Summer Reading Assignment for On-Level Classes

Students may select one of the following assignments:

- **Complete Writing Assignment** – Choose to answer three (3) out of the five (5) questions below. Provide a ½-1 page response for each question. Write or type the question at the top of the page. Answer the question thoroughly and completely with topic sentences, examples and cite evidence from the novel, and any personal reflections or connections related to the question.

1) What is the main conflict, or problem in the story? Evaluate the ending. Do you think the ending adequately resolved the conflict?

2) From whose point of view is the story told? How does this impact or make a difference to what readers hear or see?

3) Describe the setting of the story. How do the time, place, and economic status of the characters impact the events of the novel?

4) One of the themes of the novel centers on the social problems of an economically divided society. Cite specific quotes or events from the novel that show this theme and explain how this theme may be true of the community or country you live in.

5) Choose a sentence or phrase that you feel is very important to the development of the story. Explain how and why this quote is crucial to the plot, theme, characters, setting, etc.

- **Complete Creative Thinking Project** – Choose one of the assignments below. Create a presentation piece that is engaging, colorful, and creative. Be sure to refer to the novel as much as possible.

**Choice #1**: Create a Theme Quilt - Your “quilt” should be made up of individual squares dedicated to important characters, events, symbols, or images in the novel that relate to the theme of the novel. Each square should contain a visual representation and a relevant quotation from the text. On the back of each square, you should explain your reasoning for selecting the event and why it is important. The size of the quilt should be at least 3x3 (9 total squares). You may choose any material to make for your quilt.

**Choice #2**: Board Game - Your board game should represent the story life in book’s community, including the places, people, and events that happen there. Your game should include a decorative board, player pieces, a set of rules, and 15-20 questions that relate to the book. Important quotations should somehow be woven in, either on board spaces, playing cards, etc. Note: The game should actually be playable.

**Choice #3**: A Different Ending (Retooling) - Write an alternate ending for the novel. Think about how you would have ended the book if you were the author. Make sure that you use the author’s style and stay true to the characters. Your alternate ending must be at least three paragraphs.
**Choice #4:** Create a Movie - Choose an important scene or chapter to the book and create a 3-10 minute movie. You should have multiple actors in your movie and a script to turn in. The movie can be shown in class by placing it on a USB drive, DVD, or by e-mailing it to the teacher during the first week of school.

**Choice #5:** Newspaper Cover Page - Choose an event from the novel that would make the front page of a newspaper. Include the following:

- Name and date of the newspaper (Make it relevant to the setting of the novel)
- Drawing of the event (Use details from the book and fill in with creativity. No stick figures)
- A half-page reporting of the event that answers the who, what, when, where, why, and how.
- Include specific details from the novel and relevant quotes or imaginative quotes from the characters involved.