



# *A Wrinkle In Time*

By Madeline L'Engle

Meg Murray, her little brother Charles Wallace, and their mother are having a midnight snack on a dark and stormy night when an unearthly stranger appears at their door. He claims to have been blown off course, and goes on to tell them that there is such a thing as a "tesseract," which, if you didn't know, is a wrinkle in time.

## **Activity 1-** Pick your favorite character!

1. Act it out.
  - a. Pick your favorite character from the book and dress how you would imagine them looking. Use fun materials like egg cartons, sheets, rags, kitchen utensils, paper towels and duct tape to create your costume.
  - b. Interact with other members of your group/family to perform a scene from the book with your characters. How do they talk? How do they move?

## **Activity 2** – Create your own character!

1. Create your own character – describe their personality, their strengths and weaknesses. Where did you meet them?
2. If you were to go to a new world or to create your own world – what characters would be on it? What would the music be like? How would you travel? What creatures would you find? What sounds would you hear? Draw or describe your new world.

## **Activity 3** – “IT”

1. When you encounter “IT” – what do you think it is?
  - a. Use colored chalk on black paper to draw “IT” – what does it look like?
  - b. Share with your family/group why you think “IT” looks the way it does.
  - c. Have a debate about living a world of total control. Take sides-good or bad.

## **Activity 4** – Rhythm

1. Make a drum or get bongo drums to illustrate what it would be like to live in the world of Kamazots.
  - a. Perform various activities in rhythm – bounce a ball, use a utensil to eat a meal in rhythm.
  - b. Have everyone stand in a line (square) and march around in perfect rhythm.

## **Activity 5** – Create a tesser machine.

1. Create a dark room by using black blankets and cardboard boxes. Use flashlights to create a “tesser-type” environment.
  - a. How would it look? Lights, sounds, cold, warm.
  - b. Where would you go? Describe it, draw it, how did it feel?

**Activity 6 - Commander and Follower**

1. Play Commander and Follower-divide into pairs or divide the group in half. Have one person or one side be the Commander and the other side, the Follower. Let the Commander call out instructions to the Follower, then switch. Discuss: How does it feel to be in command?

**Activity 7- Weather patterns and disturbances-**

1. Read the weather section of the newspaper and pull out different kinds of weather patterns.
  - a. Record different weather sounds or have a tape pre-recorded and play it in a darkened room.
  - b. Have students discuss or write how these sounds made them feel.
  - c. Discuss hurricanes, tsunamis, tornadoes and other weather related activities. Using a map, find out where these activities happen and the results of these activities.

**Activity 8 – Redesign the book-**

1. Look at the cover- do you like it? If no, redesign.
2. Pick your favorite story or chapter and illustrate it.
3. Make new chapter headings. Use words or pictures to introduce new chapters.

**Activity 9 - Interpreting**

1. In the book, Mrs. Who continually quotes other people instead of speaking for herself.
  - a. Find all the quotes she uses and try to interpret them.
  - b. Why doesn't Mrs. Who speak normally?

**Activity 10 – Good vs. Evil**

1. Think of a time when you struggled between choosing good and evil. Write about it, journal it.
2. Give examples of the struggle between good and evil in movies that you have seen or from other books you have read.
3. Discuss what evil looks like. What safety tips about strangers would you include?