

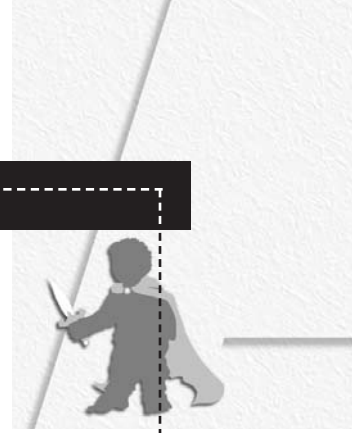
*Alternative* **Assessment**

for

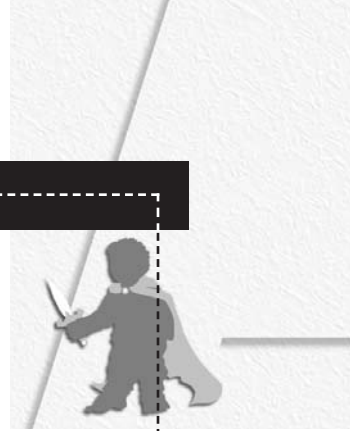
# The Hobbit

J.R.R. Tolkien

Perfection Learning®



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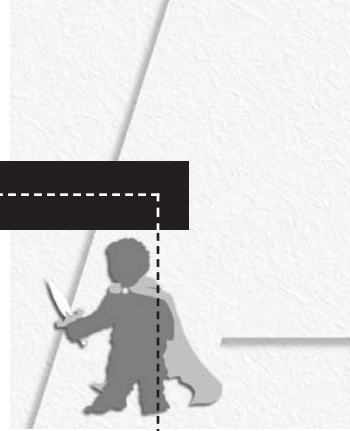


### Prereading Questions

1. Suppose that 13 strangers appeared at your door expecting you to go on a treasure hunt with them. Would you welcome the invitation or reject it? Give reasons for your response.
2. What do you expect the hero of an adventure novel to be like?
3. The main character in this novel is Bilbo Baggins, a hobbit about half the size of an adult human. How do you think Bilbo might cope with large enemies such as trolls and dragons?
4. Bilbo's traveling companions frequently underestimate him. How might you respond to someone who repeatedly questioned your abilities?
5. If you had the power to conquer one evil in the world, what would it be? Why? How might you overcome this evil?
6. Comment about whether you enjoy books or video games set in imaginary worlds.
7. *The Hobbit* has been described as "the kind of children's story that can be read and re-read by adults." Think about some stories or cartoons that you enjoyed as a child and still appreciate now. What qualities do these tales have in common?

### Your Responses

ALTERNATIVE Assessment



**Purpose** Explain what you want to demonstrate by completing this project, and show how your project relates to the book.

**Audience** Include a brief description of who your audience will be, what its members are likely to know about your subject, how you plan to help them understand your project, and how you plan to capture their interest.

**Project description** Give a brief overview of the content and format of your project.

**Materials/resources needed** Summarize any equipment and materials you will need and explain where you will get them. Also list any resources you plan to use, such as books and people to interview.

**Points to consider in project evaluation** What are the main ideas you are trying to communicate in your project? Identify the criteria that are most important for evaluating your project.



## Assessment Projects

### Short-Term Project Suggestions

1. Create a map of Bilbo's adventures. (You might want to consult *The Atlas of Middle-earth* by Karen Wynn Fonstad for hints.)
2. Retell one of Bilbo's adventures as he might tell it to his adopted son Frodo. (Frodo has his own adventures with the ring in *The Lord of the Rings*.)
3. Make a poster or scrapbook based on Bilbo's wise sayings.
4. Choose a character that appears only briefly in this novel. Then develop this character more fully in a brief character sketch. Include biographical background for the character, the character's perspective toward the adventurers, and motives for the character's typical actions and feelings.
5. Write a song about Bilbo's adventures that might have been sung at Rivendell. You can set your words to an existing tune or create your own melody.
6. Make a collage about one of the novel's main characters. Show the character's traits and the most important conflicts involving that character.
7. Design a chart that compares and contrasts the leadership styles of the Master, Bard, Gandalf, and Thorin. Include a paragraph that gives your opinion about which character was the best overall leader.
8. Make a chart that shows the types of humor Tolkien uses in *The Hobbit*. Consider such things as the way Bilbo is characterized, Tolkien's use of puns, and physical comedy such as Bombur's fall into the enchanted stream. Include a page reference for every example you cite.
9. Write a *eulogy*, or memorial speech, for Thorin that Bilbo or one of the other characters might have given.
10. Suppose that Tolkien revised *The Hobbit* to include a strong female character. Consider how this change would affect the other characters. Would they act differently toward each other? What would they expect of a female? How would a female react to their expectations? Rewrite one of the adventures from the novel as it might appear in this revised edition.
11. Tolkien often uses *foreshadowing*; that is, he gives hints about upcoming events in the plot. In a chart or short report, analyze the hints Tolkien gives and identify the events foreshadowed. List the chapter and page number where you found each hint and event.
12. Design a new front and back cover for *The Hobbit*. On the back cover, include a brief overview of the book to "sell" it to readers. You might include review comments from your classmates.

*continued*



### Assessment Projects continued

#### Long-Term Project Suggestions

24. Make a model or drawing of Bilbo's home in the Shire. Use a cutaway to show the interior of the hobbit-hole.
25. Watch the animated version of *The Hobbit*. Comment on whether you preferred watching the video or reading the book. Consider questions such as these.
  - Does any character differ from the way you imagined that character in the original work? Give your opinion about how well that character was interpreted in the film.
  - What changes did the director make to the book? Explain whether these changes helped you better understand or enjoy the action and the characters.
  - How effectively did the director capture the mood of *The Hobbit*?
  - How much did music written especially for the animated version contribute to (or detract from) your enjoyment?
  - Explain which version you prefer.
26. Adapt *The Hobbit* into a comic book or graphic novel. (If you do this project as an individual, select a key scene or your favorite chapter. If several groups work together, you'll need to decide who is responsible for different parts of the novel.) Begin with a storyboard. Develop a script, sketches, and layout. The final draft of the project should be a comic-book layout. The story line should parallel the novel in a condensed version.
27. Prepare a Traveler's Guide to Middle-earth. Include a general description of Middle-earth's geography, a list of places to visit and avoid, tips for travel, and warnings about dangers. Your guide might be an illustrated booklet or a multimedia program.
28. Describe how you would create special effects for one scene from *The Hobbit* in a movie or animated film based on the novel. Consider using drawings, computer graphics, or models to illustrate your description. List any sources you consulted for information about special effects.
29. Adapt a scene from the novel into a dance. Create costumes and movements that evoke the mood of the scene you select. For example, the dwarves arrive at Bilbo's home in a merry mood, while the confrontation with the Wargs has a more sinister tone.
30. Write an essay that contrasts Bilbo to the hero of an epic or Arthurian legend. Points of contrast might include heroic qualities, reasons for success, dangers encountered, or degree of change experienced.
31. Some of the themes in *The Hobbit* are common in Nordic myths and legends. Read a version of the story of the Germanic hero Siegfried. Report to the class about the similarities and differences between Siegfried's story and *The Hobbit*.

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