2020 English II and Honors English II Summer Reading

The Summer Book by Tove Jansson

Assignment: This summer, you will read *The Summer book*, a novel written by Tove Jansson. Once you finish the book, you will complete a creative project and a corresponding writing assignment based on the reading. You may choose from a number of creative projects, but you may not choose a project you completed for previous summer assignments.





Obtaining the Text: You are welcome and encouraged to check out *The Summer Book* from the library, as long as you will be able to keep the book for enough time to both complete your assignments and use it during the opening weeks of school. Wake County libraries currently have two options for obtaining books. They offer remote resources around the clock. Here is the link: remote resources. They also have Books on the Go, offering no contact pick up Monday through Friday from 10 a.m. to 5 p.m. Here is the link: Books on the Go. You may also purchase your text online through various stores. Whether you are using the library or purchasing the book, both print and ebooks will work for class. You can use the book's ISBN number to find it. One ISBN number for *The Summer Book* is: ISBN-10: 159017268X. If you can't obtain the text, please contact Ms. Chidwick at chidwick@longleafschool.com.

<u>Due Date</u>: Your summer reading assignment is due digitally the second week of school on Monday, August 17th, 2020. You will need to upload the complete project to Google Classroom. Your teacher will alert you once the Google Classroom posting is open for submission. You must submit pictures of the creative project visually. Take enough pictures to show the complete project. You will also have to submit a second document of the written portions of your assignment. Please submit this as a pdf or word document so that it may be viewed and annotated. Your teacher will provide additional instructions for in person submission on the first day of class.

Evaluation: Your creative project with corresponding written assignments, will collectively be worth one minor assignment grade. AGAIN, you may not complete a creative project you completed for previous summer assignments. These will also be used as the basis for opening discussions, presentations, and/or additional assignments. Completion is important to best ensure a successful start. If you run into difficulties completing any portion of the summer assignment, please contact Ms. Chidwick at chidwick@longleafschool.com. She will assist you and/or direct you to another English Department teacher.

Extra Credit: For extra credit, you may read an additional book from the following list and complete a different creative project:

Bless Me Ultima by Rudolfo Anaya
Cyrano de Bergerac by Edmond Rostand
Cry, the Beloved Country by Alan Paton
Haroun and the Sea of Stories by Salman Rushdie

Don Quixote by Miguel de Cervantes Candide by Voltaire Obasan by Joy Kogawa Pride and Prejudice by Jane Austen

For Parents: Parents are urged to assist students in their text selections by consulting reviews at amazon.com, bn.com, and/or Common Sense Media for additional information. Please be aware that some of the titles depict mature and/or controversial topics. Families are encouraged to review titles carefully prior to students' text selection in order to choose the one that is the best fit for their student.

Creative Project Options: Choose One

Note: Your creative project with corresponding written assignments, will collectively be worth one minor assignment grade. AGAIN, you may not complete a creative project you completed for previous summer assignments. These will also be used as the basis for opening discussions, presentations, and/or additional assignments. Completion is important to best ensure a successful start.

Book Trailer

Watch several trailers for movies (or books) on YouTube. Then, use clips from movies, images, sound bites, and music to create a trailer for your book. It should indicate **theme**, introduce the **main characters**, and give a general sense of the primary **conflict** of the book, as well as provide the **title** and **author**. It should also hook your viewers and make them want to read your book. It should be **2 - 3 minutes** long. Here is <u>an example using film clips for Maggie</u>

<u>Stiefvater's The Raven Boys</u> https://www.youtube.com/watch?v=Z -dYJisxFxM, and an example using animation for Sarah Rees Brennan's <u>The Demon's Lexicon</u>
https://www.youtube.com/watch?v=UwDj_yK4_5U, and, finally, an example with a voiceover from Amanda Food's <u>Ace of Spades</u>
https://www.youtube.com/watch?v=xnDV9SqtrqQ&feature=youtu.be. There are many more examples on YouTube.

