

H O L E S E N R I C H M E N T A C T I V I T I E S

1. Design a map of Camp Green Lake, the lake, and God's Thumb.
2. Choose a character from *Holes* that you find most interesting. Create a collage that depicts this character.
3. Create a collage that depicts some aspect(s) of the novel.
4. Choose a character from the story and create a diagram that shows how the character changes throughout the story. The diagram should include reasons for the character's behavior and attitude. You may use the Inspiration computer program to do this.
5. Rewrite a scene from the novel as a skit or play.
6. Investigate the use of a motor boat during Kissin' Kate Barlow's time (110 years ago).
7. Investigate the rules or laws on the books approximately 100 years ago governing interracial relationships.
8. Choose a favorite nursery rhyme to use as a pattern; then write a parody about a situation or condition at Camp Green Lake.
9. Prepare a Hyperstudio presentation that portrays a section of the novel.
10. Create a board game that retells part or all of the story of *Holes*. Consider the challenges and obstacles the boys encounter on a daily basis. Basically, the boys must "play the game" to survive daily life.
11. Design a Power Point Program depicting life at Camp Green Lake, Zero's childhood, Stanley's ancestors' stories, Kissin' Kate and Sam's story, the search for buried treasure through the years or anything else you care to delve into.
12. Design a Wanted Poster for Kissin' Kate Barlow.