



Dear Incoming 8th grade students,

June 2020

I hope you enjoy your summer break! I would like to take this opportunity to introduce myself. My name is Mrs. Ritchie. I am very excited to spend this upcoming school year with your children. You will learn many important concepts and skills that will not only prepare you for 8th grade, but also make you a better reader, writer, and learner.

I have created a summer review packet, these packets are designed to help you maintain and freshen up the skills you already have in English Language Arts and Grammar.

I have attached the books you will be reading over the summer, as well as the projects and questions that need to be completed. Please find the assignments on the pages provided.

"The only thing that stands between you and your dream is the will to try and the belief that it is actually possible."-- Joel Brown

I look forward to seeing you in September. Have a wonderful and safe summer!

Sincerely,

Mrs. Ritchie

Mandatory Summer Work and Books Checklist

You are responsible for the following work, all due by Tuesday September 15, 2020

1. _____ Read *The Pigman* by Paul Zindel. You will be tested in September.
2. _____ Read *Lord of the Flies* by William Golding
3. _____ Complete a project on *Lord of the Flies* from the list below in class. All materials should be brought in by September 15, 2020.
4. _____ Complete discussion questions on *Lord of the Flies* - All questions must be typed in complete sentences with a restatement of the question. Please include a heading
5. _____ You must create flashcards for the list of Literary Devices and bring them into school (please use 3 x 5)

LITERARY TERMS AND DEVICES Checklist

Make flashcards for each and memorize:

Metaphor	A comparison between two seemingly unlike things that does not use the words "like" or "as." Examples: Students are sailors on a journey. OR His stomach tightened into a series of rolling knots.
Simile	A comparison between two seemingly unlike things that does use the words "like" or "as." Example: The moon hung like a light bulb in the sky.
Personification	Giving inanimate (not alive) things human characteristics or qualities. Example: Your homework will rise up and bite you if you put it off.
Alliteration	The repetition of consonant sounds at the beginnings of words in a phrase or sentence. Example: <u>Mike's mean mother meant well</u> . The consonant sound made by the letter "m" is repeated.
Imagery	A device that involves using at least one or more of your five senses (hearing, taste, touch, smell, sight) to make a clear picture of something for the reader. Example: The bruise on her arm was purple at top, blue at center, and the size of a dime.
Hyperbole	A figure of speech in which the writer uses exaggeration for emphasis. Example: I've told you a billion times to clean this room!
Foreshadowing	When a writer gives details that hint at what is to come later in the story.
Flashback	A device that allows the writer to present events that happened before the time of the current story. Various methods can be used, including memories, dream sequences, stories told by characters
Onomatopoeia	The imitation of natural sounds in word form. Examples: buzz, roar, woof, bang, pop, hiss, and sizzle

Setting	The time and place in which a story takes place. Example; In the book <i>Fever</i> , the story takes place in Pennsylvania in 1793.
Climax	The highest point of tension in a story; usually this occurs when the protagonist and antagonist have a final showdown.
Protagonist	The main character, usually the "good guy" in a story.
Antagonist	The person or thing that opposes the main character, usually the "bad guy."
Resolution	This is the ending of the story, when the conflict has been resolved and the main character has either succeeded or failed in achieving his or her goal.
Conflict	The problem within the story that causes the protagonist & antagonist to oppose each other. Every conflict is either internal (when a character has a conflict with himself, like "insecurity") or external (when a character has a conflict with someone or something outside of himself). There are 3 major types of external conflict: character vs. character, character vs. society, and character vs. nature.
Plot	The sequence of events in a story.
Characterization	Characteristics or attributes that define characters and make them seem real and relatable.
Point of View	The perspective from which a story is told. There are three points of view: first person (in which I or we serves as the narrator), second person (in which you serves as the narrator; rarely used) and third person (in which he, she, they, or it serves as the narrator).
Theme	<p>The story's main message; what the author is trying to say or imply. For example: In <i>Sees Behind Trees</i> the author implies that overcoming challenges is a necessary part of finding your identity. Thus, "Overcoming challenges is necessary to find your identity" is a theme in the novel.</p> <p>Theme is stated as a sentence, and it is a universal idea, meaning that it is not specific to just one story. Instead, a theme can apply to many stories, poems, films, or songs.</p>

The Lord of the Flies Discussion Questions

Chapter 1

1. Why did the boys' plane crash? [L][SEP]
2. What is the fat boy's nickname? [L][SEP]
3. What does Piggy say about the "atom bomb"? [L][SEP]
4. Which boy challenges Ralph to try to become the "chief"? [L][SEP]
5. Why doesn't Jack stab the pig?