In addition to your book trailer write one to two paragraphs for each of the following questions.

- Why did you choose two of the specific sources (movies, songs, images) you used to create your book trailer? Write one to two paragraphs for each source.
- How does your book trailer indicate theme, introduce the main characters, and suggest the plot?

Newspaper Front Page

Create the **front page of a newspaper** for your book, written from the perspective of people in the world of your book. It should include at least **one major headline**, at least **one minor headline**, at least **one side column** (Technology? Arts? Entertainment?), **images**, and **appropriate newspaper formatting**. Columns should be written in **journalistic style**. See these <u>examples from Fantastic Beasts and Where to Find Them</u>: https://static.thisisinsider.com/image/5838814470296623008b49fd.

In addition to your front page, write one to two paragraphs for each of the following questions.

- Why did you choose the scene/scenes from the book that you used as a basis for your articles?
- What character or theme does your newspaper front page help the reader understand?
- What perspectives did you take, and how do they help the reader understand the text more deeply?

Book Cover

Design a **cover** for your book that **reflects your reading experience** and **reflects the subject matter and plot of the book**. Your cover should be **detailed**, have a **fully shaded** or colored **background**, and engage potential readers; it can be designed digitally, but should be turned in physically. You must include the title and author, and the lettering should be part of the design choices you make. For a good example of a **thematically appropriate** book cover, check out these links: <u>Audrey Niffenegger's covers for Jane Austen's *Persuasion* and *Sense and Sensibility*</u>

- https://reviews.libraryjournal.com/wp-content/uploads/2011/11/janeaustencovers-300x187.jpg and these-covers of Romeo and Juliet.
- http://hamiltoncs.org/lit220/wp-content/uploads/2017/01/tumblr_nbtgglXB7k1svslr6o1_500.png
- https://i.pinimg.com/736x/33/aa/66/33aa6688f6dda351ae3875066581c688--romeo-and-juliet-co ver-books.jpg>

In addition to your book cover, write one to two paragraphs for each of the following prompts.

- Explain how the specific artistic choices you made represent your reading experience.
- Explain how the specific artistic choices you made reflect the themes of the book.
- Explain how the specific choices you made reflect the plot of the book.
 Note: For all of the above, consider colors, symbols, lettering, the placement of visual elements, shading, and the relative size of elements.

Screenplay Adaptation

Adapt an excerpt from your book—a key moment, scene, or chapter—into a **3 - 4 page screenplay for a film**. For guidance on screenplay formatting, follow the instructions here: https://screencraft.org/2015/05/07/elements-of-screenplay-formatting/. The moment, scene, or passage should be one that helps us better understand a major **character** or **theme** of the book.

Think about movie adaptations of books you may have seen—sometimes, they change around minor and even major details. You can change things, too...but only to *better* communicate the character or theme that this scene helps us understand. You may use dialogue from the text, and you may adapt lines from the book as voiceover narration, but you should adapt it for your medium: think about how scenes, lines, and details would work differently in a movie than in a book.

In addition to your screenplay, <u>write one to two paragraphs</u> for each of the following questions.

- Why did you choose this passage from the book?
- What character or theme does this passage help the reader to understand?
- What changes did you make, and why do you think they help the viewer better understand the character or theme?

Visual Art Adaptation

Represent a **theme** or **character** from your book in a piece of **visual art**. In this case, "visual art" means a painting, drawing, collage, either created on paper or digitally. You may also create a three-dimensional representation in clay or papier-mâché. While this piece will not be graded on artistic skill, it should be clear that you've put **serious** and **sustained effort** into it (stick figure portraits won't receive credit). Consider how your piece can communicate important details about the book's themes or characters. Your visual art piece may be turned in physically or digitally, in the form of a JPG or PDF file.

In addition to your visual art adaptation, **write one to two paragraphs** for each of following questions/prompts.

