

2010

## 7<sup>th</sup> Grade Summer Reading and Supply List

### The Giver Lois Lowry

In this 1994 Newbery Medal science fiction and fantasy winner, author Lois Lowry will make you think about the value of your memories, good and bad, and will help you to realize the importance of freedom of choice. Think about your personal memories and how you might share them. Complete these activities.

Memory Treasure Chest Pretend that you are like the Giver and are passing on memories. Think about which memories are important to you and how they could benefit others in some way. Create a box (shoebox size) that contains objects representing 4 of your most important memories. Label each object telling what it is (key, rock, picture, trophy, etc.) what memory/time/event it's related to and why it's important to you. You can bring in objects from home or create pictures and models representing them. For each object write a paragraph sharing its significance. (50 points)

Author Development Sometimes the ending to a book can be satisfying, other times it may leave you with unanswered questions or just not seem right. Write a new ending for The Giver that fits your tastes better. You're encouraged to be creative but also be sure that your new ending matches the rest of the story (themes, setting, plot, etc.). Write at least two paragraphs. Be careful to use correct spelling and grammar. (50 points)

### The Adventures of Tom Sawyer

Mark Twain

By the end of the novel, Tom and Huck have shared a life-changing experience and become good friends. But they are quite different in many ways. Examine the text to compare and contrast the two characters' personalities, citing differences and similarities. Offer evidence from the text to support a one- or two-paragraph comparison. Passages you may want to pay special attention to are the treasure hunting scene in Chapter 26, the scene in which the boys dig for the treasure in the cave in Chapter 33, Widow Douglas's party in Chapter 34, and the last chapter. (50 points)

Illustrate a scene from the book, using paint, markers, colored pencils, pen and ink, charcoal, colored paper, photographic collage, etc. (15pts)

Create a poster advertising the book. (15pts)

Choose 10 interesting or unfamiliar words from the novel and make flash cards with their definitions. (20pts)