Chapter 2

1. How do the boys decide who gets to talk at the meetings? [L][SEP]
2. What is the "beastie" that the small boy is afraid of?
3. How does Ralph start the fire? [L][SEP]
4. How does the forest catch on fire? [L][SEP]
5. At the end of the chapter, who do they realize is missing? [L][SEP]

Chapter 3

1. What has changed about Jack's appearance since they landed on the island? [SEP]
2. What have Ralph and Simon been working on?
3. What is Ralph's main concern, and what is Jack's? [SEP]
4. What does Simon do when he is alone in the jungle? [SEP]

Chapter 4

1. What do Roger and Maurice do to the littleuns' sandcastles? [SEP]
2. What does Jack do with the clay and charcoal? [SEP][SEP]
3. Why are the boys not rescued by the ship? [SEP]
4. What are Jack's hunters chanting when they return to the mountain? [SEP]
5. How does Jack hurt Piggy? [SEP]

Chapter 5

1. What is Ralph's problem with the island's "lavatory"? [SEP]
2. What is Ralph's new rule about fires? [SEP]
3. Why does Jack yell at the littleuns? [SEP]
4. Who admits that he had gone into the forest at night? [SEP]
5. Why is Ralph considering giving up his position as the chief? [SEP]

Chapter 6

1. What lands on the island during the night? [L][SEP]
2. Who are the first boys to notice the thing above? [L][SEP]
3. What is the “castle” that the boys walk to? [L][SEP]
4. What is Jack’s idea for killing an enemy that could come near the “castle”? [L][SEP]

Chapter 7

1. What does Ralph daydream about? [L][SEP]
2. What happens when Robert pretends to be a boar? [L][SEP]
3. Why does Jack want to go to the mountain so badly? [L][SEP]
4. Who agrees to go to the mountain with Jack and Ralph? [L][L][SEP][SEP]

Chapter 8

1. Why does Jack call for a meeting? [L][SEP]
2. How does Jack react to the results of his “election”? [L][SEP]
3. What do the hunters do with the sow’s head? [L][SEP]
4. Besides the hunters, what other boy sees the “Lord of the Flies”? [L][SEP]
5. What title do the hunters call Jack now? [L][SEP]

Chapter 9

1. What does Simon try to tell the hunters? [L][SEP]
2. What happens to Simon? [L][SEP]
3. What happens to the parachutist? [L][SEP]

Chapter 10

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1. Why does Ralph feel guilty? [L][SEP]
 2. Where does Jack's tribe live now? [L][SEP]
 3. What does Ralph begin to dream about? [L][SEP]
 4. What do the attackers steal from Piggy in the night? [L][SEP]

Chapter 11

1. Who shouts at Ralph's group as they arrive at Castle Rock? [L][SEP]
2. When Ralph calls Jack a "thief," how does Jack respond? [L][SEP]
3. Who does the tribe tie up? [L][SEP]
4. How does Piggy die? [L][SEP]

Lord of the Flies Project

Choose one of the suggested projects below to complete individually in class. All material for project is due on Tuesday September 15, 2020

1. Create a newsletter that includes an article covering the rescue of the boys from the island as it might have appeared in one of their hometown newspapers. Some of the details may be invented but try to keep the tone of the news article the same as the tone in the story. Be sure to include a headline! Your newsletter must be a minimum of 2-3 pages in length. Use a plain, easy to read font.
2. Draw and color a "before" and "after" picture. Create an impression of one of the characters before he landed on the island and your impression of him after he'd been on the island. Use the book for details of his description. Write a double - spaced, two - paragraph explanation of your drawings, including 2-3 descriptive quotes from the book.
3. Create a collage of no less than ten quotations for one of the major characters that illustrates his personality, his personal journey in the book. Quotes must span the entirety of the book. Include page numbers for each quotation used. Spice up your collage with visuals and include a double - spaced, two paragraph explanation on why you chose these quotes.
4. Imagine that an illustrated edition of Lord of the Flies is going to be released. (Think graphic novel) Choose ten scenes or events from the book that would make interesting illustrations., draw those illustrations. Describe what the pictures would show and tell where in the book you would insert them. Include with each scene illustration a quote from the scene to support your choice.

Lord of the Flies Project Grading Criteria

Development (10 points) - How unique and creative was your project? How much original thought was put into it? Did you develop your ideas fully? Used quotes where required?

Focus (10 points) - How well was your project organized? Does the structure make sense and add to the understanding of your ideas?

Style/ Cohesion (10 points) - Use of words, ideas, and visuals are strategic, purposeful, and engaging. Words and visuals add to the personal style of the project

Conventions (10 points) - Free of technical errors? Was it neat? Spelling, grammar and punctuation are used properly.

Audience/ Presentation (10 points) - Provide satisfactory explanation of your project.