- Why did you choose this theme or character from the book?
- Why did you choose this form of visual art to represent your theme or character?
- Explain how the specific choices you made in your artistic piece represent your theme or character.

Group Chat Translation

Choose **one central relationship** from the book, involving at least three characters. Then "translate" the story of this relationship into a **text message group chat**. Consider how your translation can communicate important details about the **plot** and **characters** through text messages alone. More importantly, think about the different ways each character would speak through texts. Would they use proper punctuation and spelling? Would they say "lol" a lot?

You may use emoji, images, and common text-speak acronyms, as the group chat will not be graded for proper grammar and punctuation. (We want to see how these characters would *really* text.) There should be at least 100 words of text in your group chat, and it should be clear that you've put serious and sustained effort into it and that you've understood the original book. Your group chat may be turned in on paper or digitally. While it is not required, you may use the online tool at http://www.ios8text.com/ to visually recreate a text chain on an iPhone. In addition to your group chat, write-one-to-two-paragraphs for each of the following questions/prompts.

- Why did you choose this set of characters from the book?
- Why did you choose this form of visual art to represent your theme or character?
- Explain how the specific choices you made in your text message group chat represent your theme or character.

Playlist/Soundtrack

For this project, use your **knowledge of music** to illustrate your understanding of the text. Once you have finished reading your book, create the ideal playlist or soundtrack for the text. Choose **7 - 8 songs** that **showcase pivotal moments within the text**. For each song, write a paragraph-long explanation explaining your choice of song. This explanation should include one lyric from the song and one quote from the book. Your playlist and justifications can be either on paper or in digital format.

Example for Harry Potter and the Sorcerer's Stone

1. "Electricity" from Billy Elliot the Musical

I chose "Electricity" for *Harry Potter and the Sorcerer's Stone* because it shows the internal struggle Harry has at the beginning of the book. When Harry goes with the Dursleys to the zoo, he encounters a snake in the exhibit who winks at him. In that moment, the narration notes that "he looked quickly around to see if anyone was watching. They weren't. He looked back at the snake and winked, too" (Rowling 21). This quote shows that he recognizes his special ability. In "Electricity," the lyrics read, "I can't really explain it / I haven't got the words / It's a feeling that you can't control" ("Electricity" 0:10-0:25). These lines are similar to Harry's struggle with magic; he doesn't know how to deal with his magic at the beginning of the book. Note: For book citation, use the author's last name and the page number. For music citations, cite the name of song and the time stamps for when the lyrics are used in the song.

In addition to your playlist/soundtrack, <u>write one to two paragraphs</u> for each of the following questions/prompts.

- Choose the four most important moments you highlighted with your song choices.
- Why did you choose each moment to highlight with song?
- What is it about the moment which called for you to deem it among the most important?

Scoring a Chapter

Choose a **specific chapter** from your book, and compose an **original musical score** capturing the **plot development** of the chapter in relationship to the development of a **central character**, a **central theme** and **mood**. You may score this with **one or more traditional instruments**. You may also use **free audio editing programs** like Audacity.

See https://www.audacityteam.org/download/

In addition to your original musical score, <u>write one to two paragraphs</u> for each of the following questions/prompts.

- Why did you choose this particular chapter to score?
- Why did you choose this specific instrument or audio editing program?
- Explain how 1-3 specific artistic choices you made with regard to your composition represent this specific chapter from the book.

Video Game

You've been asked to submit a **proposal** for a computer/video game based on your novel. Your game will utilize key components of the **plot**, **central characters**, **central conflict**, **central theme**, **overall mood**. For your proposal, you need to create the following: A statement of **purpose**, an explanation of the **different levels** of play with their **basic rules**, a clear explanation of **how one wins** the game, and a **drawing** showing what the screen looks like when you first start to play each of the different levels. If you are truly computer savvy, you can create one level of the game itself and skip the 2-d visuals.

