

High School Language Arts- Summer Reading Assignment 2017

1. You will select a book of your choosing by May 5, 2017.
2. The book must be at least 200 pages.
3. You will coordinate with your teacher on/projects and Learning Ally.
4. Once you've read the book you MUST choose one of the following to complete for a grade when you return to school in August. The assignment will be due one week after we start school and is worth twenty points.

1. Keep a Diary or Journal in the Voice of a Character From the Book: You can follow the events of the novel and give your chosen character's impressions and reflections on those events. Be sure to go beyond the obvious. Sure, she might have been sad when her father died, but how would she write about that in a journal? What thoughts are racing through her mind? Who does she turn to for support? Is there any anger or frustration in her voice? Perhaps a sense of relief? Pick this project if you feel like the book's characters really came alive for you.

2. Write Letters Between Characters: This project can be done in two ways. You could write letters back and forth between two characters from your book. Or you could think outside the box a bit more and write letters between one character in your book and another person from literature or history. For example, say you read Theodore Taylor's The Cay this summer and think its protagonist, Phillip, might be a good pen pal to Brian from Garry Paulson's Hatchet. At least 300 words. What would they say to each other? How would they get along? What stories might they share? Choose this project if you think interaction between characters is more interesting than introspection from one character.

3. Discover the Book's Relevance for You: If you like to write personal essays, full of your own opinions, don't limit yourself to a blasé "I liked this book because..." kind of review. Think about what--aside from liking or not liking it--you got out of reading this novel. Did the plot help you in some way to become a better person? Maybe reading Laurie Halse Anderson's Speak helped you realize that you wanted to reach out to your peers in school who don't seem to have a lot of friends. Or perhaps your book made you realize something that you *don't* want to do. Walter Dean Meyers's Sunrise Over Fallujah might make some readers eager to join the Army and others eager to stay out. Which camp would you fall into, and what in the book made you feel this way? Select this project if you consider yourself opinionated and like to share your views.

4. Create a Film Poster for Your Book: Imagine that your book has been made into a movie. How would you create a poster that shows something significant about the plot, tone, and/or theme of the story while simultaneously attracting a big audience? What famous actors would best play the rolls? Who would direct it? On the back of your poster, you could include a fictional review from someone like Roger Ebert. (As a rule, I think it's always a smart idea to include some sort of writing component with a project, to make it clear that you really know your stuff.) Pick this project if you think of yourself as a film buff or pop culture know-it-all.

5. Design a CD Cover and Burn a Playlist for Your Book: If your book's characters and themes reminded you of songs you love, go ahead and use that inspiration for your project. Design a cool looking CD cover that relates to your book, and in the CD booklet, include the reasons you chose each song (i.e. how they related to the story's characters, plot points, theme, or tone). This project works especially well for books about road trips, but can certainly be used for any kind of story. Choose this project if music is your life.

6. Get Crafty With Cartography (That's Mapmaking, FYI): Look back closely at the places that were important in your book, and illustrate a map that shows where they all are in relation to one another. Then create a key in which you explain why each place is so important to the story. This works well with books in which the location is really important, like Harper Lee's To Kill a Mockingbird, but can be adapted to all sorts of stories. For example, you could map out the ship if you read Avi's The True Confessions of Charlotte Doyle. Select this project if you're known for your close attention to detail.

7. Make a Mini-Movie About Your Book: If you're lucky enough to have advanced movie making software (like iMovie, for instance) on your computer, go make your masterpiece. If not, don't worry. If you have Windows, chances are you have Movie Maker without even knowing about it. If it's your first time making a movie on the computer, though, think about downloading Microsoft's Photo Story. It's free and simple to use and has enough features (photo effects, neat transitions, the ability to add music) that you can create a pretty cool product. Choose this project if you dream about being the next Steven Spielberg or M. Night Shyamalan.

8. Create a PowerPoint Presentation: I admit they're not exactly cutting-edge technology anymore, but don't overlook the possibility of a PowerPoint presentation. If you're smart, you can take advantage of the many features they now include, like sound effects and animation. Be careful, though; you don't want to distract your audience from the content of your presentation. Well-done PowerPoints only use the flashy features when they add to the content or highlight it. This kind of project works especially well if you happened to read a nonfiction book for summer reading, such as Sean Covey's The 7 Habits of Highly Effective Teens. Select this project if you want to show off your technology *and* public speaking skills.

9. Write a short story about what the character(s) would be doing one year later.

Make it at least 250 words.

10. Redesign the cover.

You may use any medium you choose, but it must be in color and publish worthy. Include a 150 word essay why you choose to create the cover you did.

11. Write a 250 word (at least) letter to the author or illustrator.

And mail it to them. Turn in an un-mailed copy to me.

12. Write a short book review.

At least 250 words. Remember to include a few sentences describing the book as well as a few sentences about why you liked it—or didn't.

14. Recommend a book to a friend or family member.

In the form of a persuasive five paragraph essay. At least 250 words. Which book did you choose and why did you recommend it?

15. Create a Book Trailer

In the spirit of movie trailers, book trailers allow students to create video advertisements to entice new readers. Not only do these projects ensure that students have a firm grasp on the story's plot, setting, theme and main characters, but they also provide an opportunity to address persuasive

writing as well as digital literacy concepts like copyright and publishing .Students could use [iMovie](#) or [Animoto](#) to create and publish their videos. In fact, iMovie includes a set of pre-built *trailer* templates, and Ben Schersten ([@benschersten](#)) created a great set of [PDF storyboards](#) for students to use in planning those projects. Both iMovie and Animoto allow students to focus on the content, as they greatly simplify the editing process. Ann Feldmann's sixth graders produced a [great set of examples](#). By incorporating their own drawings and writing instead of searching for images or shooting live video, the technology became a medium through which they could really engage with the literature.

16. Podcasts

On a foggy fall day, I took my ninth graders outside to sit on the porch while I read "The Tell-Tale Heart," tapping heartbeats on the deck and playing off the ominous weather. They hung on every word, engrossed in Edgar Allen Poe. Leveraging the recording capabilities of most computers and mobile devices, students could explore the role of tone and sound by creating podcasts in the fashion of old-school radio shows. Using [Garageband](#), [Audacity](#), [AudioBoo](#) or any other sound recorder, students can retell portions of stories, complete with background music and sound effects, to demonstrate their understanding of tone, setting and theme, as well as practice their reading fluency.

17. Illustrated Character Analysis

Atticus Finch tells Scout in *To Kill a Mockingbird*, "You never really understand a person until you consider things from his point of view -- until you climb into his skin and walk around in it." In order to see whether or not your students truly comprehend the characters, encourage them to create a new scene and put those characters in the middle of it -- to take a walk in their shoes. [Storybird](#) allows students to choose from hundreds of illustrations in order to create their own stories. As illustrated by [Cybenglish](#), students could show their understanding of characters by placing them in new scenes in order to reveal their motivations.

18. A Personal Response Journal

Either on notebook paper, or typed, keep a chapter journal of what you think/feel as you read your novel. If your novel does not have chapters, write 200-250 words per twenty pages. If your novel has chapters, write a 200-250 word per chapter. This can be a personal reaction to something the writer mentions that you agree or disagree with, comments on the writing styles, etc. Please label each chapter and have a class heading with your name, the name of the book, and the name of the author of your book. The purpose is to have you interact with the text positively and not to take notes like we do in class.

Student Summer Reading Contract

Student's Name: _____

Book Title and author: _____

Student Project Choice: _____

I understand that my assignment is to read the novel I picked and to complete the project of my choice over the summer. I also understand that it is my responsibility to return the classroom book to my teacher.

Student Signature: _____