

**Summer
Reading Assignment
2018**



Greetings, all future Trailblazers!

As the school year draws to a close and you look forward to the restful days of vacation, it is a great time to start thinking about what books you would like to dive into this summer! Since it's never too early to start your summer reading, we've enclosed a list of good books as well as a book report list. You should choose two books from the book list, and read both books. Then choose one project from the book report list to do about one of the books you read. Both books must be new book you have not read before, and the project must be new as well. The list of books is just to get you started and to give you some good ideas. If you have a book you wish to read, and it is not on the list, please e-mail me, and I will let you know if it is an acceptable choice.

In addition, you are to write a summary of both of your books. I'll be looking for things such as good capitalization and punctuation, correct grammar, and compound sentences. As a challenge, see if you can compose a five-paragraph essay for your summaries.

The selections of book and project should be yours, and the project should demonstrate your own work. The completed project should be turned into me on the first day of school. You should also bring to class that day the book on which you do your project. Remember, while it is all right to receive help from an adult, all of the work should be your very own!

Have a wonderful summer, and happy reading!

Ms. Desjarlais

Book List

The books on this list have been chosen to appeal to a variety of interests and a range of reading and maturity levels. Parents may want to select reading material with their children. If you have another idea that does not appear on the list, please feel free to e-mail Ms. Desjarlais at sdesjarlais@academyhill.org.

Adventure Stories:

Peter and the Starcatchers by Dave Barry and R. Pearson

The Little Prince by Antoine de Saint-Exup'ery

Kidnapped, The Strange Case of Dr. Jekyll and Mr. Hyde

by Robert Louis Stevenson

Gulliver's Travels by Jonathan Swift

The War of the Worlds by H.G. Wells

Classic Fiction:

A Tale of Two Cities, Oliver Twist, and other titles by Charles Dickens

Cheaper by the Dozen by Frank Gilbreth and Ernestine Carey

Tom Sawyer, Huckleberry Finn, and other titles by Mark Twain

Any of the Anne of Green Gables books by L.M. Montgomery

Modern Fiction:

Blue Heron, Nothing But the Truth, and other titles by Avi

Souder by William Armstrong

Any of The Penderwicks series by J. Birdsall

The Legend of Spud Murphy by E. Colfer

Free Baseball by Sue Corbett

Monkey Island, One-Eyed Cat, and other titles by Paula Fox

My Side of the Mountain, The Cry of the Crow and other titles by Jean Craighead George

Double Identity by Margaret Peterson Haddix

Ida B...and Her Plans to Maximize Fun, Avoid Disaster, and (Possibly) Save the World by K. Hannigan

The Clay Marble by Minfong Ho

Worth by A. LaFaye

A Summer to Die, Number the Stars and other titles by Lois Lowry

The Big Field by Mike Lupica

A Dog's Life: Autobiography of a Stray by A. M. Martin

Shiloh and other titles by Phyllis Reynolds Naylor

All of the Above: a Novel by Shelley Pearsall

Paint the Wind by Pam Munoz Ryan

Any of The Mysterious Benedict Society books by Trenton Lee Stewart

Let the Circle Be Unbroken; Roll of Thunder, Hear My Cry by Mildred Taylor

Dacey's Song, Jackaroo, Tree by Leaf and other titles by Cynthia Voigt
H.I.V.E.: Higher-Institute of Villainous-Education by Mark Walden

Mystery:

Half Moon Investigations, The Legend of Spud Murphy by E. Colfer
The Hound of the Baskervilles, Sherlock Holmes mysteries by Sir Arthur Conan Doyle
The London Eye Mystery by Siobhan Dowd

Animal Studies:

Shark Life: True Stories about Sharks and the Sea by P. Benchley
All Creatures Great and Small, and other titles by James Herriot
The Dolphins and Me by Don C. Reed
Walking with the Great Apes: Jane Goodall, Dian Fossey, Birute Galdikas
By Sy Montgomery

Anthropology and Archaeology:

The Secrets of Vesuvius: Exploring the Mysteries of an Ancient Buried City
by Sara C. Bisel
From the Beginning: The Story of Human Evolution by David Peters
Auks, Rocks, and the Odd Dinosaur: Inside Stories from the Smithsonian Museum of Natural History by Peggy Thompson

Art:

The Impressionists by Steven Adams
The Magic Mirror of M. C. Escher by Bruno Ernst

Biography and Autobiography:

Tasting the Sky: A Palestinian Childhood by Ibtisam Barakat
The Triumph of Discovery: Four Nobel Women by Joan Dash
Wild Animals, Gentle Women by M. Facklam
Escape! The Story of the Great Houdini by Sid Fleischman
The Endless Steppe: Growing Up in Siberia by Esther Hautzig
Kids with Courage: True Stories about Young People Who Make a Difference
by Barbara Lewis
Stephen Hawking: Quest for a Theory of the Universe by Kitty Ferguson
Outward Dreams: Black Inventors and their Inventions by Jim Haskins
Rachel Carson: The Environmental Movement by John Henricksson
The Prince of Mathematics: Carl Friedrich Gauss by M. B. Tent

Historical Fiction:

Beyond the Myth: The Story of Joan of Arc by Polly S. Brooks
My Brother Sam Is Dead by James and Christopher Collier
The Sacrifice by Kathleen Benner Duple
Johnny Tremain by Ester Forbes
Across Five Aprils by Irene Hunt
Weedflower by Cynthia Kadohata
Shabanu, Daughter of the Wind by Suzanne Fisher Staples
Blitzcat, Echoes of War, The Kingdom by the Sea, The Machine Gunner by Robert Westall

Science Fiction and Fantasy:

Any of the Prydain Chronicles by Lloyd Alexander
Tuck Everlasting by Natalie Babbitt
Martian Chronicles by Ray Bradbury
Redwall or any of its sequels by Brian Jacques
Any of the Time Trilogy series by Madeleine L'Engle
Mrs. Frisby and the Rats of NIMH by R. O'Brien
Bridge to Terabithia by Katherine Paterson

History and Geography:

America Goes to War: 1941 by John Devaney
The Berlin Wall: How It Rose and Why It Fell by Doris Epler
Desert of Ice: Life and Work in Antarctica by W. John Hackwell

Mathematics:

Flatland: A Romance of Many Dimensions by Edwin Abbott
Fascinating Fibonacci by Trudi Garland
Mathematical Puzzles of Sam Loyd, More Mathematical Puzzles of Sam Loyd
by Sam Loyd
Mathematicians are People, Too (Two Volumes) by Luetta and Wilbert Reimer
The Number Devil by Hans Magnus Enzenberger

Science and Engineering:

Sports Science for Young People by George Barr
Industrial Minerals: How They Are Found by Robert Bates
Space: The Next 100 Years by Nicholas Booth
Medicine in the Future by Mark Lambert
The Human Mind: How We Think and Learn by Thomas Metos

Poetry:

A New Treasury of Children's Poetry by Joanna Cole
Knock at a Star: A Child's Introduction to Poetry by X. J. and Dorothy Kennedy
Pizza, Pigs, and Poetry: How to Write a Poem by Jack Perlutsky

Mythology and Folk Tales:

Great American Folklore by K. Battle

The People Could Fly: American Black Folk Tales by Virginia Hamilton

Tales of the Early World by Ted Hughes

D'Aulaires' Book of Norse Myths by Ingri d'Aulaire and Edgar Parin d'Aulaire

43 Book Report Ideas

1. TELL THE STORY IN THE BOOK FROM A DIFFERENT POINT OF VIEW. Take an entire story (or one part) and write a version as someone else would tell it.
2. WRITE THE DIARY A MAIN CHARACTER MIGHT HAVE WRITTEN. Imagine you are a character in your book. Write a diary for a few days or weeks as she or he would have done.
3. WRITE A CHARACTER SKETCH OF SOMEONE IN THE BOOK. Write about the main or a minor character, a protagonist or an antagonist! Look for flaws, too!
4. REARRANGE A PASSAGE AS A "FOUND" POEM. Find a particularly effective description or bit of action that is really poetry written as prose. Rewrite it. Leave out words or skip a sentence or two, but arrange it to create a poem.
5. WRITE A PROMOTION CAMPAIGN FOR A MOVIE ABOUT THE BOOK. This should include several things, such as newspaper ad layouts, radio and television commercials, and special events.
6. WRITE A LETTER TO THE AUTHOR OF THE BOOK. While authors may not have time to respond to each letter they receive, they do enjoy letters from their readers. Be sure to give your opinions of events and/or characters in the story, and to back your opinions up with details from the story. Send letters in care of the book publishers if you cannot locate the author's address in Who's Who, Current Biography, or other reference sources. Bring a copy to school.
7. WRITE A REPORT OF RELATED INFORMATION ABOUT ONE TOPIC OR PERSON IN THE BOOK. For example, research information about the trial of Benedict Arnold, how the covered wagons traveled, fishing off a particular island, and so on.
8. CONVERT A BOOK INTO A PUPPET SHOW. Make simple puppets (stick puppets, finger puppets, paper bag puppets, and so on) or complex puppets (marionettes) and present the story or an exciting scene from it. Bring puppets and written script to school.
9. PREPARE A TELEVISION COMMERCIAL ABOUT A BOOK. Imagine a book is the basis for a miniseries on television. Prepare and perform the television commercials that would make people want to watch your book. A video or written script should be presented.

10. USE BODY MASKS AND PRESENT A SCENE FROM YOUR BOOK. Make full-sized cardboard figures with cutouts for the face and hands. Use them to dramatize the scene. If desired, use props and costumes. Bring a script along with the mask.
11. MAKE A SOAP OR PARAFFIN CARVING ABOUT AN EVENT OR PERSON IN A BOOK. These are inexpensive materials and soft enough so there is little danger from the tools used for carving. Write a paragraph to explain how the carving goes along with the book.
12. MOLD PLASTER RELIEF DESIGNS. Pour plaster into a form over various objects and then antique or shellac them to make interesting displays. Write a paragraph to explain how the design goes along with the book.
13. MAKE LIFE-SIZED PAPER-STUFFED ANIMALS, PEOPLE, OR OBJECTS FOUND IN A BOOK. Cut out two large sheets of wrapping paper in the shape desired. Staple the edges almost all the way around. Stuff with crumpled newspaper, finish stapling, and paint. Write a paragraph to explain how the object goes along with the book.
14. MAKE HAND LOOMS AND WEAVINGS THAT PORTRAY A DESIGN IN A BOOK. Almost anything - from paper plates to forked sticks - will make a loom when strung with yarn, rope, or cord. Check art and craft books for directions. Then use the creations as wall hangings or mobiles. Write a paragraph to explain how the design goes along with the book.
15. MAKE AN ANIMATION OF A SCENE ON AN ADDING MACHINE TAPE. To get animation, draw a sequence of pictures with each one showing a bit more movement than the preceding one. When this is rolled quickly, it gives the appearance of motion.
16. IMPERSONATE A CHARACTER AND TELL AN EPISODE IN A BOOK. Dress up as a character. Bring a prepared script so that you can retell the story in person.
17. INTERVIEW A CHARACTER FROM A BOOK. Prepare questions and answers. The reader assumes the role of the character in the book and answers the questions as that character.
18. MAKE A TALKING DISPLAY OF A BOOK. Illustrate an event, scene, or character from your book. Tape a dialogue or description to go with it.
19. DRAW A SCALE MODEL OF AN ITEM IN A STORY. Making an object from the story to scale presents many challenges. For example, try a go-cart, amusement ride, or any other important item in the story. Write a paragraph to explain how the model goes along with the book.

20. COOK A FOOD MENTIONED IN YOUR BOOK. It is always fun to share something to eat with your family. Please cook your recipe at home. Bring in a photo of your delectable treat as well as the recipe. Write a paragraph to explain how the recipe goes along with the book.

