

NAME: _____



Activity One

A Sonnet in Time

Mrs Whatsit tells Calvin life is like a sonnet, a strict form with freedom within it. In this activity, you will be writing a sonnet of your own that tells the story of *A Wrinkle in Time*.

A sonnet follows rules for length, rhythm, and rhyme. It is composed of 14 lines. Each line follows a rhythm called iambic pentameter which sounds like da DUM, da DUM, da DUM, da DUM, da DUM.

The rhyme scheme you will use will be:

A _____	E _____
B _____	F _____
A _____	E _____
B _____	F _____
C _____	G _____
D _____	G _____
C _____	
D _____	



In this structure there are four sections—three four-line sections and one two-line section. The final word of the first line “A” will rhyme with the final word of the third line “A”. The last word of “B” will rhyme with the last word of “B”. Use this rhyme scheme through each of the four sections so that every line—represented by a letter—rhymes with the line with the matching letter.

The first section of your sonnet should explain the main theme of the book. The second should expand on the theme and introduce characters. The third should explain the conflict. The fourth line should summarize and conclude the story.

Have fun with your sonnet and remember you don’t have to include a lot of detail, just focus on the main parts of the story.

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Activity Two

Book Review



After reading *A Wrinkle in Time*, take a moment to think about everything that happened in the book. What was the main theme? Who were the most important characters? Who were the antagonists, or bad characters? Who were the protagonists, or good characters? What was the major conflict? What were the action points?

Now that you've taken some time to think about these things, take some more time to think about how the book made you feel. Would you say it was a fun story? Was it happy or sad? Once you've decided how you felt about the book, would you tell a friend to read it?

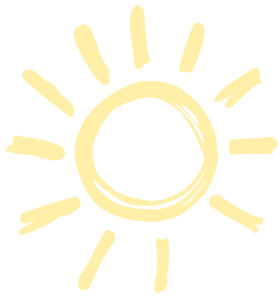
In this activity, your job will be to write a review of the book.

The purpose of the activity will be to tell readers what you thought of the story and whether they should read it themselves. The opening paragraph should explain who the main characters are and what the story is about. Your next paragraphs should describe why you did or why you didn't like the book. These paragraphs should give some specific examples from the story to back up your opinion.

Your last paragraph should include your final thoughts and should say whether you would or wouldn't tell a friend to read the book. Be sure not to give the ending or too much of the story away in your review. People who might want to read it, won't want to know too much.

The review should tell the reader a bit about the story, but not everything. The finished product should be at least two typed, double-spaced pages in length.

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Activity Three

Movie Comparison



A Wrinkle in Time is an award-winning book. It also has a number of movie versions, including the 2018 release directed by Ava DuVernay.

After you've finished reading the book, watch the movie version of the story. Pay close attention and take notes if you can. Pay extra attention to anything you notice that is different from the book. After watching the movie, you will write about these differences.

In a few paragraphs, explain how the plot of the movie differs in any way from the book.

- Are there any differences in the characters?
- Do they act differently than they do in the book?
- Are any of the settings different?

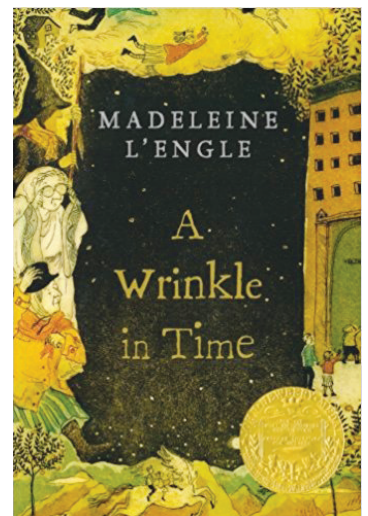
Write an opening paragraph. It should tell the reader how well the movie followed the book overall. Your second paragraph should explain any differences in the main themes of the book. There should also be paragraphs explaining any changes in characters and settings.

Write another paragraph that concludes your findings. Include your opinion on what version of the story you liked better.

The finished product should be at least two typed, double-spaced pages in length.



'A Wrinkle in Time' Movie Poster



'A Wrinkle in Time' Book Cover

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Activity Four

Artist's Rendition



You've completed the book. The next wrinkle you'll have to iron out is what your favorite characters look like. Pick two characters and one setting from the book. Use descriptions from the story to draw them. Where there are gaps, use your imagination to complete your drawings.

You don't need to be a great artist. Just do your best to show the character you see when you read their descriptions in the book. Have fun with it. Do the same for one setting from the book.

Identify the elements of your drawing that you took directly from the novel. For example, with a drawing of Meg, you could have an arrow pointing to her face labeled "glasses". We know they are described in the book. Now imagine you were labeling Camazotz. You could have a label for the CENTRAL Central Intelligence building.

The last step is to write a short paragraph for each labeled drawing. Explain why you chose the characters and setting you did.

SETTINGS

Camazotz

Uriel

Ixchel

CENTRAL Central Intelligence

The Murry House

CHARACTERS

Meg

Charles Wallace

Calvin

Mrs. Murry

Mr. Murry

The man with red eyes

IT

Aunt Beast

Mrs Whatsit

Mrs Who

Mrs Which

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Activity Five

Same Theme, New Story



The main theme of *A Wrinkle in Time* is the battle between good and evil. There are also themes of love, personal growth, time, and communication.

Use these themes to come up with an original story. Your story does not have to be connected with the characters or settings from this book.

Your story should include at least three completely original characters. Include a new villain or antagonist. There should also be at least one new setting.

When you are writing your story, try to use a three-act structure. The first act will include the setup for the story and at least one exciting event. Your main character should be introduced. We should learn something about the character.

The second act should include building action and minor conflict. It should lead to another big exciting event. The climax will see your heroes and villains come into conflict.

The final act should resolve the conflict and end the story.

These acts don't have to be labeled or referenced. Just keep them in mind while you write your story. Your finished product should be at least three typed, double-spaced pages in length.

Remember, your story should include:

- At least three original characters.
- A new villain.
- An original setting.
- Themes from *A Wrinkle in Time*.
- An exciting conflict.

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Activity Six

Time and Space-cation



After reading about some of the magical places in *A Wrinkle in Time*, do you wish you could visit one? Maybe others feel the same way.

Imagine you are working for a brand new vacation resort where all sorts of people go to have fun. This resort has a special twist: In order to get there, you have to travel through space and time.

Your job at the new resort is to introduce it to the people of Earth and tell them about all the amazing things this new resort has to offer vacationers. In order to do that, you have to make a brochure.

Take a blank sheet of paper and fold it so that there are three equal sections. On the front, write the name of your resort and draw some of the amazing and exciting things that can be found there.

On the inside, include some more drawings and some more descriptions about what can be found at your resort. The purpose of the brochure is to make people want to visit and experience these things, so make it as nice and attractive as possible. Use descriptive language and words that will get people excited to come.

You can choose from any of the planets Meg and the others visit in *A Wrinkle in Time*—Uriel, Camazotz or Ixchel.

Remember to describe:

- Food that your resort offers.
- Rooms and what's inside them.
- Fun things to do like pools or tours.
- The cost of a week's stay at the resort.
- Anything unique about the planet.