

BOOK
an

ADVENTURE

Name: _____

Age: _____



MEET THE ARTIST



INTRODUCTION

My name is Marjoret. I am 43.
I moved to Fairview when I was 8 years old.
I started volunteering at the FPL when I was 13 years old.

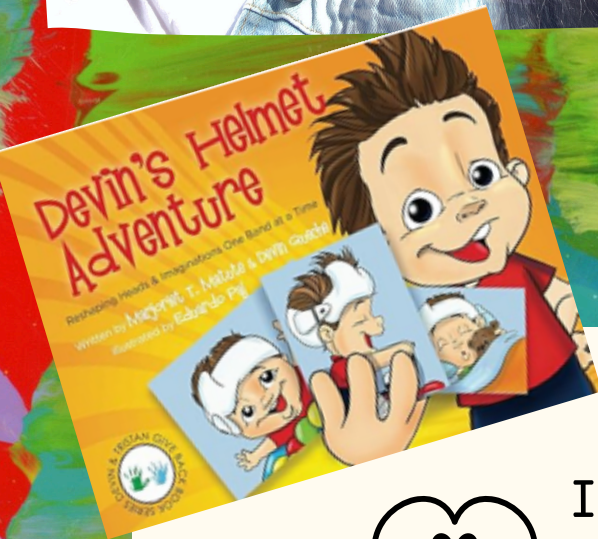
I am married to my childhood sweetheart who I met in Columbus Park. We have 2 teenage sons. All 4 of us graduated from Lincoln School and attended Cliffside Park High School.



ALL ABOUT ME

I wrote a book about my son, Devin.
I painted the mural in the Fairview Library.
I collect children's books.
I LOVE Dogs.

I love color - rainbows are my favorite.
My favorite food is Italian food and chocolate.





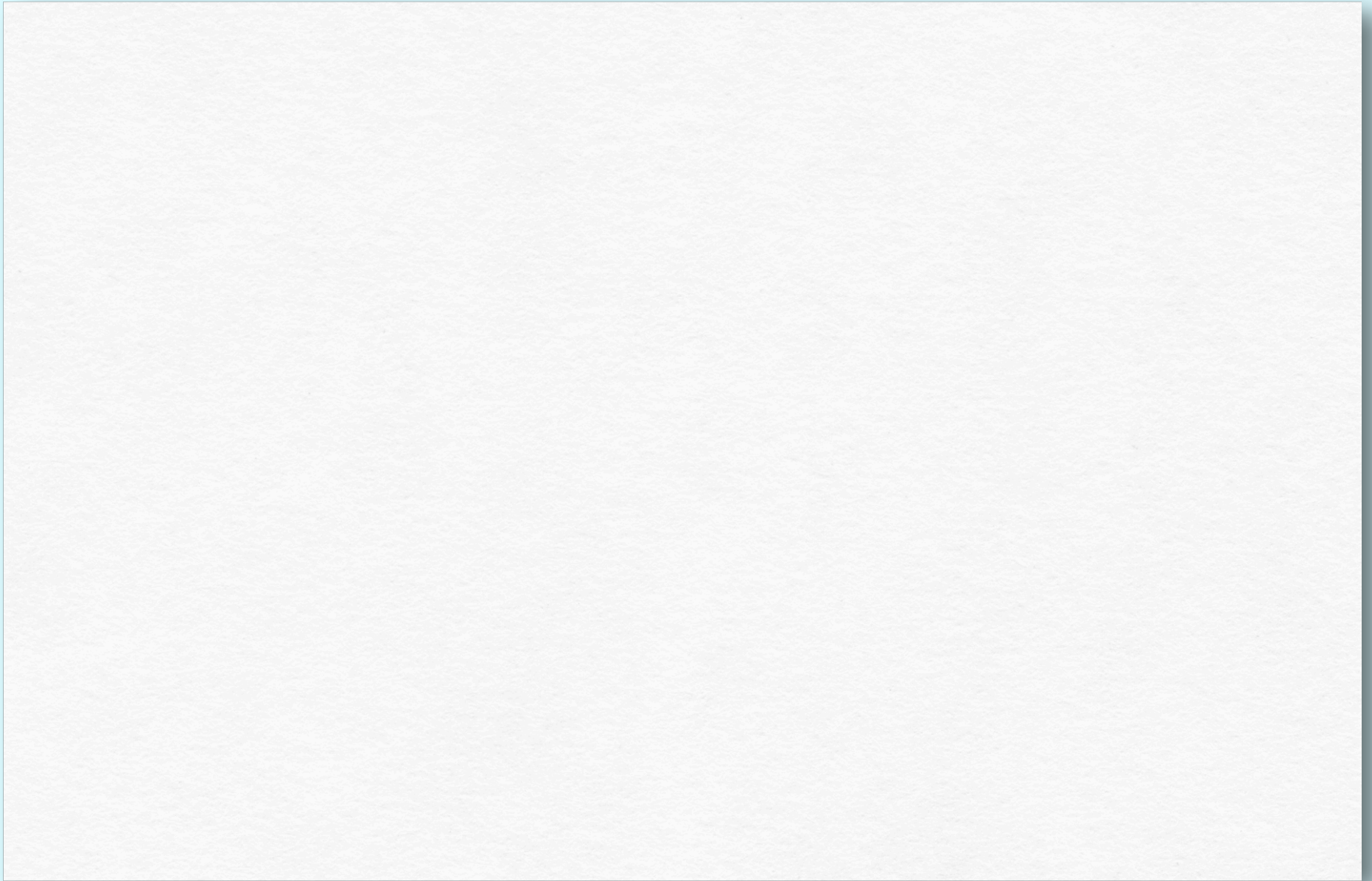
NOTICE
VIDEO SURVEILLANCE IS IN USE ON
THESE PREMISES



Adventure Begins
with a **LIBRARY CARD**

Design a Library Card

Design a Library Card



NAME : _____

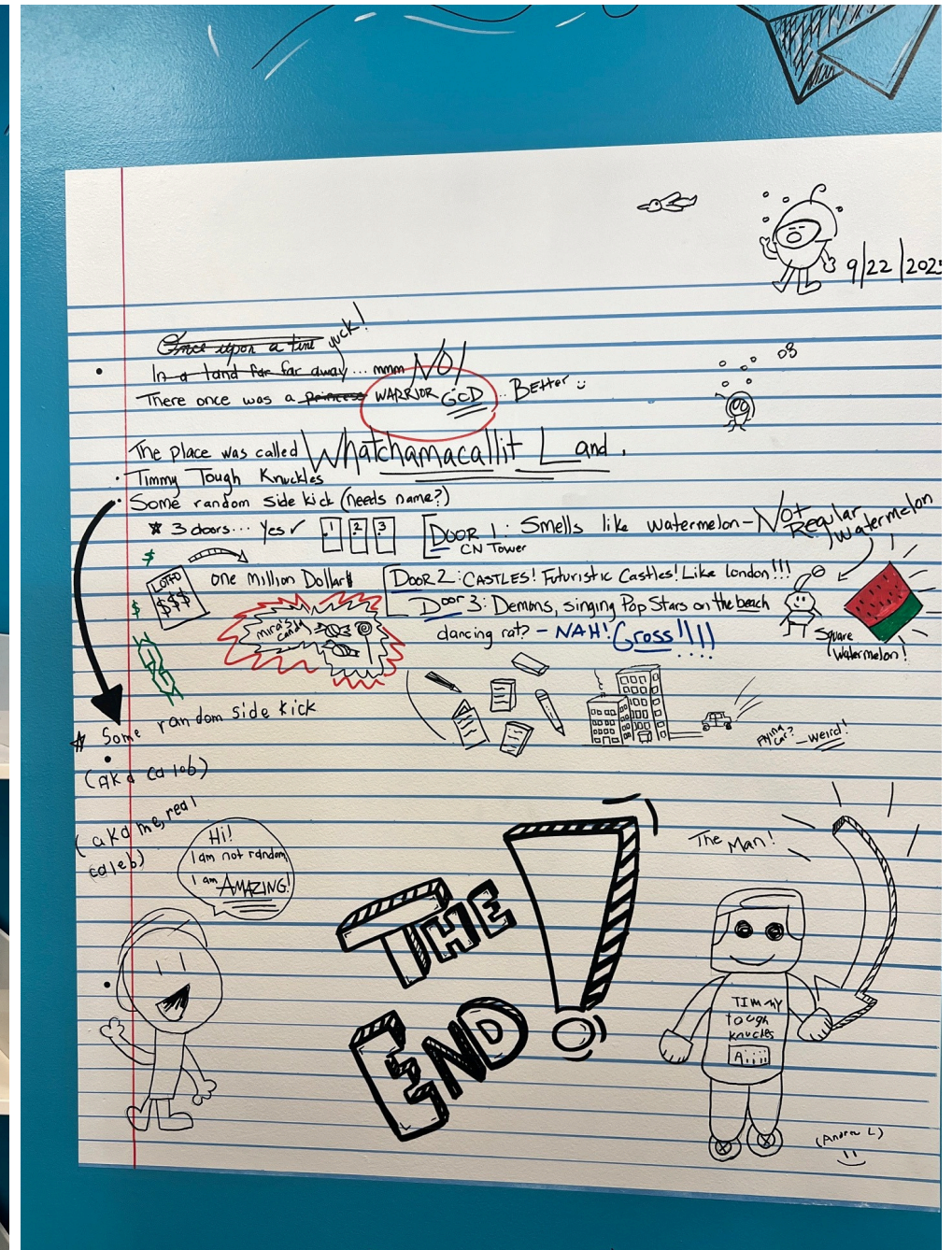
AGE : _____

AUTHOR

WHERE DO
STORIES COME
FROM?

An author is the person who thinks up the story and writes it down. They create the characters, the plot, and all the exciting things that happen in the book.

**“What do you think authors do first when they write a book?
Do you think their first draft is perfect?”**



“Every great book started as a messy first draft.”




NO	TIME	TITLE	PLOT	PROPHET	Hall of Prophecy	Cho/Ginny	D.A.	O.G.P	Snape/Herm + fabu	Hagrid + Group
13	OCT	Plots and Resistance	Hamilton + Krum go to Hogwarts make Lupin and Tonks - cast talk. Voldemort's escape - pass note. They recruiting for O.G.P.	Vol still formulating plan to get in + Des also in get in +	Cho in Hogsmeade - wants to join O.G.P	Tonks + Lupin	recruiting	Herm shows lesson to recruit for O.G.P	Hagrid + still bezie - injured - blood stream -	"he's feeding himself" (he's not here)
14	NOV	The Order of the Phoenix	First meeting of the Order of the Phoenix	Nazini attacks Mr. W.	Cho + Ginny both present	Underage now having secret meeting	First meeting	Herm still helping - Ginny joining		
15	NOV	The Difficult Tackle	Quidditch versus Hagrid - Harry's first match - first night, after Quidditch - sleep Hagrid	Cho now meeting in love	Cho + Ginny	Cho + Ginny	reactions - others meeting? overview	How about Harry not going	Hagrid still getting injuries	
16	NOV	Black Marks	Row 13: skipping Snape's lesson - Harry's first match - first night, after Quidditch - sleep Hagrid	Nazini's information - Nazini's shipkiss	Herm now helping Cho + Ginny + D.A. club?		O.G.P	Another lesson	Hagrid hospital wing	
17	DEC	Rita Returns	St. Mungo's visit Krum (the - see Boke (Hagrid's injury) - see Lockhart - see Mr. Weasley Neville	NOW VOL IS ACTIVELY TRYING TO GET HARRY TO H.Q.P - very vivid - could see him	Ginny + Dad	around				
18	DEC	St. Mungo's Hospital for Magical Maladies and Injuries	St. Mungo's visit Krum (the - see Boke (Hagrid's injury) - see Lockhart - see Mr. Weasley Neville	Boke dead - H.Q.P again	Herm + Ginny + Ron - Ginny's wigs	Shin here - Ginny's wigs				
19	DEC	(Krum)	Harry's first match - first night, after Quidditch - sleep Hagrid							
20	JAN	Extended Powers of Elvira Voldemort	Harry's first match - first night, after Quidditch - sleep Hagrid	Harry's first match - first night, after Quidditch - sleep Hagrid						
21	FEB	(Valentine's day)	Harry's first match - first night, after Quidditch - sleep Hagrid							
22	FEB	Cornish Group	Harry's first match - first night, after Quidditch - sleep Hagrid							
2	MARCH	(Treason)	Harry's first match - first night, after Quidditch - sleep Hagrid							
2	APRIL	(Careers Guidance)	Harry's first match - first night, after Quidditch - sleep Hagrid							

J.K. Rowling's "Harry Potter" Rough Draft

Mini Lesson: The Writing Process

- 1. Brainstorm/Prewrite – Collect ideas.**
- 2. Draft – Get words on the page**
- 3. (don't worry about mistakes).**
- 4. Revise – Make ideas clearer and stronger.**
- 5. Edit – Fix spelling, grammar, punctuation.**
- 6. Publish/Share – Final version ready for readers.**

 **Key Message: “Writing is rewriting.
Your first draft is just the beginning!”**



Writing Prompt & First Draft

“YOU DISCOVER A SECRET DOOR IN YOUR SCHOOL. WHEN YOU OPEN IT, YOU FIND...”

1. Write without stopping—no erasing or worrying about spelling.
2. Remember: “This is your rough draft. It doesn’t have to be perfect!”
3. Circle three places where you could add details or make something clearer.
4. Highlight how small edits can make writing stronger.

“Every author starts with a rough draft. The magic happens in the editing.”



Here are 5 classic and timeless ways to begin a children's story:

1. *“Once upon a time...”*

2. - The quintessential fairy tale opener, instantly signaling a magical or fantastical tale.

3.

4. ***“LONG AGO, IN A FARAWAY LAND...”***

5. - Sets the stage for an adventure in a distant, possibly enchanted place.

6.

7. **“There was a little boy/girl who...”**

8. - Introduces a relatable young protagonist, often used in moral or whimsical tales.

9.

