

Giff Hill School
Middle School (6-8) Summer Reading List

Reading is not only enjoyable, it is essential to keeping your brain healthy and thriving over the summer.

All students should read the book assigned for their grade level plus a book from the Faculty Picks/Book Chat list.

Summer reading counts as the first two graded assignments in English class. Students will present their Summer Reading Project (which is based on the required book) to their English class during the first week of school. It is important to be able to demonstrate your understanding and engagement with the required reading through the project you complete and during group discussions. The Summer Reading Project options are below. On the second Friday after school starts, students will meet in small, mixed grade level groups to participate in the annual book chat event which is based on their selection from the Faculty Picks List.

MIDDLE SCHOOL REQUIRED SUMMER READING

6	<u>Wonder</u> by: RJ Palacio
7	<u>Baseball in April and Other Stories</u> by: Gary Soto
8	<u>Echo</u> by: Pam Munoz Ryan

Summer Reading Projects

Complete ONE of the following projects for your assigned novel. Your project will provide evidence that you read the work, but, more importantly, it will push you to engage with the book in a more personal way. Also, plan to participate in the “Summer Reading Book Chat” event by selecting and reading one of the books from the “Faculty Picks” list.

1. Shoebox Scrapbook: Compile a scrapbook of symbols that represent the main characters, events, settings, and conflicts you came across during the novel. All artifacts must be accompanied by a museum-style inventory list including a description of the item, what it represents, and its significance in the book. You should have at least ten pieces of memorabilia.

2. Novel Playlist: Create a playlist of 5-7 songs that represent the themes/characters/events in the story. Design a graphic for your playlist (like a CD cover) and on the back of your graphic write a brief (5-7 sentences) explanation of the relationship between each song you chose and the book. It should be evident from the list that you have read and fully understand the themes of the book and how they are connected to the lyrics or mood of the songs you chose. You must include a copy of the lyrics for each song.
3. Character Diary: You may use drawings you invent, pictures you cut from magazines, small objects, and written entries. What do you think the character is thinking as she/he goes through the events of the story and his/her part of the plot? How does she/he see those events? How does she/he see the other characters? What does she/he think is happening as the plot progresses? How can you show what she/he thinks is happening without words? The diary must have 7 entries, totaling at least 2 typed pages.
4. Another Point of View: Point of view is a key literary device. Rewrite a scene from the perspective of another character. The scene must be at least two pages, 12 point font, typed, double-spaced in length. You may choose to use first-person point of view or third-person narration to switch to the perspective of a different character.
5. Write the Last Scene: Write a scene that follows the last scene of the book. What happens after the last page? Your scene must be at least two pages, 12 point font, typed, double-spaced in length, and maintain the narrative style of the author.
6. The Fourth Estate: Create a newspaper that might have been issued in the novel's setting (think about appropriate style choices for both time and place of setting). Include two articles about current events from the novel. Remember to answer the journalistic questions: who, what, when, where, and why. Your paper should also include an editorial about a controversial issue facing the people of the community at large, and one article copied (and cited) from a real newspaper of that year. Other ideas to round out your newspaper include the following: a letter to the editor, advertisements, and an obituary of someone from the novel who died. Articles should have headlines; the paper should have a name. Present in a newspaper format.
7. College Application. Create the application that a character you have just read about could write and submit to a college. Use all the information you know about the character and infer or create the rest of it. On the application include Name, Academic Rank in Class, High School Courses Taken and Grades, Extracurricular Activities and Personal Activities, and Work Experience. Choose one of the following prompts to answer in a two-page essay from the character's point of view: What experience, event, or person has had a significant impact on your life? Discuss a situation where you have made a difference. Describe your areas of interest, your personality, and how they relate to why you would like to attend this college.

8. Life's Little Instruction Book: Create your own booklet containing:
 - a. Five (or more) pearls of wisdom from the novel.
 - b. Five (or more) pearls of wisdom from wise people in your world. You might consider parents, grandparents, aunts, uncles, neighbors, teachers, coaches, ministers, your dentist, etc. Be sure to explain how they connect to the novel.
 - c. Three (or more) pearls of wisdom from other literary sources, including other novels, books, newspapers, websites, song lyrics, and speeches. Explain how these other sources are connected to the novel.
 - d. Finally, five (or more) pearls of your own. Consider what you have learned thus far in your life. What did you take away from the novel? What advice can you offer to others?

The following options should only be attempted if you have artistic talent:

1. Graphic Novel: Recreate the story in a graphic novel format. Choose what you feel are the most important scenes and tell the story of your novel. Your work will be scored equally on your selection of key scenes and how effective you were in capturing the emotion, plot, and characters of each scene. Your graphic novel should include at least seven scenes from the novel, keeping in mind that the pictures can be whatever size you wish.
2. Word Collage. Write the title of the book in the center of a sheet of paper. Then look through magazines for words, phrases, and sentences that illustrate or tell something about your book. As you look, think in terms of the theme, setting, plot line, as well as characters. Work to get fifty such words, phrases, or sentences so the whole sheet of paper will be covered. The visual impact of the collage should tell a potential reader a lot about the book. This project can also be completed digitally.
3. Create a Character's Room. We learn a lot about people by what they keep in their closets, what they have on their walls, what they select to put in a room. Select a character you know well and create a model bedroom including his/her closet that would mean a lot to the character. Select 10 features of the room that have particular meaning and write a "tour guide's" script to use while presenting the room.
4. Photo Album. Think about the events that happened in your novel. Decide which scenes or pictures from the novel a character would want to remember. Then draw 7 of these "photos" and combine them into an album. For each picture, write about what is being shown and why it is a significant memory for the character. For instance, in *Freak the Mighty* by Rodman Philbrick (1993, Scholastic), Max would want a picture of himself opening the Christmas present Kevin made for him, a picture of Kevin on his shoulders, and a picture of Kevin bursting in to save him from his brutal father.
5. Board Game: Create a board game about the book you read. For example, the game could advance players when they answer a question about the book or move players backward or forward based on problems and solutions from the book. You can model your game on an existing board game like Monopoly or any other game you know well.