In addition to your video game, <u>write one to two paragraphs</u> for each of the following prompts.

- Explain two specific visual design choices you made for your video game to illustrate its central characters, central conflict, overall mood or central themes. Write one paragraph per design choice.
- Explain how your levels, rules and the how to win strategy reflect the plot and/or themes of your book.

Choreographed Dance

Choose the **climactic scene** of the book or another that exhibits **strong emotion** and **conflict**. Then, choose a written excerpt from the scene where you find the language particularly rhythmic and visually alive. Record yourself or someone else reading the excerpt and **choreograph a dance** to it. Your dance may be a solo dance or a group dance, provided you can get some friends to perform the parts. Your dance should **exhibit** the **conflict** as it unfolds in the scene. It should **embody the shifting emotions** of the scene and **capture the rhythms** and overall **musicality** of the excerpt, as well as the importance of specific images. Consider costume and possibly lighting or instrumental background music too, as part of your expression of the meaning of the text and especially character(s) and theme(s). **Film** yourself and/or others performing your dance. The dance should be between **2 - 4 minutes**long.

In addition to your choreographed dance, <u>write one to two paragraphs</u> for each of the following questions/prompts.

- Why did you choose this excerpt to illustrate this key moment in the text?
- Explain two specific artistic choices you made (dance moves and/or postural tableus, solo or group, costume, lighting, etc.) for your dance to illustrate the plot, conflict, character, imagery, and/or rhythms of the text? Write one paragraph per design choice.

Closing Arguments

Choose a central character that is guilty of a crime. Become the defense attorney for this character and write a **closing statement** to the jury in which you sum up why the character should not be punished for their actions. Then become the prosecuting attorney and write a closing statement to the jury, summing up why the character should be punished for their actions. Use any legal smarts you have or that you can learn from lawyer shows on TV and movies. Win the jury to your side with **appeals to** their **reason**, to their sense of right/wrong, and to their **feelings**. Truly consider your understanding of the **character's psychology** and **influences of the geographic and social setting**, as presented in the book, when developing your reasoning. Use specific details and evidence from the text. Each closing statement should be typed, double spaced and 1 ½ - 2 pages long.

In addition to your closing statements, <u>write one to two paragraphs</u> for each of the following questions.

- Why did you choose this character?
- Which argument did you find more difficult to write? Explain why you believe this was the case.
- Which lawyer should win? Explain why?

Scene Design

Choose one scene from the novel and **build a model** of it. Use textual evidence to determine how your physical structure should look. Along with capturing the specific **architectural elements** and/or **geographic location**, your design should also capture the particular moment with regard to **plot**, **theme**, and **mood** of the specific scene. Characters may be represented, but they are not the focus here. It should illustrate a careful selection of materials, colors, and textures. While this piece will not be graded on artistic skill, it should be clear that you've put serious and sustained effort into it. Consider how your piece can communicate important details about the book. Your scene design should be turned in physically. Also, take a picture of it from multiple angles and be prepared to submit them in the form of JPG or PDF files.

In addition to your scene design, **write one to two paragraphs** for each of the following questions/prompts.

- Why did you choose this particular scene to represent?
- Explain two specific artistic choices you made with regard to materials, color, texture, and composition to represent this specific scene from the book. (Write one to two paragraphs for each choice.

Graphic Novel

Illustrate a **4 - 5 page graphic novel** that demonstrates your understanding of the **plot**, **characters**, and **theme**. You also need to create a **front cover** for your book. Your book can be digital or on paper. Your graphic novel can be illustrated in black and white, different shades of one color, or the whole color spectrum. HOWEVER, your graphic novel cannot be submitted with pencil sketches. **Inking and/or coloring** must be done. Lettering is not necessary for the story but could be a useful tool to help viewers understand what they are seeing unfold. Note: Illustrations and script should not go above a **PG rating**.

