

Summer Reading Assignment

The Giver by Lois Lowry

For this assignment, you will be required to keep a Reader's Journal as you read the Giver. The Reader's Journal is due on the first day of school.

Here is what you need:

- A notebook (Or some loose-leaf pages, stapled together with a cover)
- Pencils, colored pencils, or stickers, highlighters
- A copy of *The Giver*

As you read *The Giver*, write in your journal. It's that simple!
You need to have at least 4 entries, but you can add as many as you want.

What should you write? Follow the template below:

1. Date
2. Page numbers that you read
3. An interesting quote, or theme
4. Your writing.
 - a. You can write down your reaction to what just happened.
 - b. You can write down your questions or predictions.
 - c. You can write down what this made you think of.
5. Your entry should be 5-7 sentences long.

After you read the book, complete one of the assignments in the choice board below and bring it to school with your journal.

Write a short story that takes place after <i>the Giver's</i> end. Use the characters from the novel. Your story must have a clear beginning, middle, and end.	Write an essay that addresses the idea of language as a tool of social control. How are the words 'invented' by leaders of Jonas's community used to control the population of Jonas's community? Why is 'precise' language so important?	Write an essay that addresses the line between personal freedom and public safety. What freedoms do we give up for safety? Give specific examples from <i>The Giver</i> .
Sameness is very important to Jonas's community. Write an essay in which you discuss the advantages and disadvantages of The Sameness.	Create a brochure that reviews <i>the Giver</i> . Summarize the novel, and tell me why I should read it. Include at least 3 key quotes. Decorate your brochure with pictures.	Write an interview for a fictional magazine of one of the major characters from <i>The Giver</i> . Format and creativity matter!
Create a comic strip of at least six panels illustrating a key event from <i>The Giver</i> . Make sure your comic is detailed.	Create a "Travel Brochure" for someone visiting Jonas's community. Make sure to include important rules, sights to see, and important figures in the Community.	Create a physical book of poems inspired by characters or themes of <i>The Giver</i> . Make sure your book has a title and is decorated. You should have at least 5 poems of any length.