10. **“One sunny morning...”**

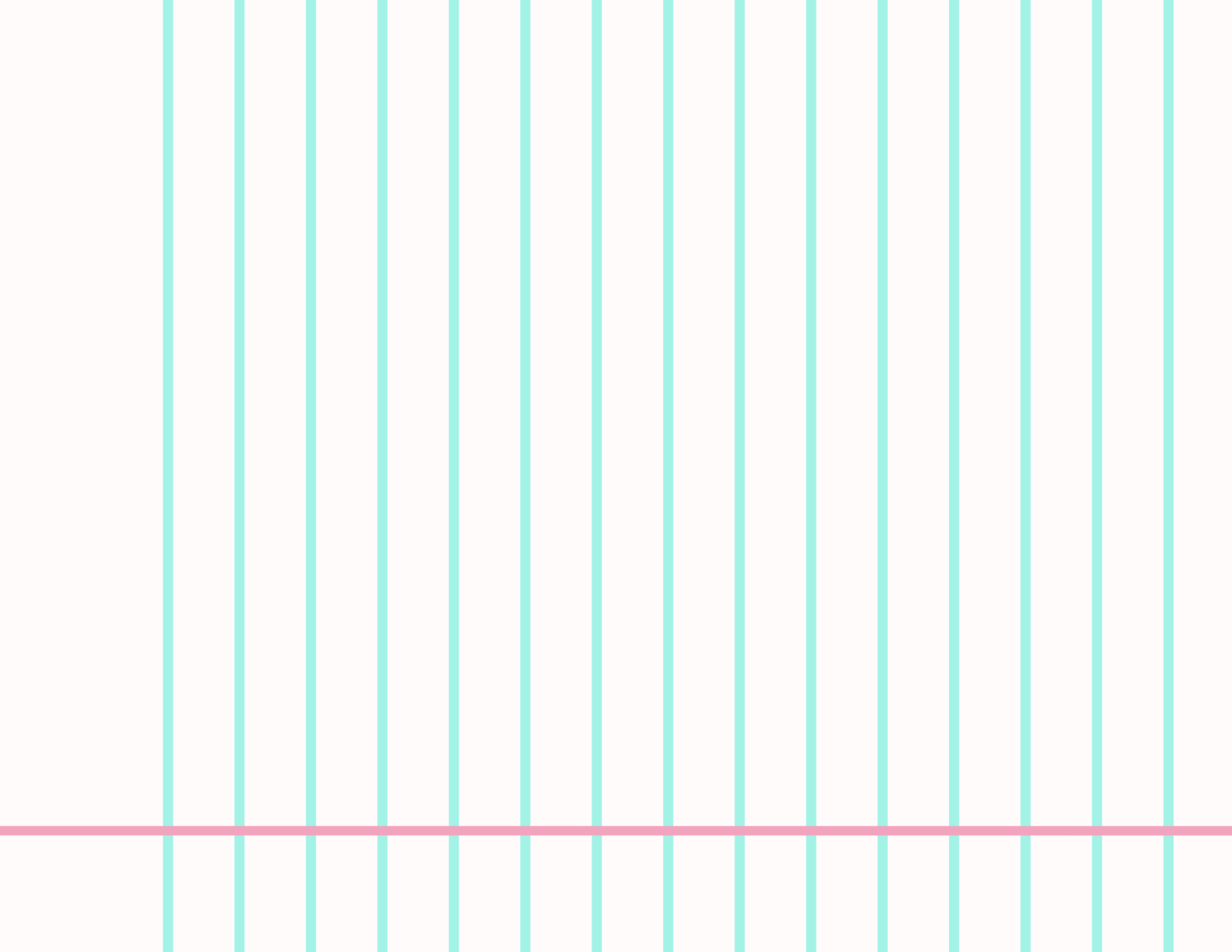
11. - Starts with a peaceful, everyday setting that may soon be disrupted by something exciting or strange.

12.

13. **“IT ALL BEGAN WHEN...”**

14. - Implies that something unusual or exciting happened to kick off the story, sparking curiosity.

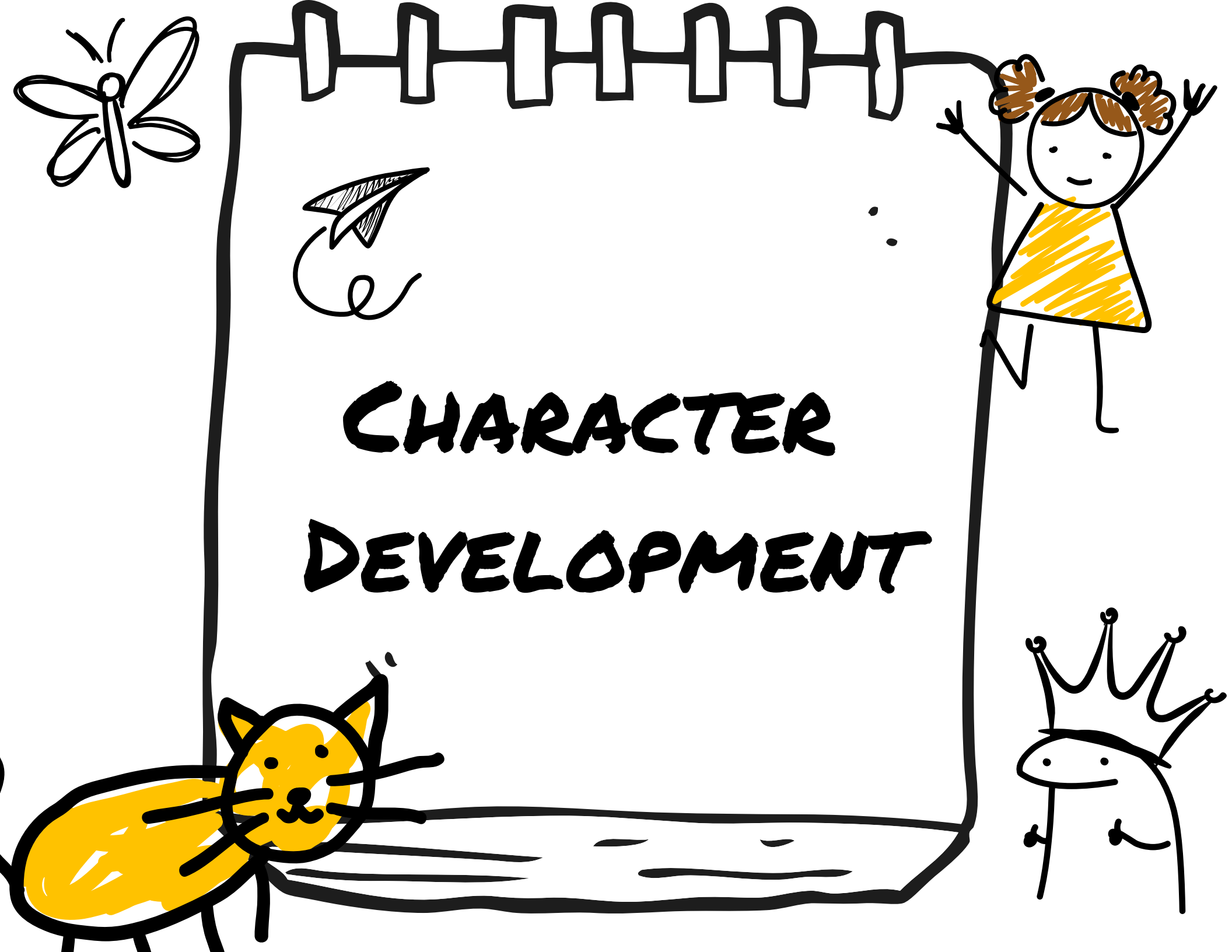
The End.



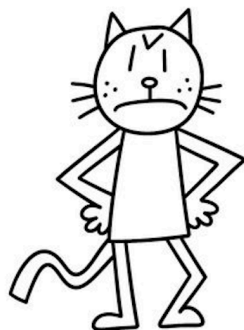
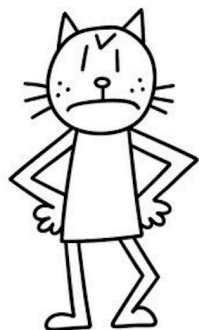
ILLUSTRATOR

WHO CREATES
OUR FAVORITE
CHARACTERS?

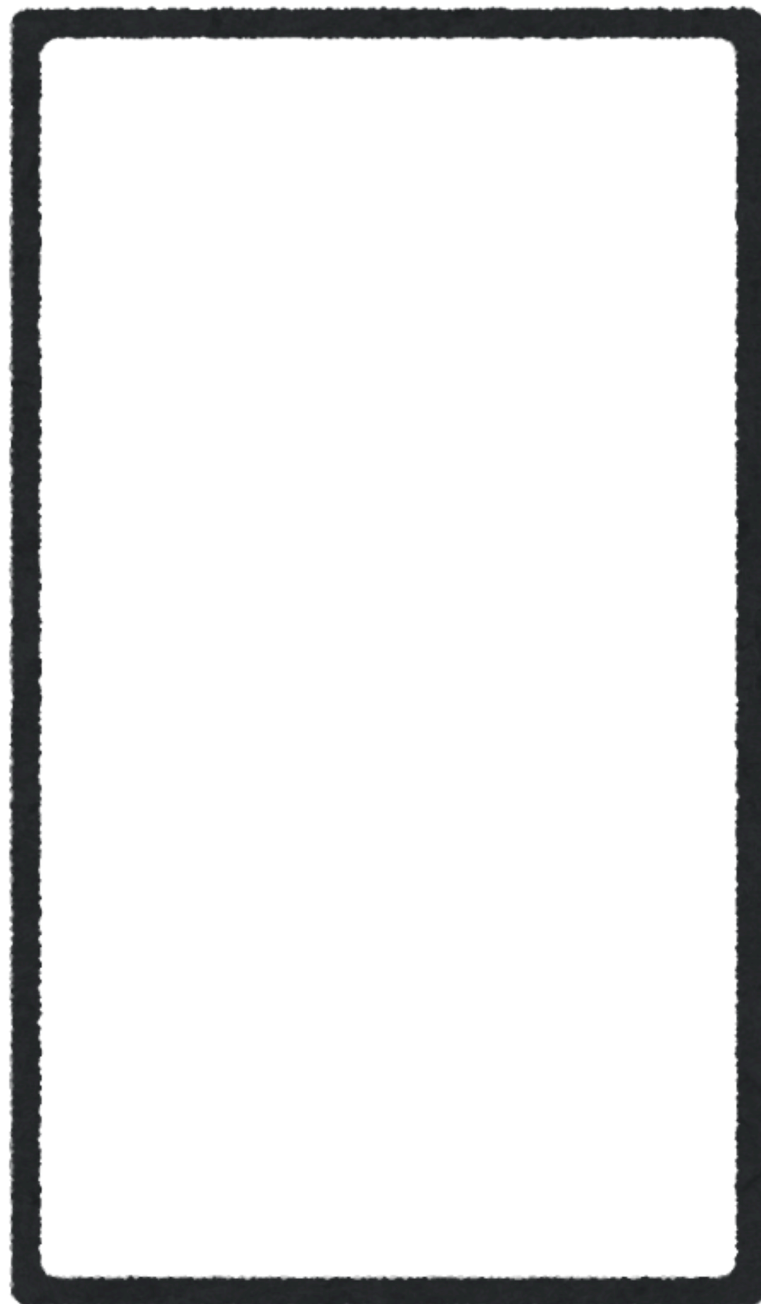
An illustrator is the artist who draws the pictures for a book. Their artwork helps bring the story to life and shows readers what the characters and places look like.

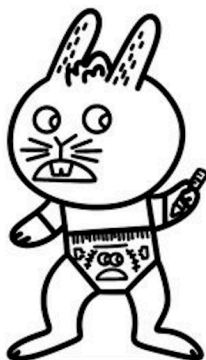
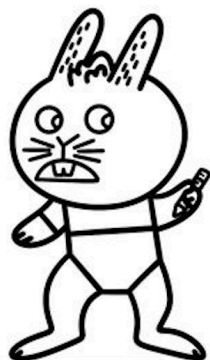
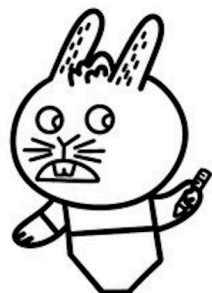
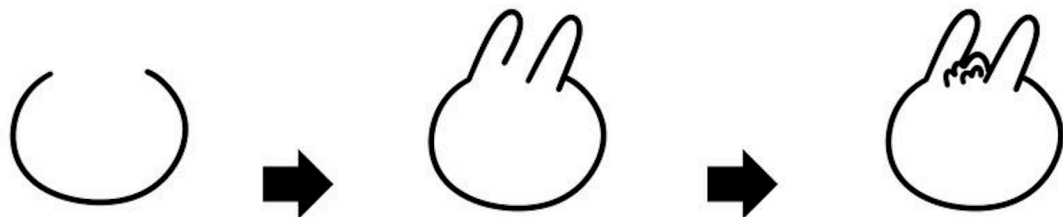


