one idea.

**Level 6- Evaluation** Consider evidence used to support conclusion.

**Level 1: Knowledge**

1. Make a list of all the important characters in the chapter. Using complete sentences describe two facts about each character that you know from your reading. Make sure you write the chapter number. This should be turned in on a piece of notebook paper and should be neatly written. (5 points)
2. Write a description of the setting of the chapter. This should be in paragraph form that list all the details of the setting using information from the chapter to fully describe the setting. This should be turned in on a piece of notebook paper and should be neatly written. (5 points)

**Level 2: Comprehension**

1. Write a summary of the chapter (make sure you state the chapter) explaining the main problem or action in the chapter in one paragraph and explaining how it relates to the earlier parts of the story in a second paragraph. You should provide enough detail so that the main parts are clear, but remember a summary is a short version with only the main ideas presented. This should be turned in on a piece of notebook paper and should be neatly written. (10 points).
2. Write two multiple-choice questions for the chapter (make sure you state the chapter). These questions should be challenging so that they test whether a person has read the chapter. There should be at least three possible answers and the answers should be written so that only a person who has read the chapter could determine the correct answer (10 points).

**Level 3: Application**

1. Choose an important scene from the chapter and illustrate that scene so that it shows all the important elements. Make sure you include key details that highlight what is important in the story and add elements that will show the emotion of the characters. Use color or shading to convey the feeling present in the story. Write a caption for the picture. (15 points)
2. Work with a partner to write and perform a scene from the chapter. Practice so that you convey the emotions of the scene. Write an opening for your scene so that you are telling your audience where the scene takes place in the story and how it relates to the earlier elements in novel. (15 points)

**Level 4: Analysis**

1. Use the table to analyze the problems in the story (you must be on at least chapter 7) – make sure you identify the main problem and at least two minor problems. For each problem you identify list the causes of the problems, and write how the characters in the story are attempting to solve the problem. Also list how these problems and the character’s reaction to them changes the character. (20 points)

|  |  |  |  |
| --- | --- | --- | --- |
| Problem: Explain in detail what the main and 2 minor problems are. | Cause: Explain what caused the problem. | How are the characters attempting to solve the problem> | Has the character changed as a result of the problem? Explain why or why not. |

1. Create a timeline of events from the story. List the events in order. Remember that in this story some of the events that are important occurred before the story began and after the story ended. Create a symbol to represent each event on you timeline and write a short description of the event. (20 points)

**Level 5: Synthesis**

1. Create a comic form of a scene from the story. Write an opening so that the reader will know where in the story your scene is located. Use the elements of a comic to show the setting, characters, and actions. Make sure that your scene is fully developed in the comic and that the character’s actions and motivations can be understood. (25 points)
2. In the story Sadako’s mother wants to buy her a kimono. You are going to use the kimono template to design a kimono for Sadako. The kimono must have 3 different design symbols that repeat in the kimono. Each of these symbols must represent an important element from the story. On a separate sheet of paper make a key that explains what each of the symbols on the kimono represents. (25 points)

**Level 6: Evaluation**

1. Write a review of the books. Give the book a clear rating, set a criteria and explain what that criteria is. For example if you give stars explain what 4 stars vs. 1 star means. Support your rating of the book using details from the story to support your reasons. Be specific, make sure that when I read the review I know it is for this story because you give clear details and examples from the story. Make sure you include who you think this book is appropriate for and your reasons. This should be about a page long and neatly written. (30 points)
2. Write an essay explaining why you think Sadako is or isn’t a hero for her time. Use elements of the story, what you know about the time period, and your own ideas about what makes a hero to present a case for whether Sadako is a hero. Make sure that you clearly state your opinion and use evidence to support your opinion. Organize your ideas so that they flow together to build an argument. This should be about a page long and neatly written. (30 points).