

The Giver Projects - WORTH BIG POINTS
Assigned 10/21/11 – Due 11/04/11
Projects will be scored using the Projects Rubric

1. Build a scaled model of Jonas' community. Each place should be accompanied by a brief explanation of its significance to Jonas, his family, the community at large, or novel events. Be sure to include a legend. The model should represent significant locales from the book including, but not limited to the following:

- the school
- the Nurturing Center
- the Rehabilitation Center
- the House of the Old
- the Hall of Open Records
- the river
- Elsewhere
- the Department of Justice
- the Childcare Center
- Food Distribution
- the Department of Bicycle Repair
- the Auditorium
- the Annex (including the Giver's living space)
- the Hall of Closed Records

***Exceptional projects** will be brilliantly colored, include details about "Elsewhere", and include a brief discussion of the novel's theme prominently displayed.

2. Create a storyboard that retells the novel. You will need to choose no fewer than ten and no more than twenty events when completing this project. When someone reads your storyboard, s/he should be able to get the gist of the entire novel. Each frame should be accompanied by text that explains the scene you have depicted. Be sure to type or use pen for all the written parts and color (as is appropriate) all of the pictures.

***Exceptional projects** will include superlative and inventive (pop-outs, etc.) artwork

3. Create a realistic dialogue between any two characters from the novel. It is preferable to make up a scene, but you may opt to write dialogue for a scene that has no dialogue or only brief dialogue which you could extend. Your dialogue must have no fewer than fifteen substantial lines per character. Include a personality profile for each character as well as necessary stage directions and props. (This assignment may be completed as a monologue, in which case you should have at least thirty lines.) Be sure your script is final-draft quality.

***Exceptional projects** will be those that are practiced and presented to the class in full costume, with props. (Videotaped scenes are encouraged as well.)

4. Write an article for the school board recommending that *The Giver* be either TAUGHT or BANNED from middle school classes. Include a minimum of three reasons it is either important or improper for students to read and discuss the events and themes (messages) of this book. Before writing your article, be sure to read "On Not Disturbing Our Students" by Angus Dunstan. (See Ms. Stockton for a copy.)

NOTE: You could complete this project as a DEBATE between the opposing sides. If you choose to do so, write both sides after an introductory paragraph outlining the basic plot of the novel.

***Exceptional projects** will be those which are submitted for publication to the parent newsletter OR debated live or via video for the entire class.

5. Become a volunteer nurturer. Arrange to visit a special-needs infant or elder facility and positively impact that community. Think of the talent you have to offer- music, literature, dance, art, conversation, feeding or providing special treats... Create a photo-journal of your experience to share with the class.

***Exceptional projects** will be those that cover multiple visits.