CHARACTER DEVELOPMENT

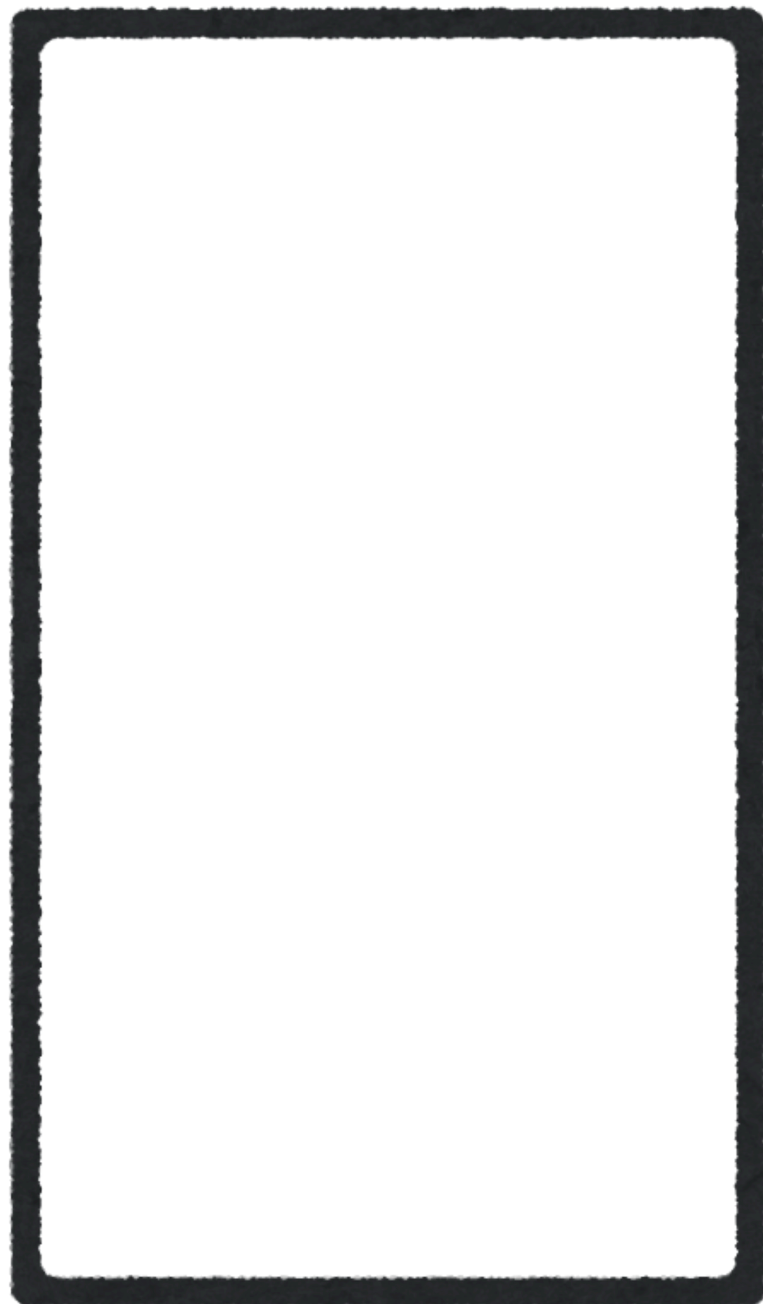
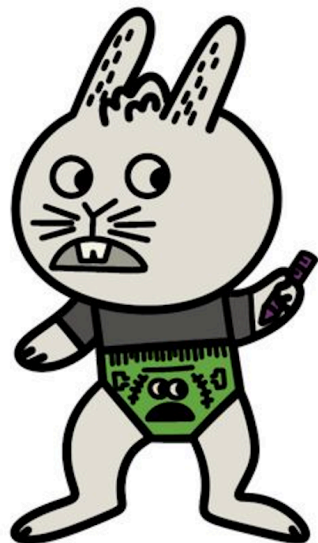


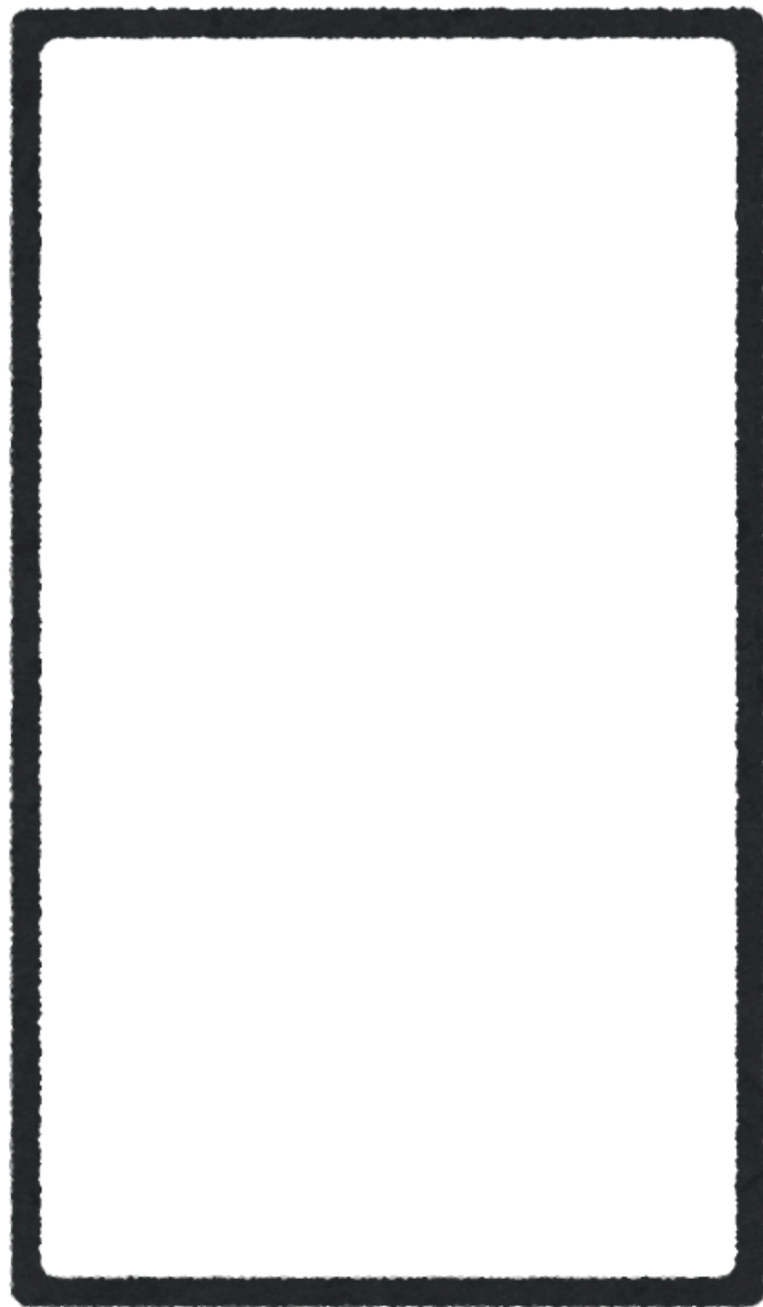
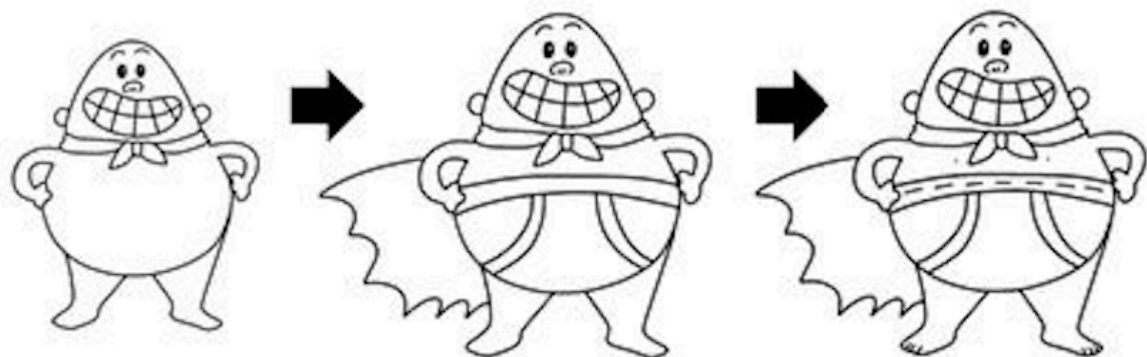
DRAW HERE!

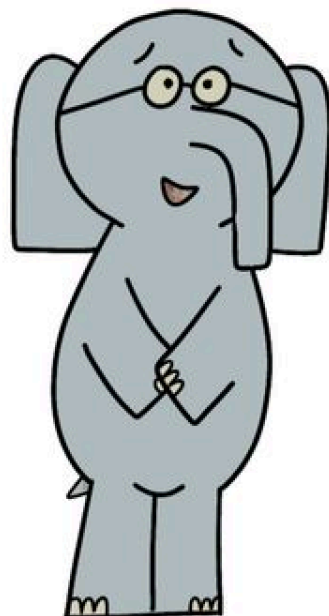
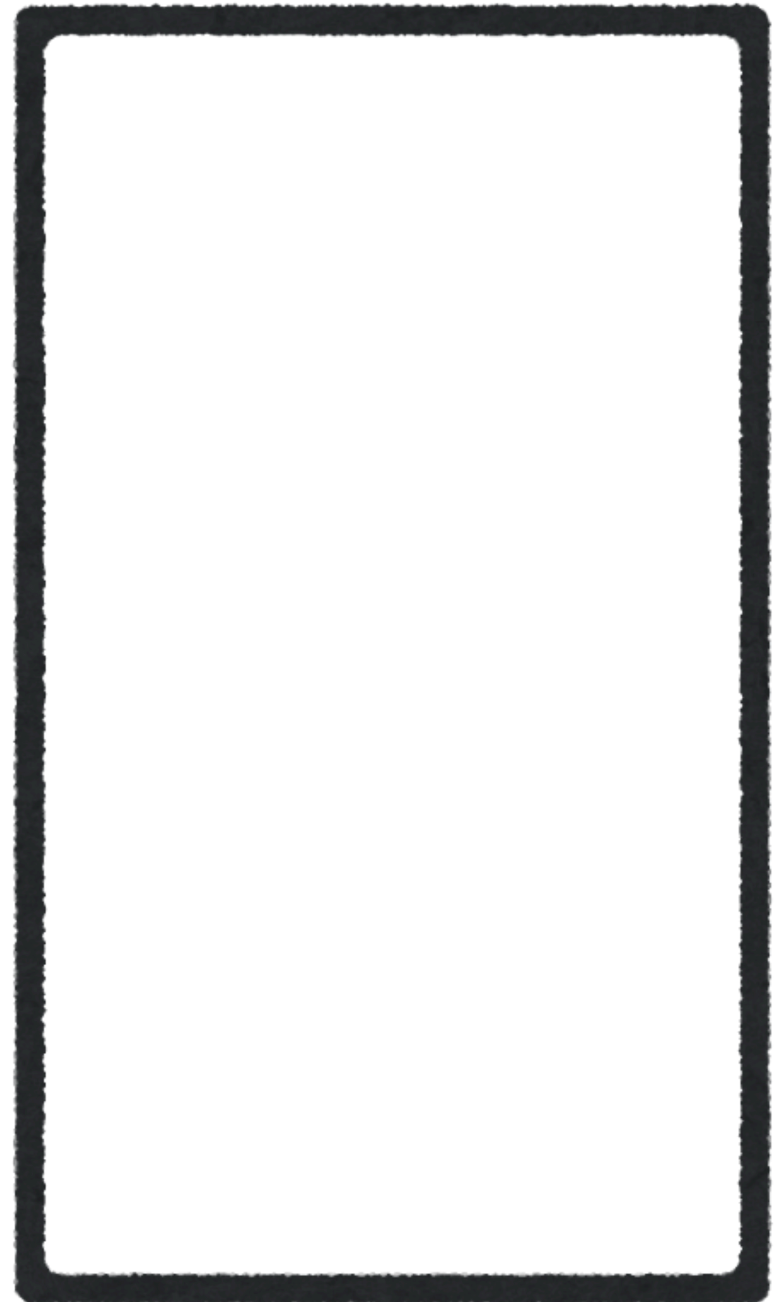
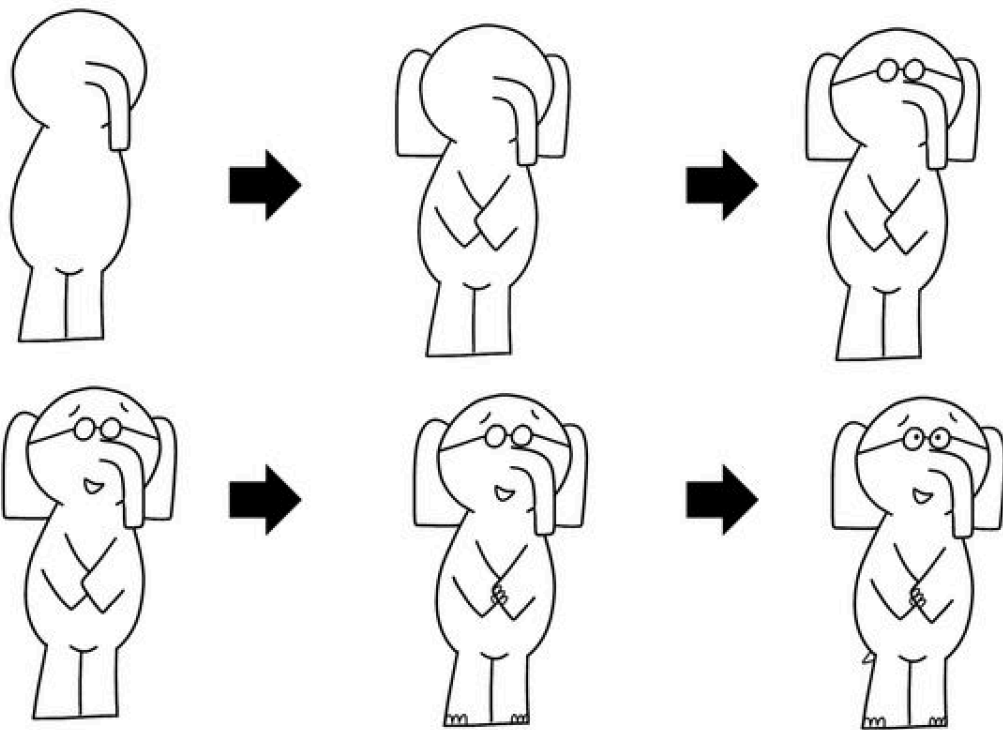


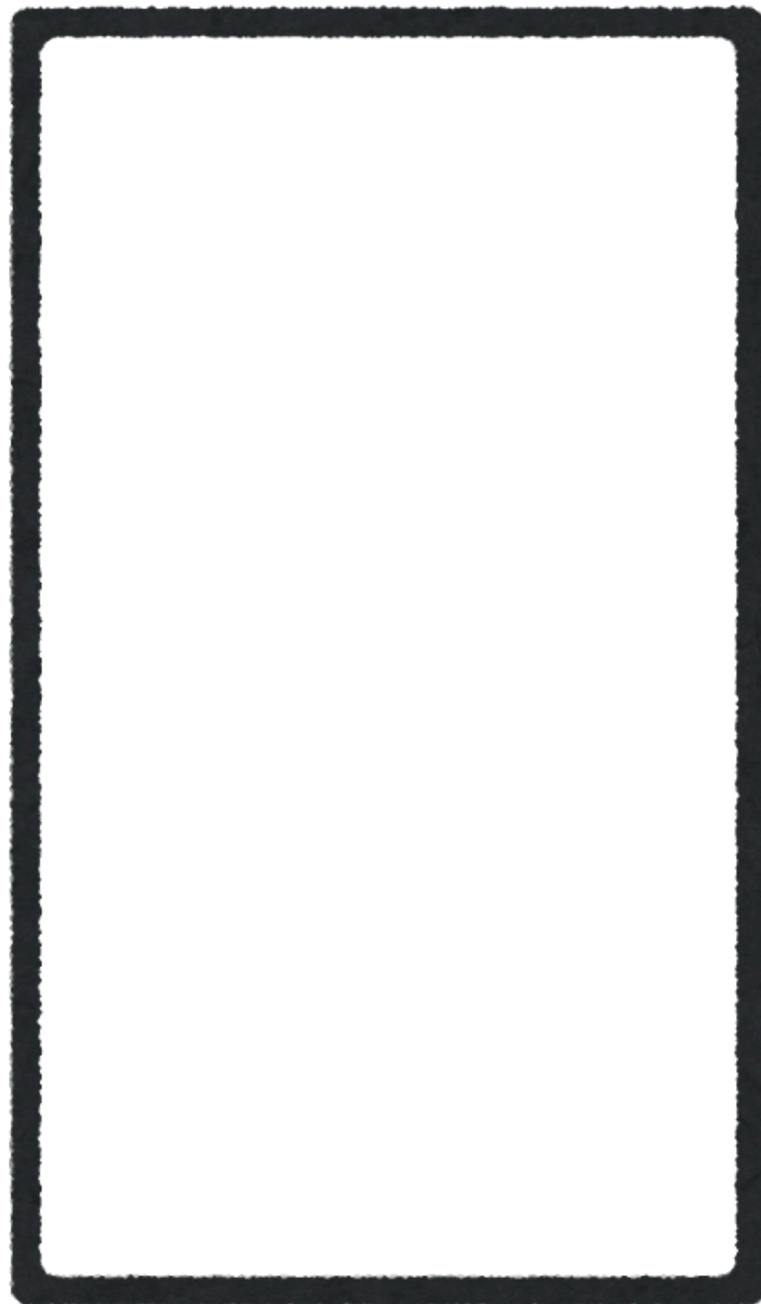
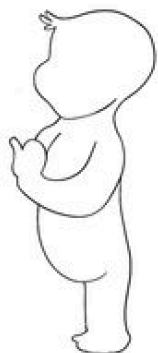


DRAW HERE!