Examples: https://bit.ly/2KzHI



https://bit.ly/2jshlC3



In addition to your graphic novel, write one to two paragraphs for each of the following questions/prompts.

- Why did you choose to illustrate these keys moments in the text?
- Explain two specific art choices you made (illustrate in black and white, use lettering, etc.) for your graphic novel to illustrate the plot, character, and/or theme Write one paragraph for each choice for a total of two paragraphs.

Performing a Monologue

Sometimes characters have a lot to say. Choose a character that has a lot to say and type out a monologue from the novel, or write an original **monologue** for a central character. Film yourself performing it. Your performance should exhibit evidence of real thought about the internal psyche (**emotional and intellectual life**) of the **character**, as it relates to their development at a **specific moment** in the text. Your choices with regard to blocking, makeup, costume, voice, facial expression, props, and movement should be evident within the **dramatic performance**.

In addition to your filmed dramatic monologue performance, <u>write one to two paragraphs</u> for each of the following questions and prompt.

- Why did you choose this particular character?
- Why did you choose this specific moment in the text?
- Explain how the artistic choices you made with regard to blocking, makeup, costume, voice, facial expression, props and movement reveal the character's internal psyche.

Scrapbook

Create a **scrapbook** that represents a main character in your book. The scrapbook must be between **4-5 pages** long. The **front cover** should be decorated and establish the overall style and design of the scrapbook, but it does not count as one of the pages. Even the overall design should represent the main character in some way. Your scrapbook should demonstrate your understanding of the **character's physical**, **intellectual**, **and emotional journey** in relationship to themselves and others across the entire book. While you may add art, photographs, poetry, and music, your scrapbook must contain both original writing and quotes from the text. Your scrapbook may be in print or digital. Below are suggestions for types of items to include. These are only suggestions. You may use whatever works for your book. Be creative and have fun.

- 1. Poems about and "by" your character. If you're stuck, try one of these:
 - Random Autobiography
 - Where I'm From
 - When I Look in the Mirror
- 2. Letters to and from your character. Attach envelopes and slip your letters inside Decorate/address both the envelope and write the letter(s)
- 3. Significant artifacts from your character's life—with an explanation:
 - Ticket stubs, receipts
 - Songs that your character listens to
 - The wrapper from your character's favorite candy bar
 - A birth certificate of your character
 - Postcards from their life and/or places they have traveled
- 4. Drawings or photographs by your character
- 5. Diary or journal entries by your character
- 6. Magazine or newspaper articles that might interest your character or be significant historically
- 7. A newspaper article/profile about your character
- 8. Lyrics and/or music notes of songs that your character listens to
- 9. An essay or story or speech your character wrote for an English class
- 10. A report card or a referral from a teacher
- 11. Award certificates and/or ribbons your character may have won 12. Travel brochure/map if your character went on a journey

In addition to your scrapbook, <u>write one to two paragraphs</u> for each of the following questions and prompt.

- Why did you choose this specific character for the scrapbook?
- How does your overall design represent your character?
- Select the most important entry in the scrapbook, given what it represents about the character, and explain what makes it the most important.

Universal Rubric for Creative Projects

Overall Project
reflects an accurate, comprehensive, and complex understanding of the text read (60 Points)
Writing Based Project
contains few to no errors in grammar and mechanics, though grammar and mechanics can be creative, as long as they are in accordance with the chose writing genre (10 Points)
presents well detailed and polished content in accordance with the medium used (30 Points)
Art Based Project
completes all parameters outlined in the directions (10 Points)
is well detailed and polished in accordance with the medium used (30 Points)
Hybrid Based Project (elements of writing and another art medium)
contains few to no errors in grammar and mechanics, though grammar and mechanics can be creative, as long as they are in accordance with the chose writing genre (10 Points)
completes all parameters outlined in the directions (10 Points)
is well detailed and polished, in accordance with the medium used (20 Points)
Final Grade = = = = = =

Additional Commentary: