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**Pershing Middle School Language Arts Department**

*7th Grade Summer Reading Assignment 2016*

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**Project: Incoming 7th graders will maintain a 3-ring binder or folder that will include Literary Terms, a Double-Entry Journal, and a visual representation of the novel.**

**Required Novel: The City of Ember by Jeanne DuPrau**

**Select one additional novel to discuss during class:**

1. Out of My Mind by Sharon Draper

2. Titanic: Voices from Disaster by Deborah Hopkins

3. We Were Liars by E. Lockhart

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| **I. Literary Terms:** *Below are literary terms that will be used in the 7th grade. These terms are crucial in your analysis of text, so it is imperative that you know and understand them. When looking up these words, make sure you find the definition as it applies to literature and writing. You may also use sources other than the dictionary to define these terms; they are often available online. Please write the definition for each term below and provide an example from the selected novel.* | |
| 1. Protagonist 2. Alliteration 3. Imagery 4. Mood 5. Tone 6. Theme 7. Conflict 8. Motivation 9. Point of View 10. Antagonist | 1. Metaphor 2. Setting 3. Simile 4. Flashback 5. Foreshadow 6. Plot 7. Hyperbole 8. Oxymoron 9. Suspense 10. Personification |

II. **Double- Entry Reading Journal:** As you read the novel, The City of Ember, you will maintain a Double- Entry Journal that will reveal the level of insightful conversation you can have with a text as you read. Double- Entry Journals require no previous practice- only your time, attention, and ideas. You will choose a minimum of fifteen quotes or passages from the text that should cover the beginning, middle, and end of the novel. (You may choose more). When selecting your quotes/passages, look for information that seems meaningful, powerful, or thought provoking. For example:

* Any example of literary terms from above such as metaphors, similes, foreshadowing etc.
* Passages that remind you of your own life experiences or something you have seen before
* Shifts or turns in the plot
* A passage that makes you realize something you hadn’t before
* Events you found surprising

(1) You will first type or write each quote or passage completely exactly as stated in the book. Be sure to write the page number in which it was found. (In your Double- Entry Journal- you can create this chart on regular notebook paper and keep it in your three-ring binder or folder)

(2) Directly next to each quote/passage, you will write your response to the quote/passage you chose. Your response should NOT be a paraphrase or a summarization of the text but rather give an insightful response to the text. This means you must respond by thinking critically focusing on the examples above- make an analysis. Below is an example.

|  |  |  |
| --- | --- | --- |
| Number | Quote/Passage/ pg. # | My Response |
| 1. | Gerald was only three, but he had already learned many such lessons. He’d never seen Sesame Street, never heard of Riverfront Stadium- he didn’t even know he lived in Cincinnati. But he knew the important things- like never mess with Mama when she was in bed- Mama got really mad when you woke her up, especially if she had somebody in bed with her. Pg. #1 | It seems like Gerald is on his own, like his mother doesn’t care for him well. He has never seen Sesame Street, and I think that is sad for a kid. I wonder what will happen to him. |

III: **Create a visual representation of this novel such as:** (choose one from below or feel free to come up with your own idea) the visual representation can be on a blank sheet of paper to be placed in your binder, folder, flash drive or a poster board.

1. Create an original movie poster that would advertise the film if your book were to be made into a movie.
2. Create a collage that represents the major themes in the novel
3. Create a tri-fold brochure or travel pamphlet that describes Ember as the travel destination. Make sure that use elements of descriptive language like imagery, simile, and metaphors. Your pamphlet must include pictures, descriptions of 2-4 places of interest, name of tour guide, number and address to contact you. These places must be real places in Ember, do not make up places to visit!
4. Writing- You’re an author and have been asked to rewrite the ending to City of Ember. You not only have to write the ending, but you must be able to support your ending in an explanation. Your explanation must include references to the book and its’ main characters. You will need to add a NEW design for the cover of the book. You also need to be able to justify the reasons for choosing that design.
5. Create a movie trailer to advertise the novel in your own way. Turn in your script.
6. Create a board game that represents the novel.
7. Create a sketch Lina dreams of a world full of color and wonders what it might look like. She uses drawing as a way to express her dreams about faraway cities and unknown regions. She says that pictures can capture an idea or a place in ways language cannot. You will sketch a place that you have often dreamed about, like Lina does, and carefully select colors that reflect the mood and tone of the dream. Your artwork must be accompanied with a one-page explanatory essay. Your essay needs explain your dream using descriptive language and why you have this dream.
8. Design a comic strip like those in your local newspaper. You must have 5 different events from the book that include at least three scenes (you must have at least 5 strips with at least 4 boxes in each scene). Your comic strips can be sequential. However, that is not necessary. Your comic strip must portray accurate events in the story and it must be colored. Your comic strip must have dialogue or speech bubbles.

**Note: All work will be due by the end of the second week of school. Ideally, you want to have the assignment completed by the first day of school, but teachers will be flexible and allow the additional time due to new student enrollment.**