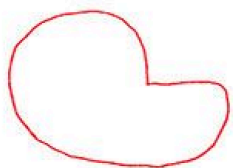




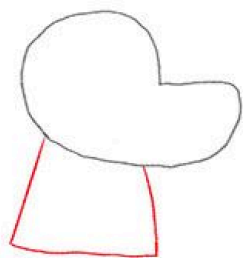




1



2



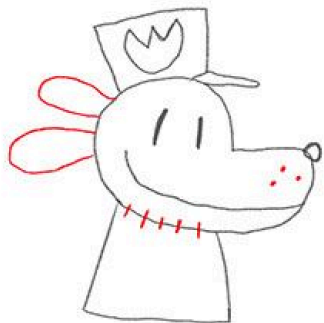
3



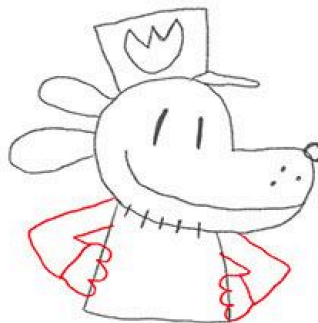
4



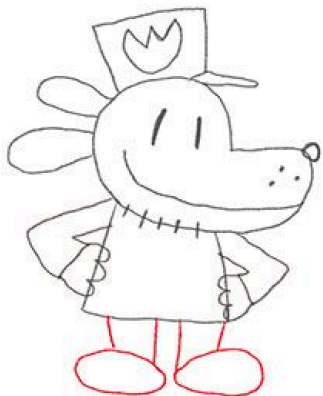
5



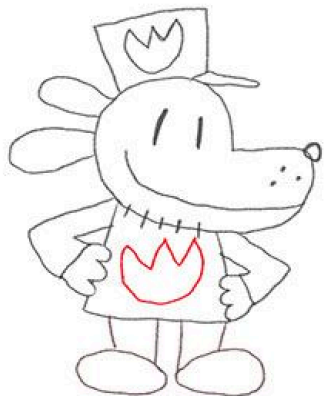
6



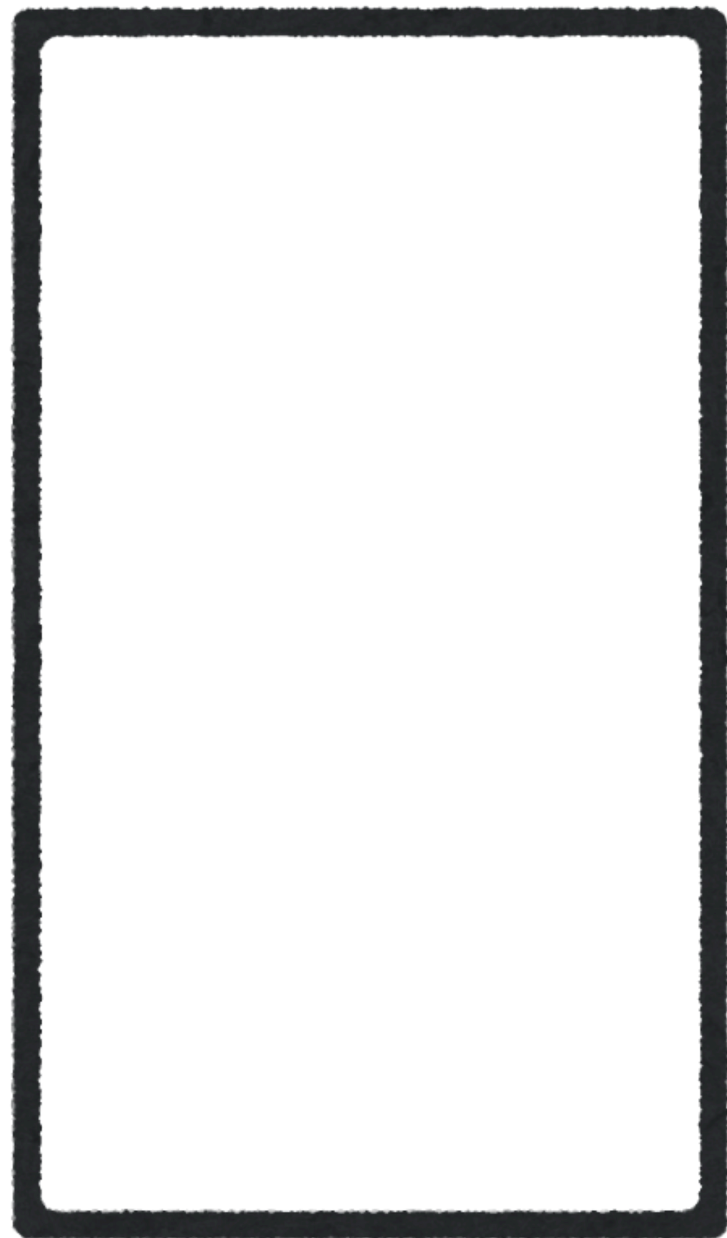
7

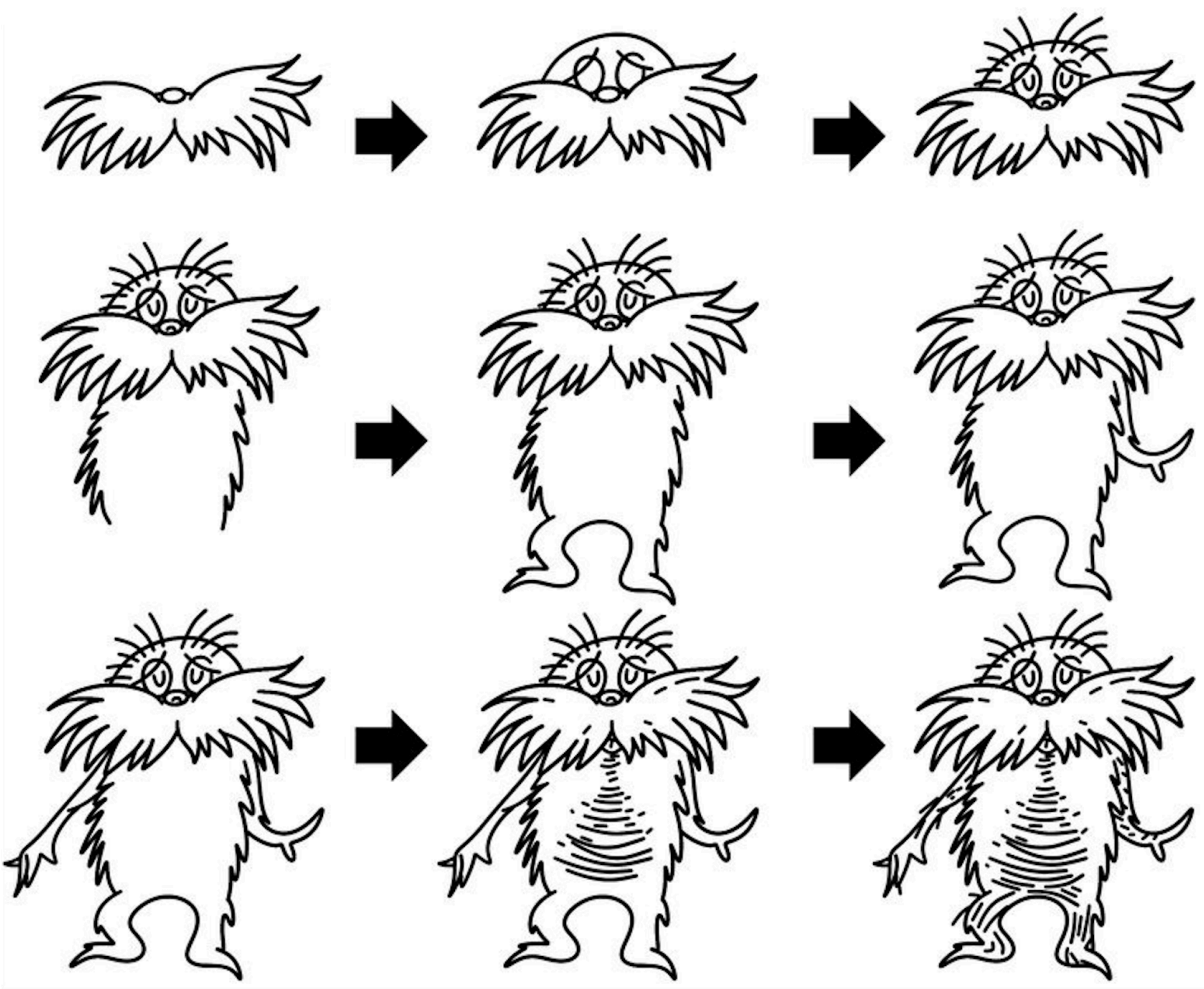


8

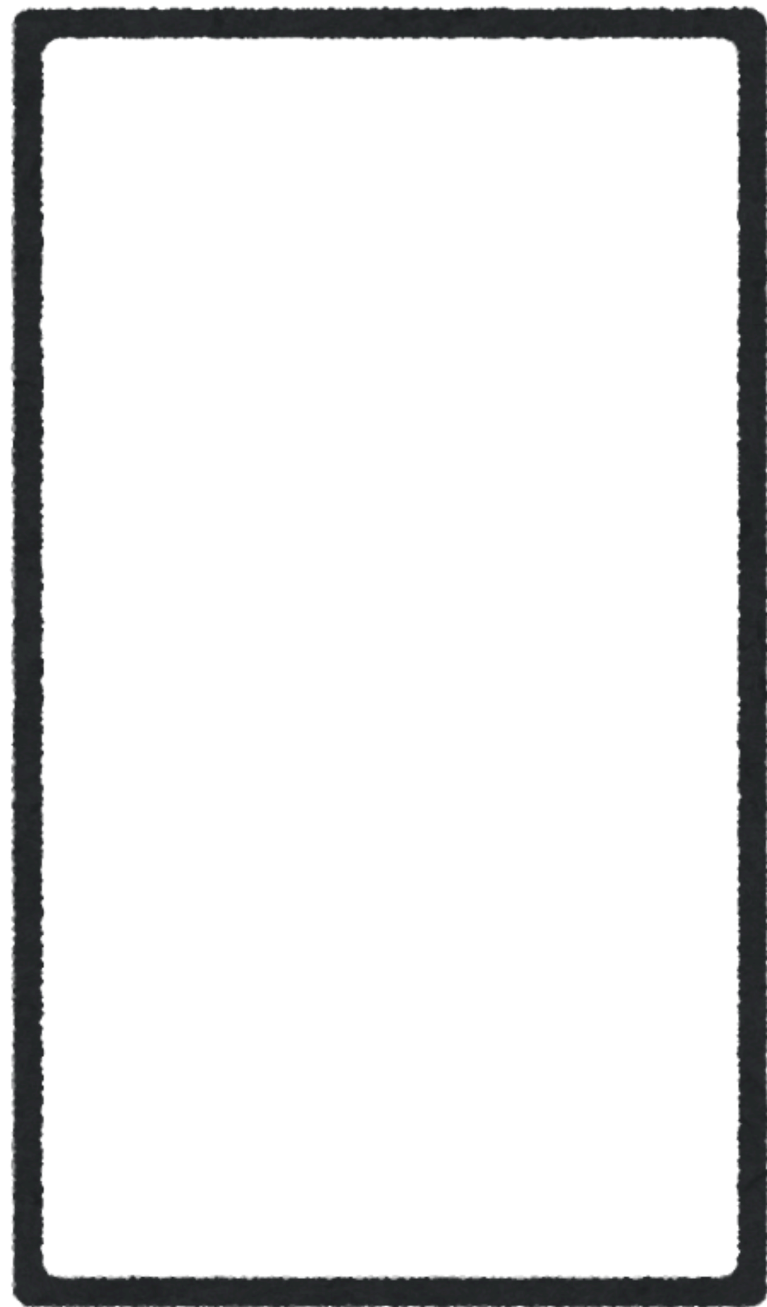


