

# BOOKTALK **A TO Z** HOOKS

## BECOME AN AMBASSADOR OF CONNECTION...BOOKTALK!

- A** ASK A QUESTION
- B** BE HONEST ABOUT WHY YOU LAUGHED, CRIED, ETC.
- C** CONNECT THE BOOK TO A HOBBY ANOTHER PERSON HAS
- D** DO YOUR BOOKTALK IN 6 WORDS (OR LESS)
- E** EXPLAIN WHY THE PROTAGONIST SHOULD WIN AN AWARD
- F** FIND A SURPRISING FACT
- G** GIVE AN EXAMPLE OF A POSITIVE LEADERSHIP TRAIT
- H** HOLD UP YOUR FAVORITE PAGE OR PICTURE
- I** "IF YOU LIKE \_\_\_ YOU'LL REALLY LOVE THIS BOOK!"
- J** JUSTIFY WHY AN ALTERNATE TITLE WOULD BE BETTER
- K** KEEP A TIMER ON AND TRY TO DO YOUR BOOKTALK IN 30 SECONDS!
- L** LET SOMEBODY KNOW WHY THIS IS THE PERFECT BOOK FOR THEM
- M** MAKE IT A MOVIE... WHO WOULD PLAY THE LEADING ROLE?

- N** NOTICE SOMETHING ABOUT THE BOOK NOBODY ELSE HAS
- O** OPEN WITH A SOUND EFFECT FROM THE BOOK
- P** PRETEND A CHARACTER IS IN A NEW PLACE AND TALK ABOUT IT
- Q** QUIETLY SUMMARIZE THE SCARIEST PART TO BUILD SUSPENSE
- R** READ A POWERFUL QUOTE
- S** SHARE A CONNECTION YOU HAVE WITH THE AUTHOR
- T** TRY TO INVENT (OR BUILD) SOMETHING RELATED TO THE TEXT
- U** USE A PROP
- V** VINDICATE THE ANTAGONIST!
- W** WEAR A COSTUME
- X** X-RAY INTO THE AUTHOR'S MIND. WHY DOES THIS BOOK MATTER?
- Y** "YOU HAVE TO READ THIS BECAUSE..."
- Z** ZZZZZ... (EXPLAIN WHY THIS IS THE BOOK OF YOUR DREAMS!)

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