21. BUILD A RELIEF MAP OF THE SETTING OF THE STORY. Use clay, sand, or papier-mâché. Write a paragraph to explain how the map goes along with the book.

22. DESIGN AND MAKE YOUR OWN T-SHIRT OF AN ILLUSTRATION ABOUT A BOOK. Create a design, using color-fast marking pens. Write a paragraph to explain how the design goes along with the book.

23. MAKE SOME COSTUME DOLLS FOR A DISPLAY OF CHARACTERS IN A BOOK. Create costume dolls and display them. Write a paragraph to explain how the dolls go along with the book.

24. COMPLETE SCALE DRAWINGS OF ROOMS IN A BOOK. Use graph paper with a set scale and design places portrayed in a book. Write a paragraph to explain how the drawings go along with the book.

25. LEARN TO PLAY A GAME MENTIONED IN A BOOK. Write a description of how the game is played and a paragraph to explain how the game goes along with the book. (Your game might be an old-fashioned game or one from another country.)

26. MAKE A LITERARY MAP OF THE AUTHOR'S WORKS AND LIFE. Use references, biographical, and autobiographical materials (articles, books, interviews) to create an informative and colorful map complete with explanatory captions.

27. COMPARE LIFE STYLES. Compare the way of life in the book to present day living in your community. Create a poster or Venn Diagram. For example, the methods of transportation, fashions, foods, customs, religious practices, types of government can be compared to modern counterparts.

28. RETURN TO THE FUTURE. Pretend that you are one of the characters who has "come back" 25 years after the novel has ended. Describe your reactions to the world around you in a paragraph form.

29. PERSONAL TASTE. Select one character from the book. If he/she were living today, what kind of clothes, books, records, movies, etc. would he/she select? Why would he/she do so? Write a paragraph to answer these questions. You might like to accompany your paragraph with illustrations.

30. DESIGN A TIMELINE FOR THE EVENTS IN THE STORY. Label each event carefully and write a brief explanation of several of the main events.

31. DESIGN A DETAILED MAP OR MAPS FOR THE SETTING(S) OF THE BOOK. Label each location carefully and write a brief description of the key places.
32. WRITE A LEGEND, FABLE, OR MYTH BASED ON SOME EVENT IN THE STORY.
33. PEN SOME POETRY. Write a group of limericks or short poems about one of the characters or events in the novel.
34. DESIGN A TRAVEL BROCHURE. Illustrate and advertise the "world" of your novel.
35. FICTION OR REALITY. Choose a character who has realistic experiences. Write a paragraph about some similar events that have happened to you.
36. TRADING PLACES. Write a convincing diary entry explaining why you would or would not like to change places with one of the characters in the novel. Be sure to include details from the story.
37. COMPILE A SCRAPBOOK OR A MEMORY BOX. Choose one of the major characters in your book, and, as that person, put together a scrapbook or memory box of special memories and mementoes. Be true to your character. Write a list to explain each included item.
38. CORRESPOND WITH ANOTHER CHARACTER. Pretend that you are one character in the book. Write a letter to another character reacting to a decision made or action taken by the character in the story.
39. ONCE UPON A TIME. Write a fairy tale about some event or character in the book.
40. BE A MODERN ARTIST. Using various mediums, create a collage that comments on a particular theme or issue in the book. Write a paragraph to explain why you chose these things to go into your collage.
41. DESIGN AND PRODUCE A SERIES OF POSTCARDS. On one side of each draw/paint/reproduce an appropriate photo and on the other side compose a related message to yourself from one of the characters.
42. PUBLISH A YEARBOOK. Create a yearbook based on the people and events in your book. Refer to a real yearbook for ideas on layout and sections.
43. BE A LITERARY AGENT. Pretend you are a literary agent representing the author of your book. Write to Harriet Decision, editor of young adult fiction at Bantam Books, explaining why you feel she should publish your author's book.