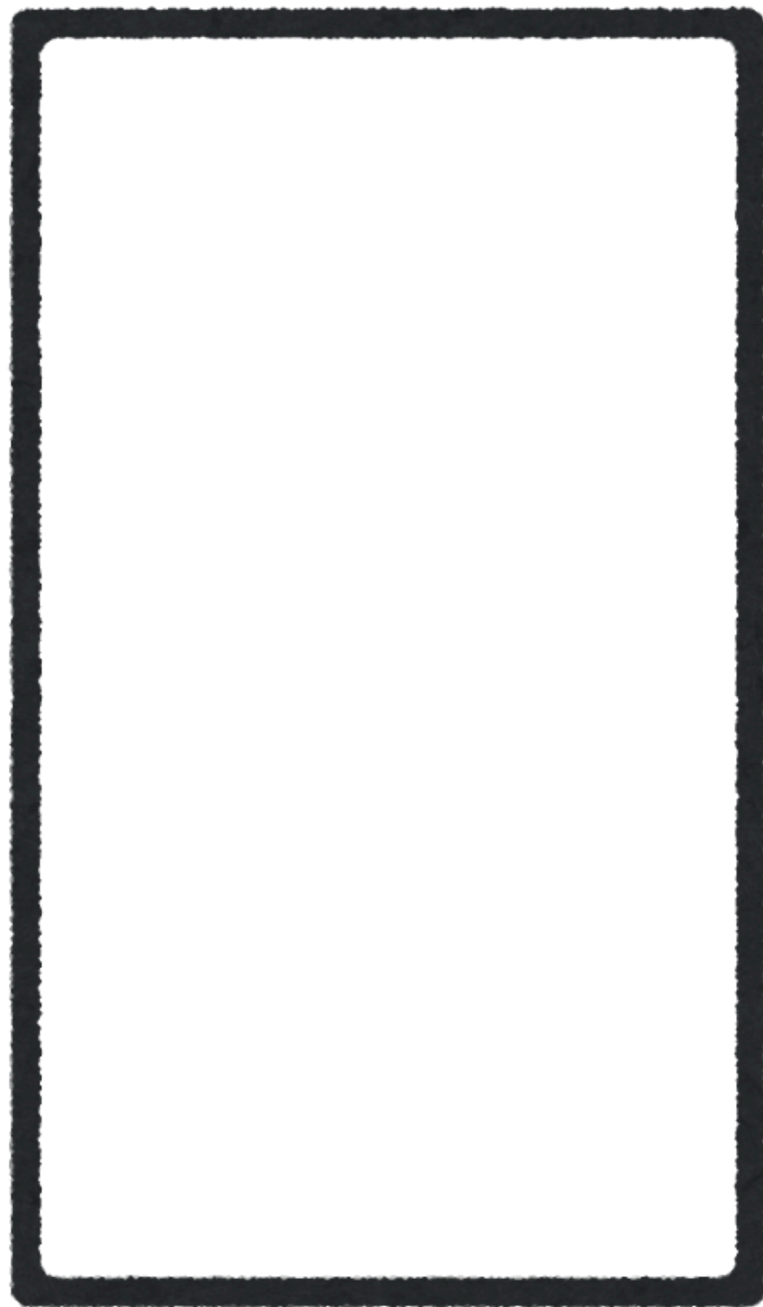
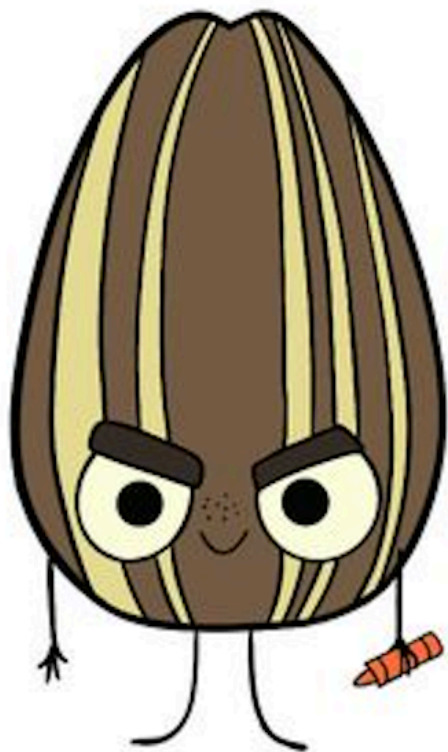
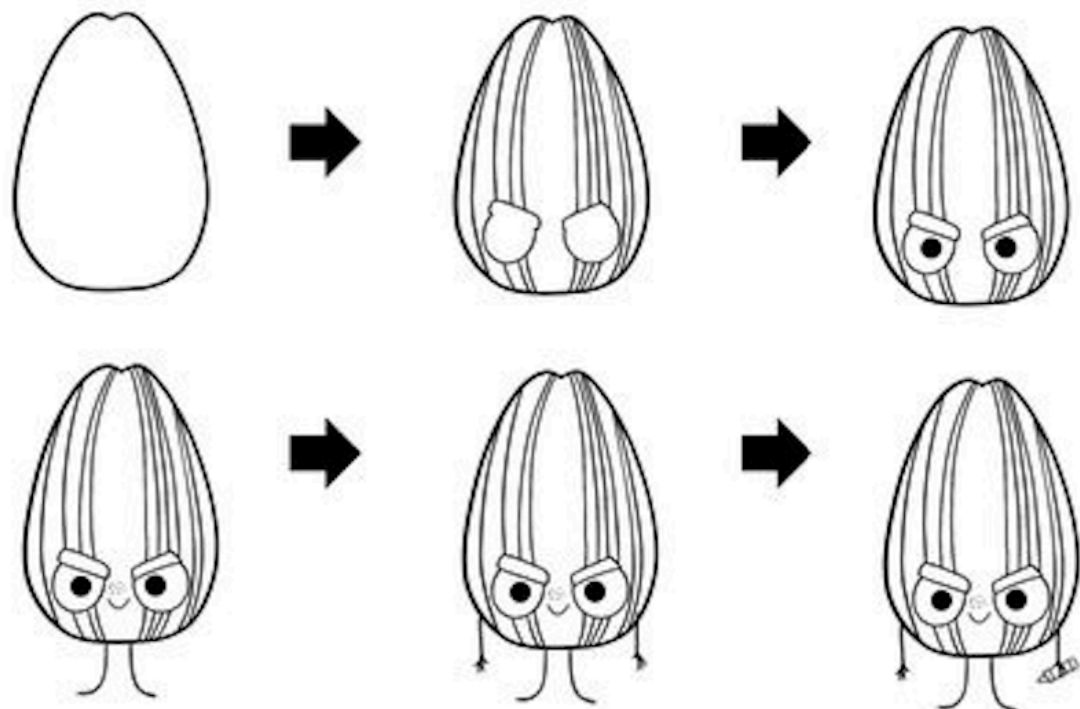
9

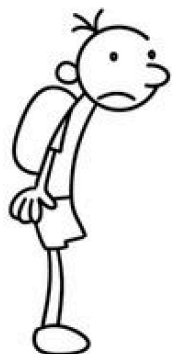
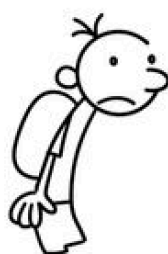
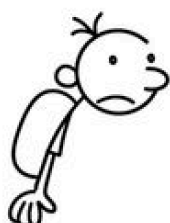
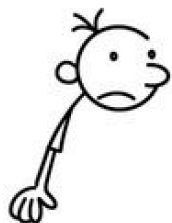




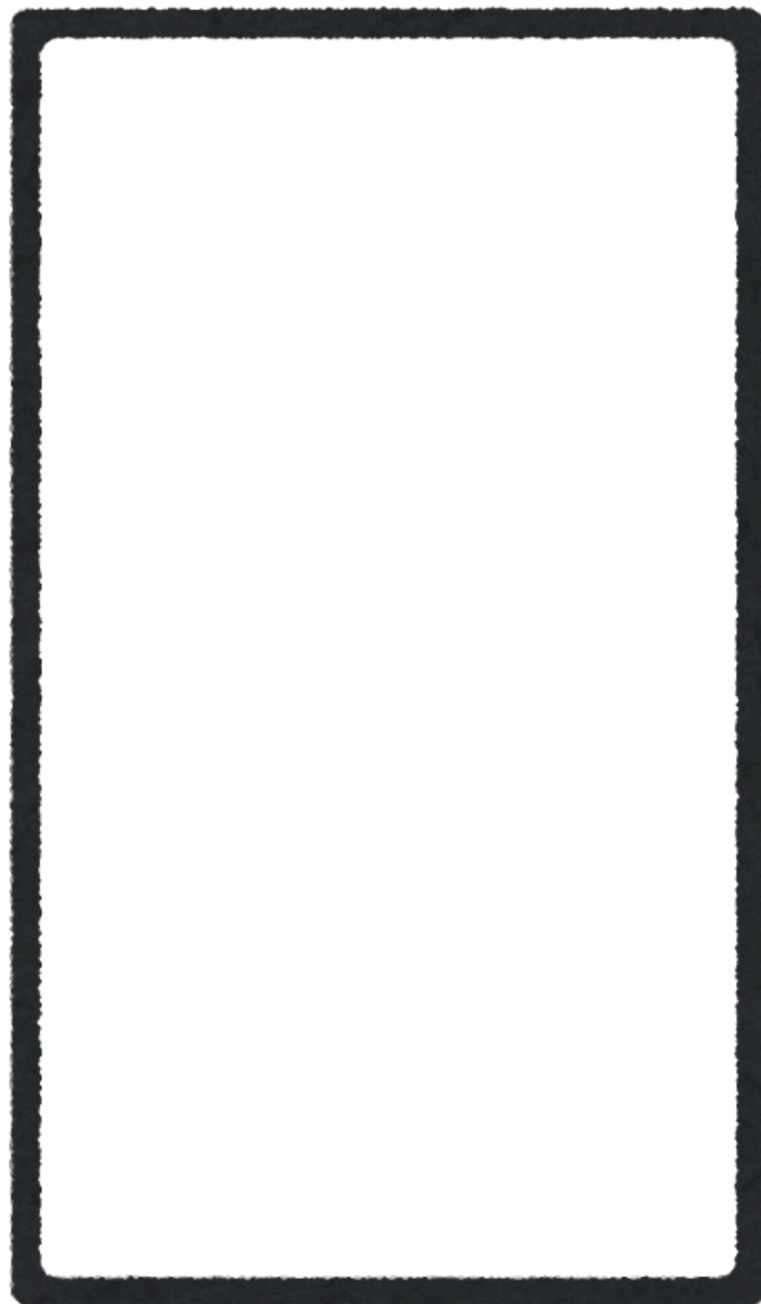
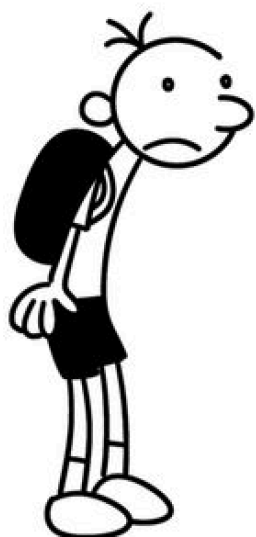
DRAW HERE!
¡DIBUJA AQUÍ!

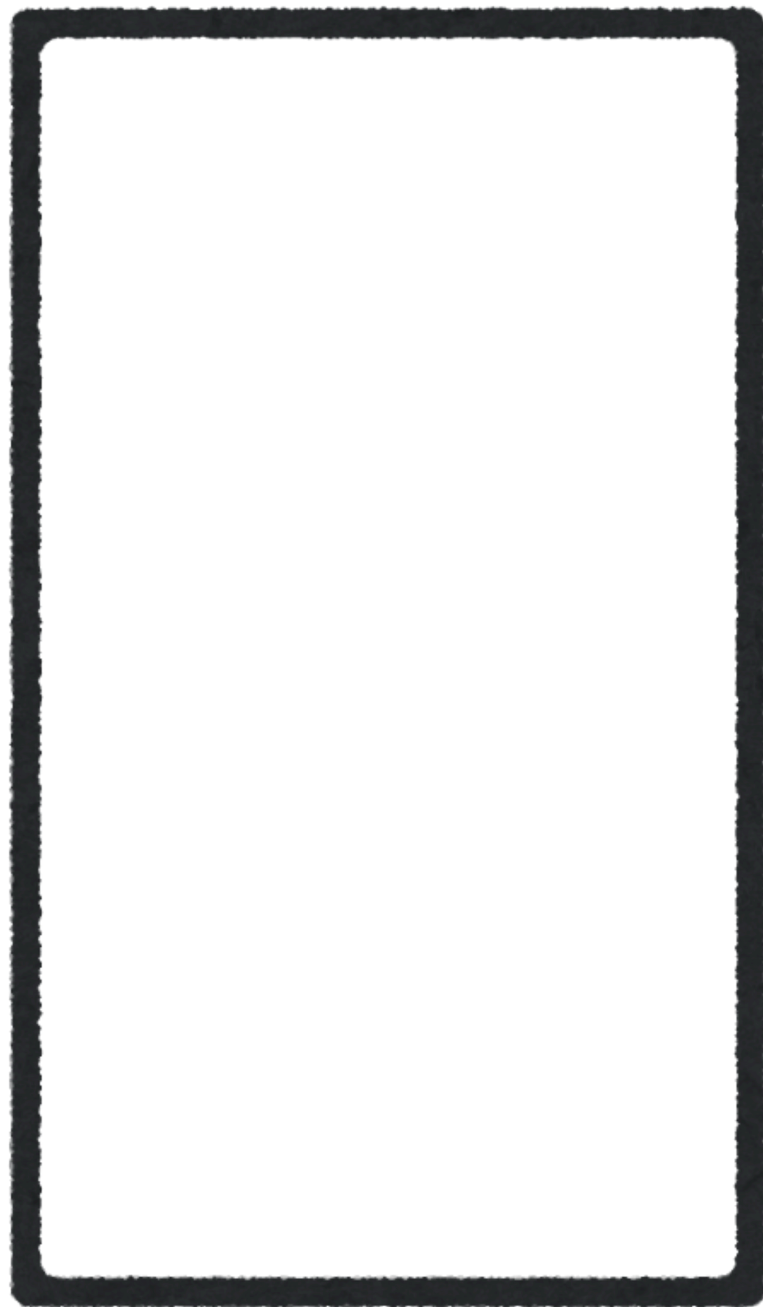
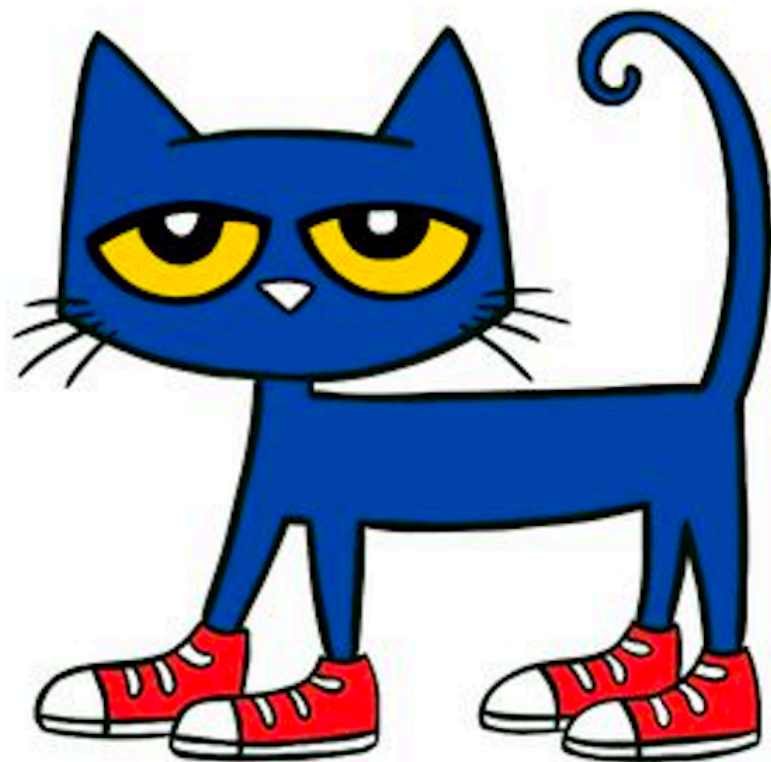
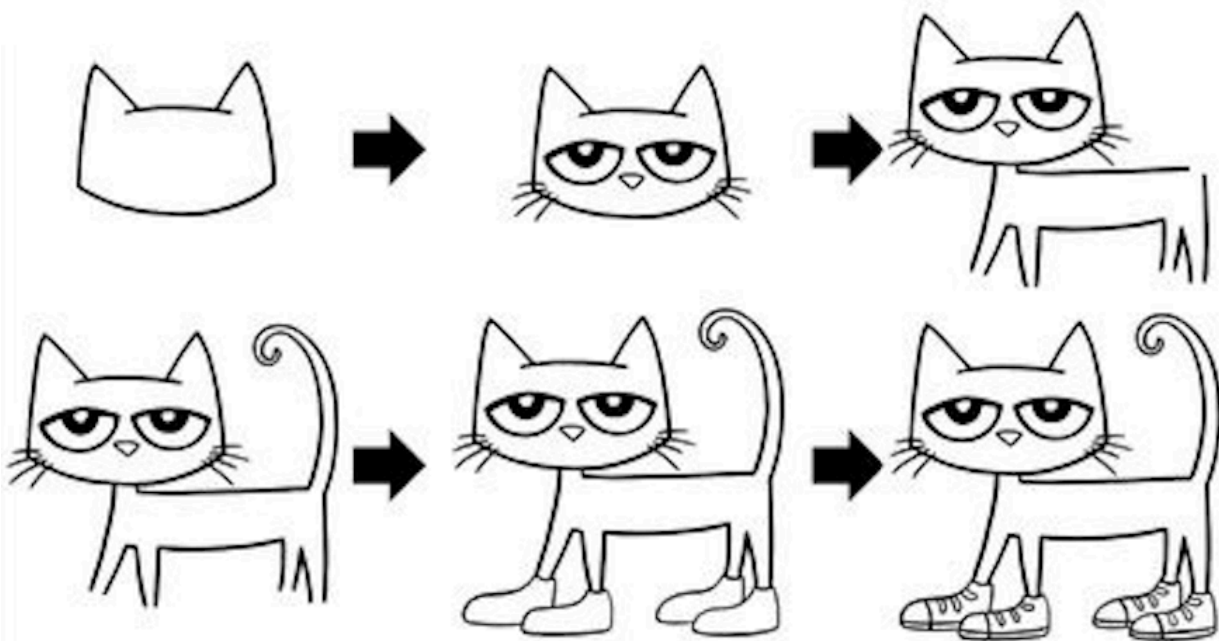






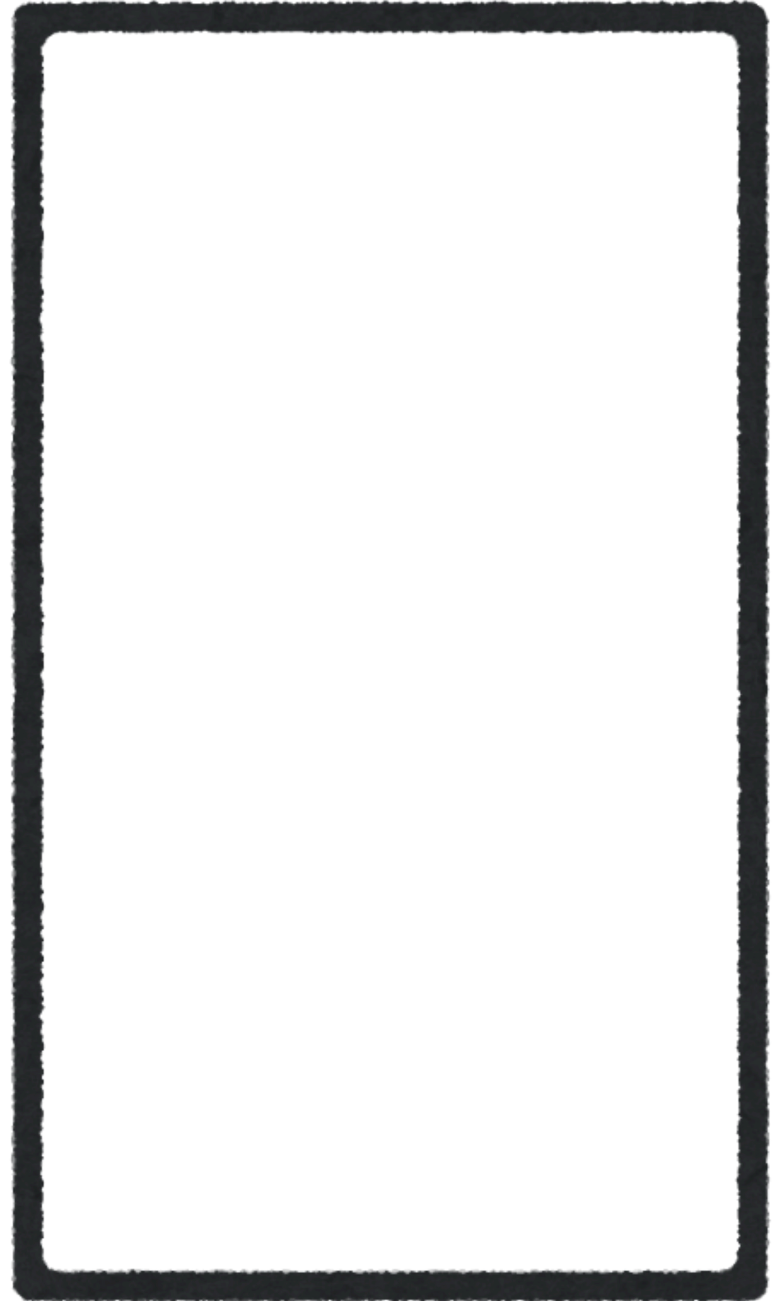
DRAW HERE!
¡DIBUJA AQUÍ!

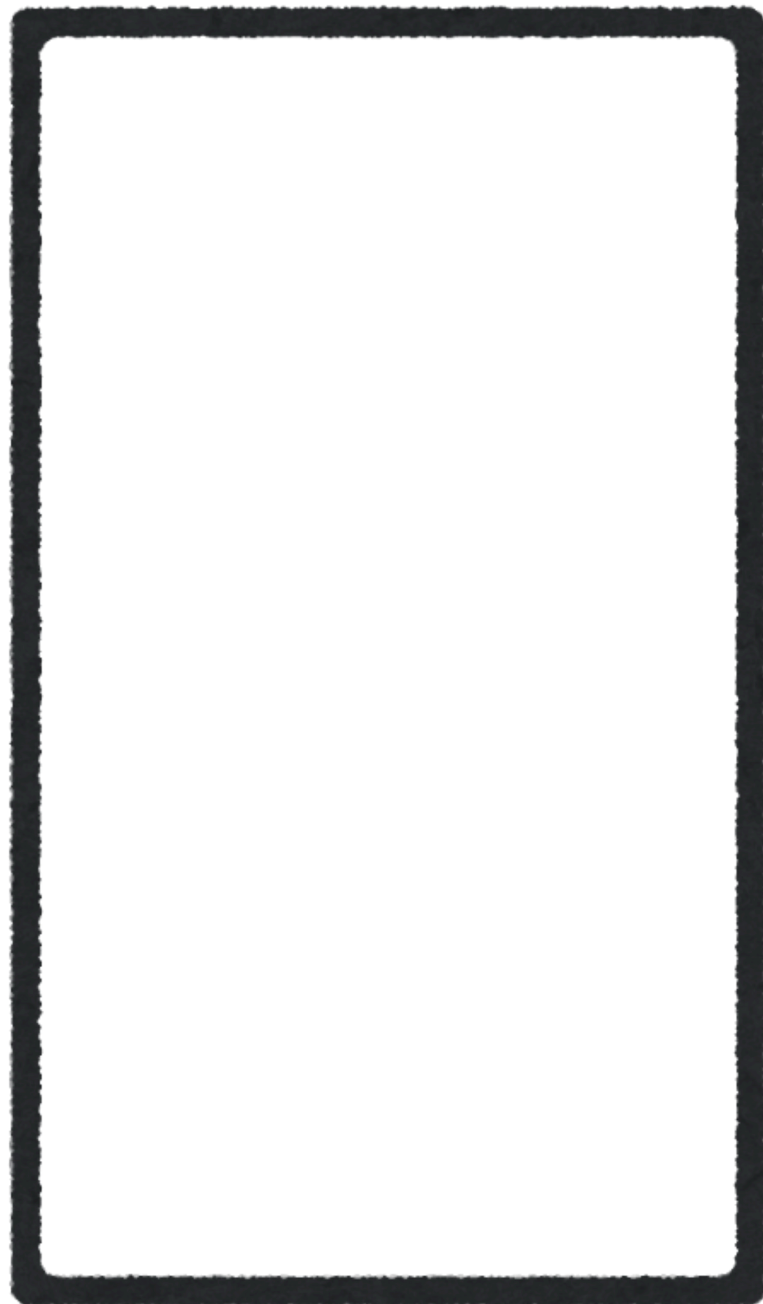
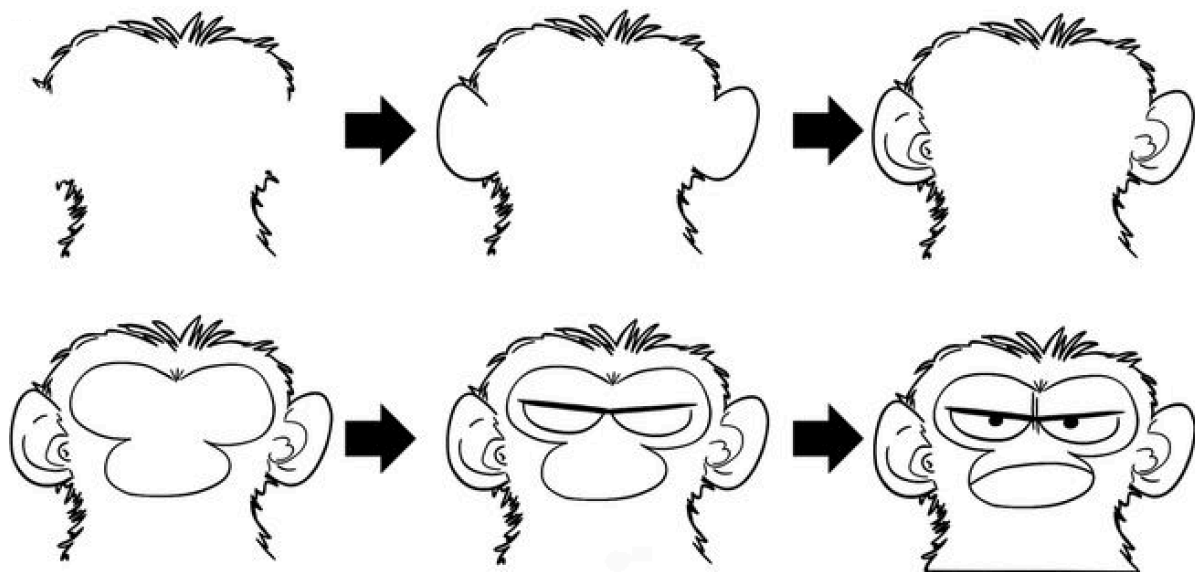






DRAW HERE!





BOOK EDITOR

HOW DOES A
BOOK COME TO
LIFE?

A book editor is someone who helps make a story the best it can be. They read the author's writing, fix mistakes, and suggest changes so everything is clear, interesting, and ready to become a real book.

STORYBOARD

A storyboard is a set of simple pictures and notes that show how each page of a book will look. It helps the author, illustrator, and publisher plan the story, decide where the words and pictures go, and make sure everything flows smoothly before creating the final pages.

20 21

22 23

24 25

26 27

28 29

30 31

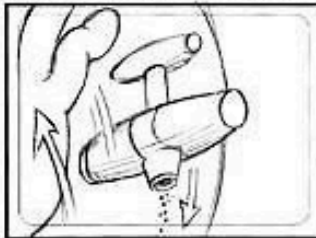
Scene: 1 Panel: 13 SQUEEK!



Scene: 1 Panel: 14 CRANK... CRANK...



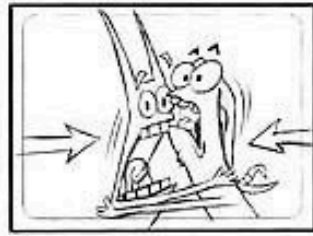
Scene: 1 Panel: 15 - GRH...!



Scene: 1 Panel: 16 wind comes...



Scene: 1 Panel: 17



Scene: 1 Panel: 18



Scene: 1 Panel: 19



Scene: 1 Panel: 20



Scene: 1 Panel: 21



Scene: 1 Panel: 22



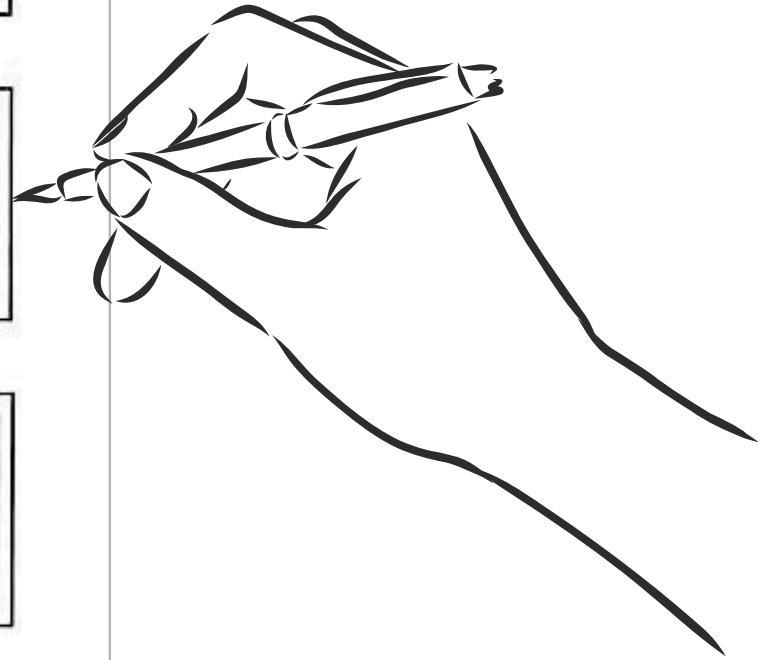
Scene: 1 Panel: 23



Scene: 1 Panel: 24



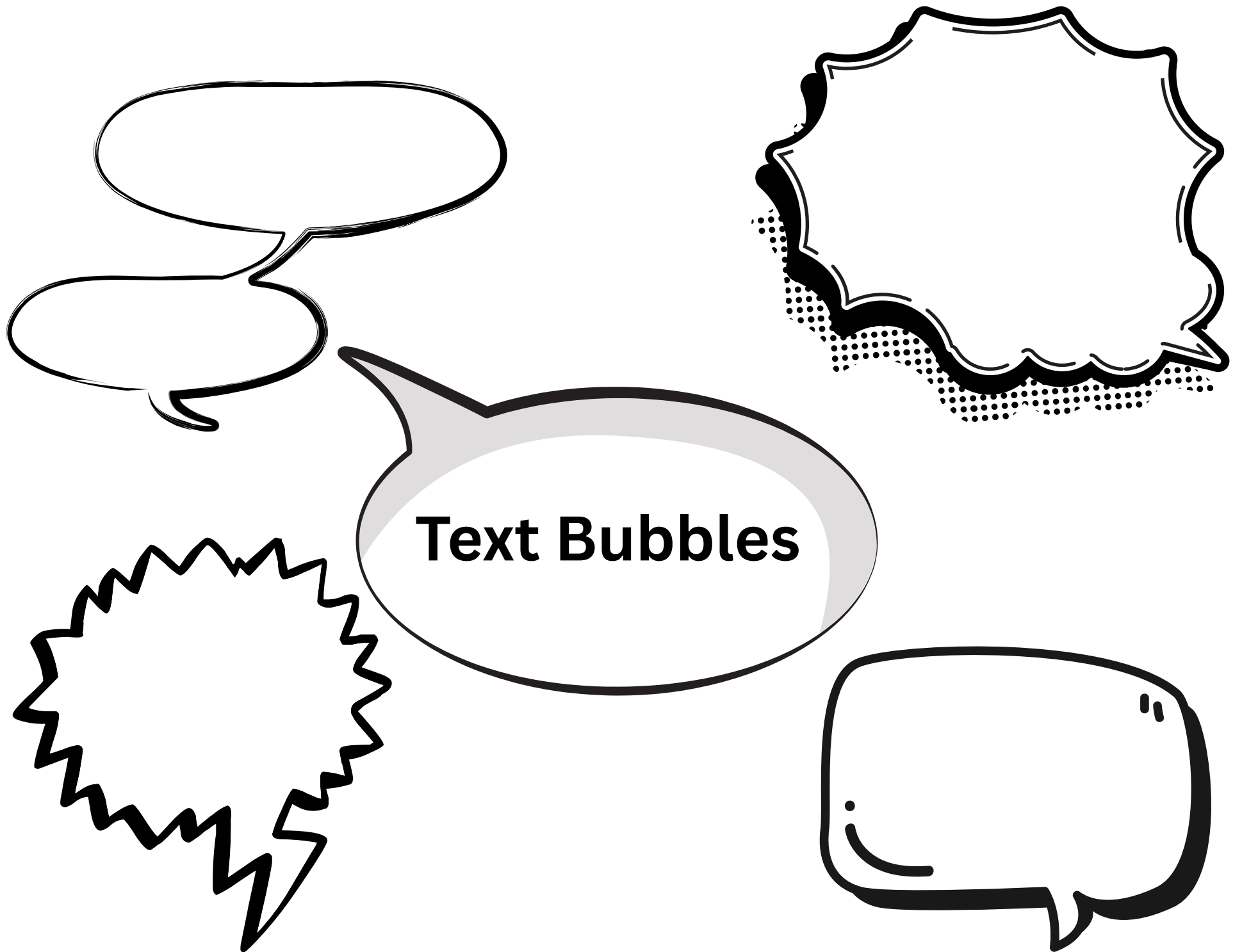
EXAMPLE

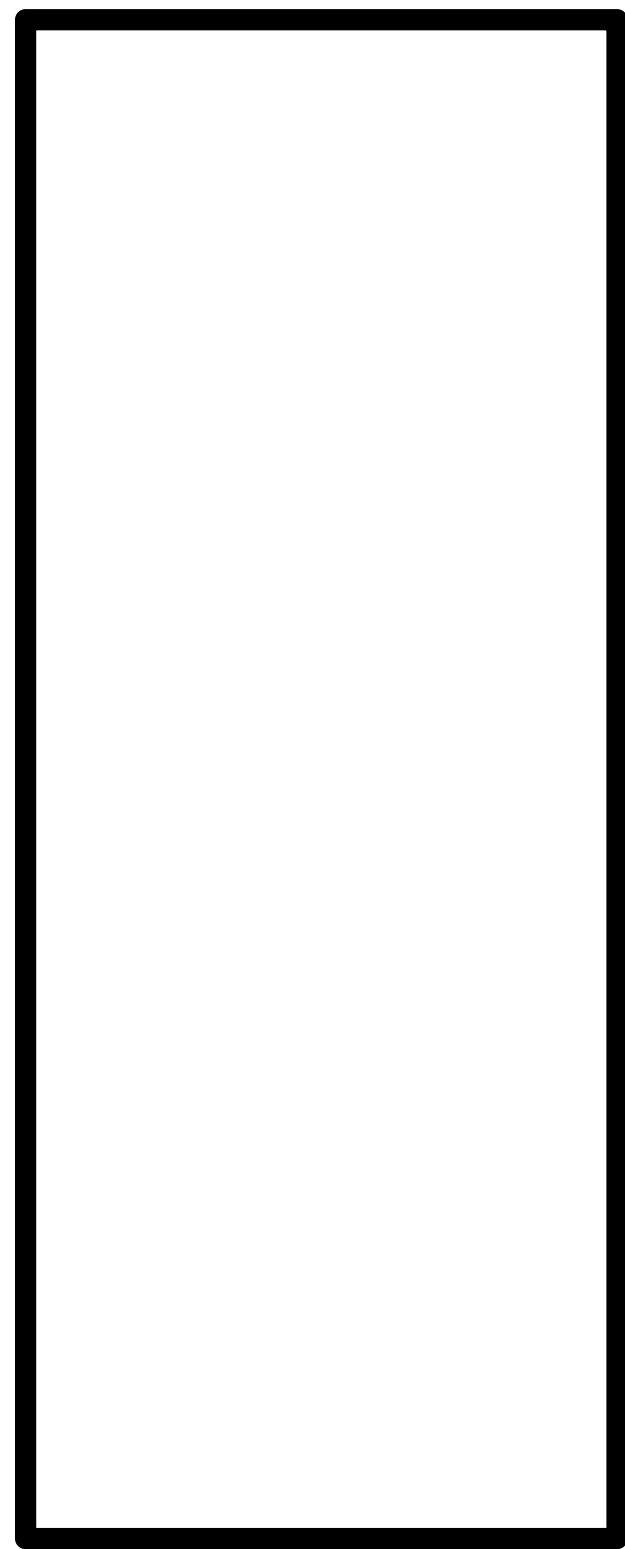
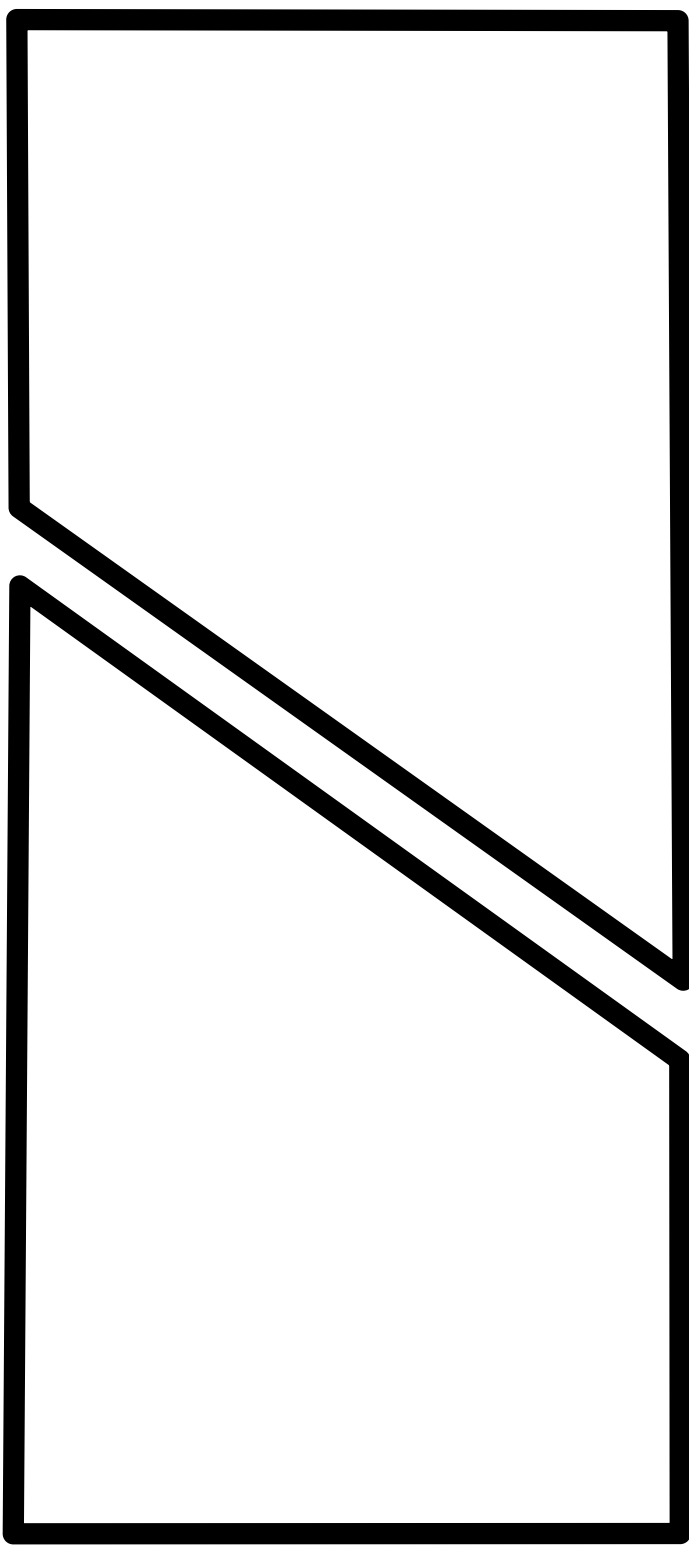
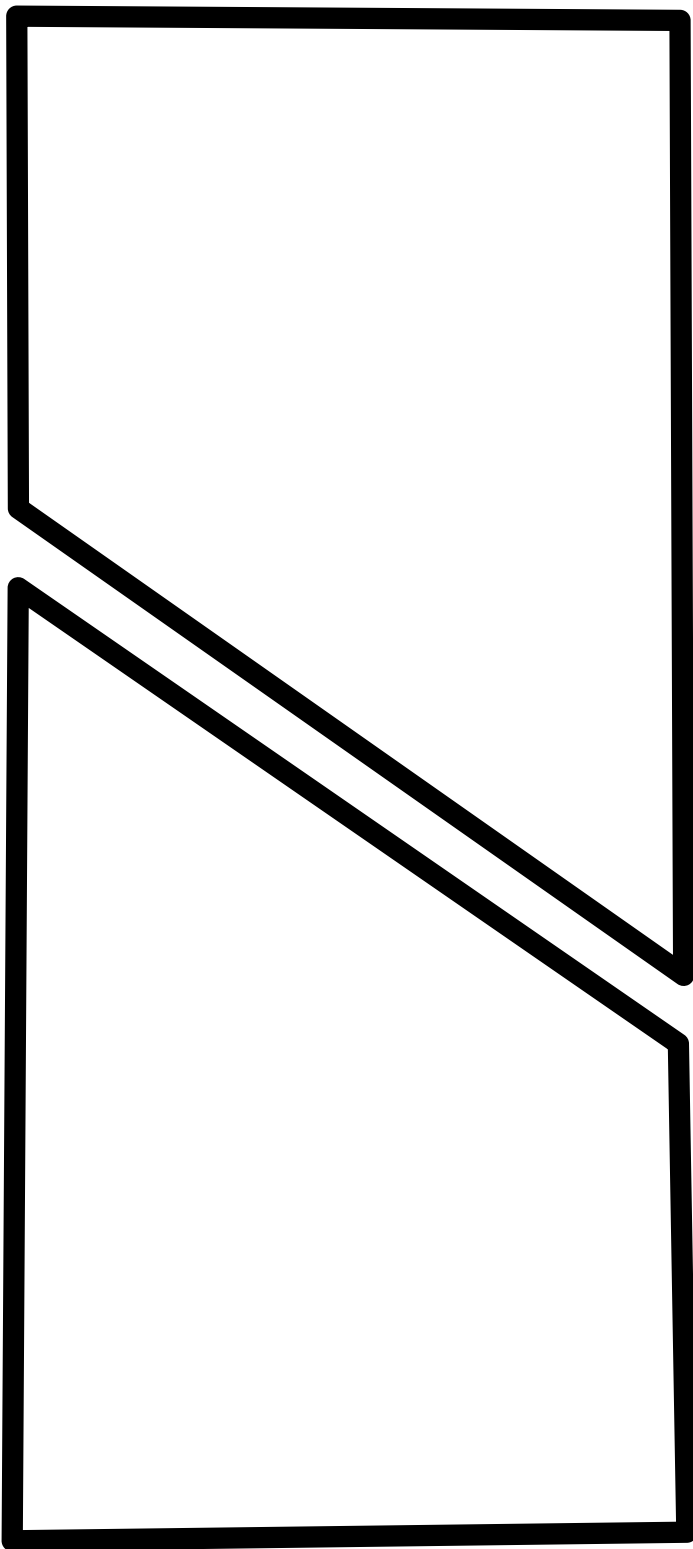


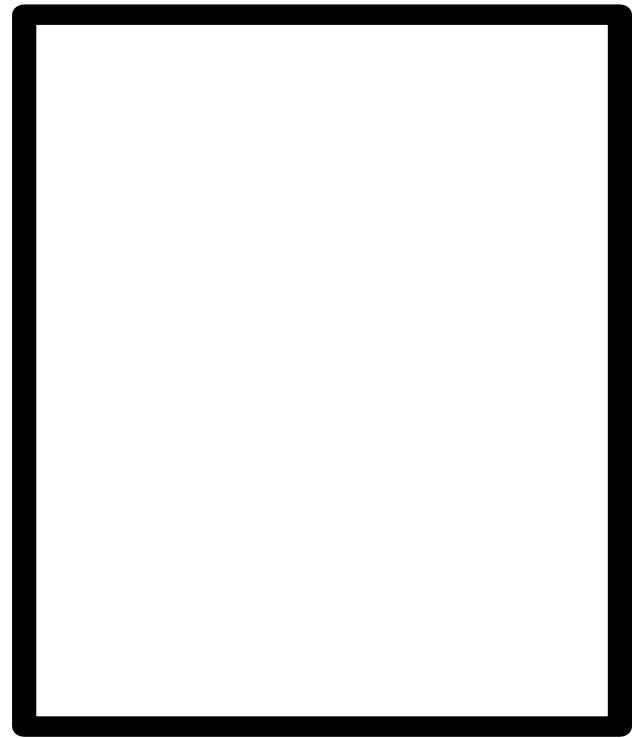
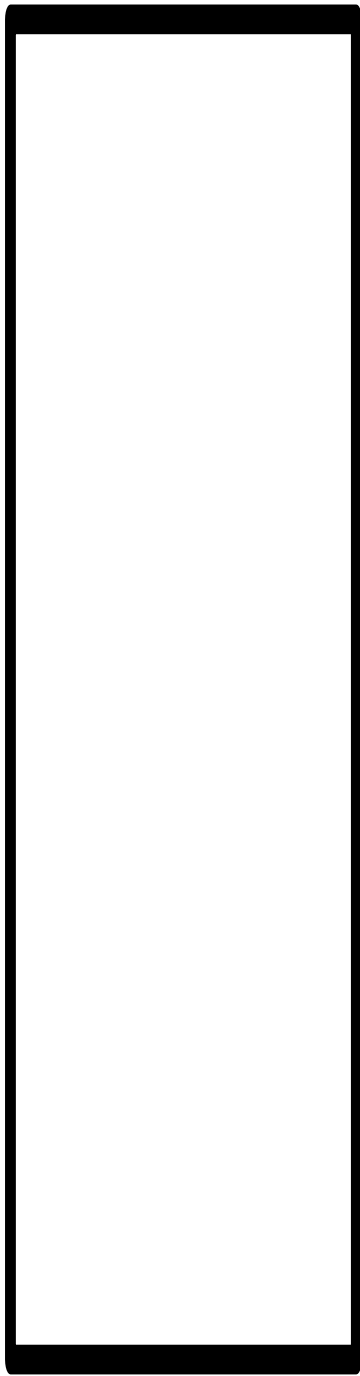
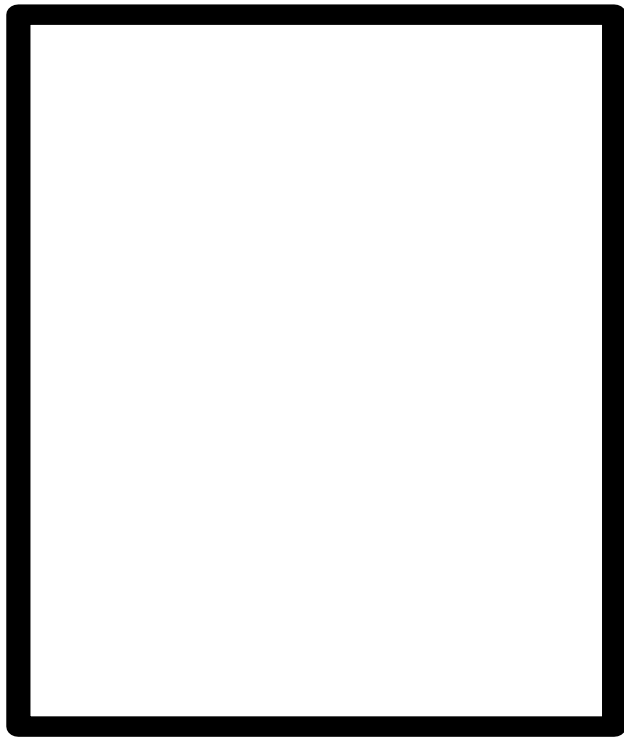
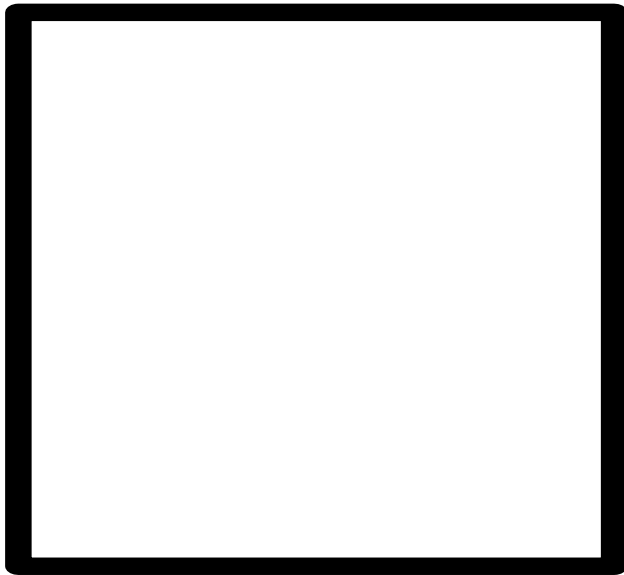
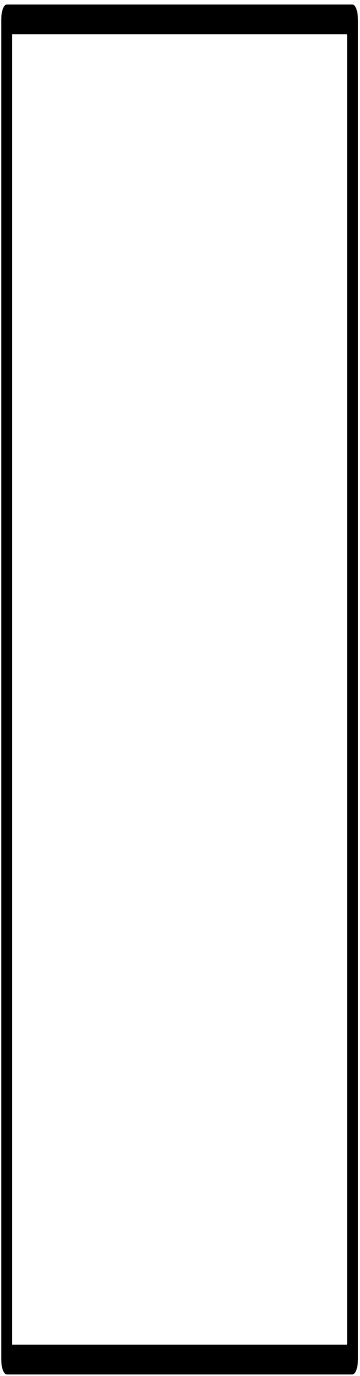


GRAPHIC NOVEL & COMICS:

A graphic novel is a long, book-length story told with both words and comic-style pictures. The illustrations and dialogue work together, panel by panel, to show the action, emotions, and adventures in a clear and exciting way.







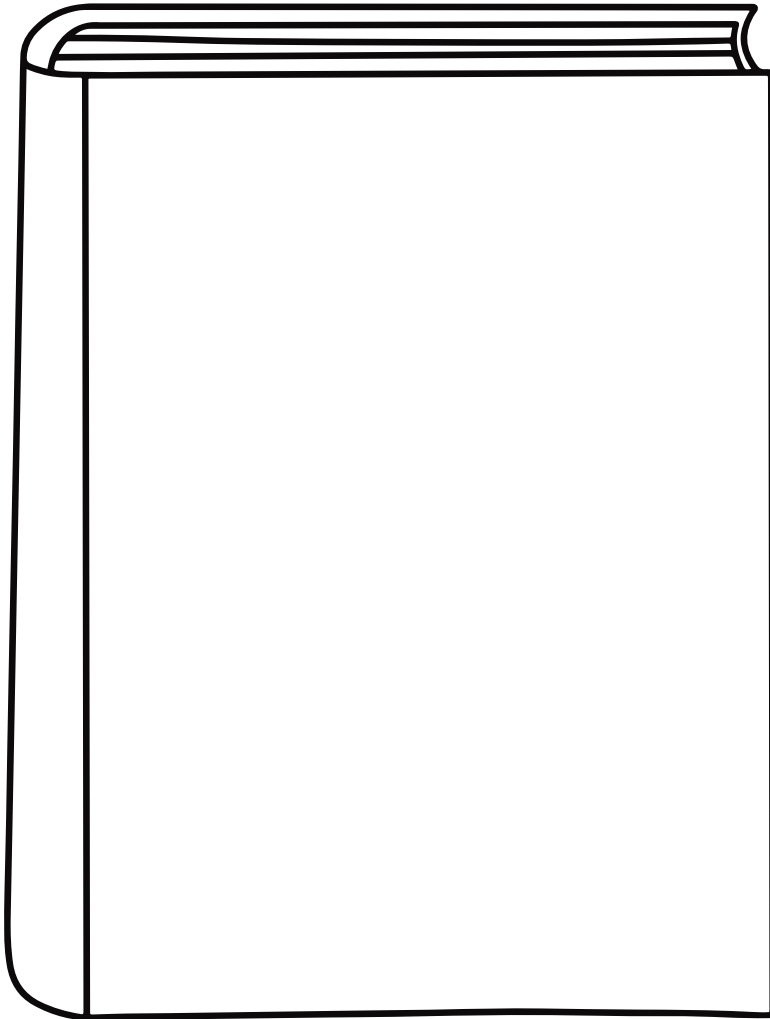
PUBLISHER

FINAL STAGE

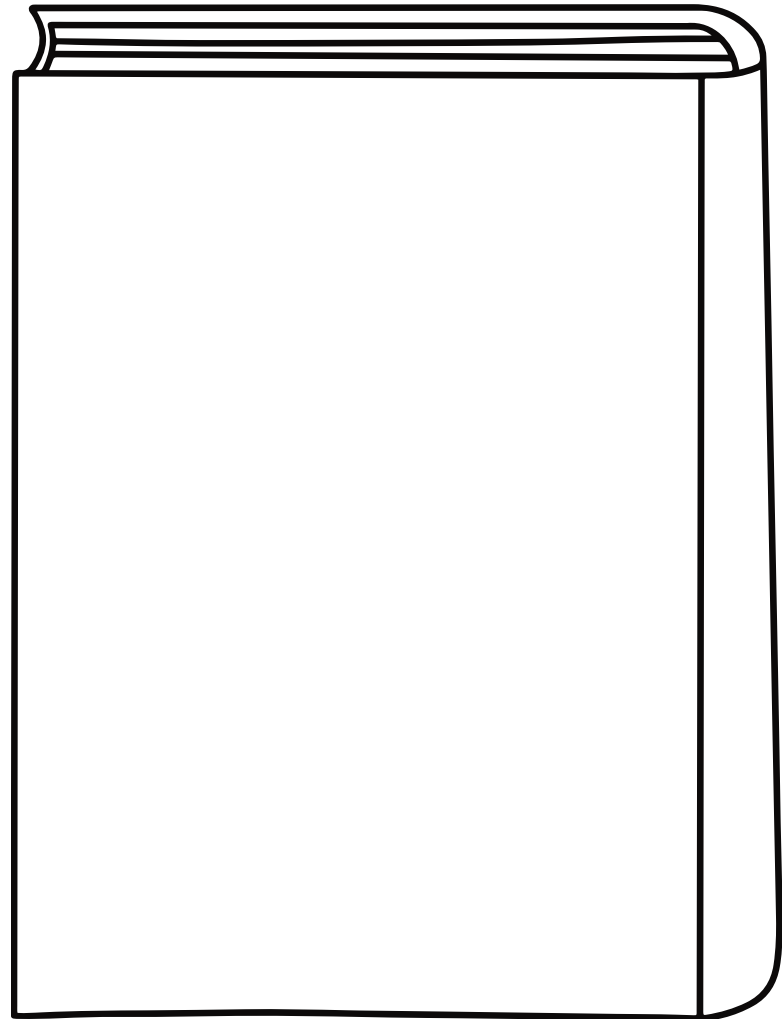
A book publisher is the team that helps turn a finished story into a real book you can hold. They print the book, design the cover, and help share it with libraries, bookstores, and readers everywhere.

BOOK COVER DESIGN

Design the front cover of your book. Then write the blurb on the back cover.



Front Cover



Back Cover

Design your own Bookmark

