

## 12<sup>th</sup> Grade English Summer Reading Project

This is a mandatory project that is due on the first day of school. No exceptions. This counts as a project grade for your English II course. Project details follow the supply list below.

### 12th Grade Supply List:

1. One two-inch, three-ring binder.
2. Pack of binder dividers with at least six tabs.
3. Pencil pouch that fits in your binder.
4. Pencils
5. Colored pencils (to be kept in your book bag)
6. One two-pocket folder.
7. Packs of 3x5 index cards.
8. Red pens to be kept in the student's book bag (for English class).
9. Hand sanitizer (for homeroom).
10. Clorox/Lysol wipes (for homeroom).
11. Tissues/Kleenex (for homeroom).
12. A novel to donate to the classroom library (for English class).  
The novel does not have to be new. A clean, undamaged book will be great!  
Please be sure it is a high school level novel.

## 12<sup>th</sup> Grade English/Honors English II Summer Reading Project

### Standard (non Honors)

Choose **One**  
Tuesdays with Morrie by Mitch Albom **OR**  
Jane Eyre by Charlotte Bronte

### AP Literature and Composition

How to Read Literature Like a College Professor  
by Thomas C. Foster

#### AND

Persuasion by Jane Austen **OR**  
The Alchemist by Paulo Coelho

Assignment: This is a mandatory project that is due on the first day of school. No exceptions. Once you finish your chosen book, you will complete a creative project based on the reading (see the following pages). You may choose from a number of projects. Whether you're buying the book or using the library, both print and ebooks will work for our class. This will count as a project grade for the course.

If you can't obtain the book, please contact Ms. Bullard at [cbullard@bcmschool.org](mailto:cbullard@bcmschool.org).

Each project lists several questions that you should be prepared to answer on the first day of school. Do not answer these questions over the summer. Think about them as you read and work, and be prepared to answer them **in class on the first day of school.**

Due Date: Your summer reading assignment is due the first day of school. You will need to bring the book, the creative project, and/or a printout of all written portions of your assignment. You will also need to save your written portion(s) online in order to submit digitally, according to your teacher's instructions, **which will be given on the first day of school do not email or submit your project before receiving these instructions.**

Evaluation: Your project will be worth one major project grade. It will also be used as the basis for opening discussions, presentations and/or additional assignments. Completion is important to best ensure a successful start to the school year. If you run into difficulties completing any portion of the summer assignment, please contact Ms. Bullard at [cbullard@bcmschool.org](mailto:cbullard@bcmschool.org).

Extra Credit: For extra credit, you may read the other book choice offered for your class (Standard vs. Honors) AND complete a different creative project.

**For Parents: Parents are urged to assist students in their text selections by consulting reviews at [amazon.com](http://amazon.com), [bn.com](http://bn.com), and/or Common Sense Media for additional information. Please be aware that some titles depict mature and/or controversial topics. Families are encouraged to review titles careful prior to students' text selection in order to choose the one that is the best fit for their student.**

Summer Reading Project (Choose **ONE** project from the following choices)

### Book Trailer

Watch several trailers for movies (or books) on YouTube. Then, use clips from movies, images, sound bites, and music to create a trailer for your book. It should indicate theme, introduce the main characters, and give a general sense of the primary conflict of the book, as well as provide the title and author. It should also hook your viewers and make them want to read your book. It should be 2 - 3 minutes long. Here is an example of a book trailer for [Fading](#) by Cindy Cipriano and another example using animation for [Sarah Rees Brennan's The Demon's Lexicon](#). There are many more examples of book trailers on YouTube.

In addition to your book trailer, be prepared to write a paragraph or two in class on the first day of school that answers the following questions:

- Why did you choose the specific sources (movies, songs, images) you used to create your book trailer?
- How does your book trailer indicate theme, introduce the main characters, and suggest the plot?

### Newspaper Front Page

Create the front page of a newspaper for your book, written from the perspective of people in the world of your book. It should include at least one major headline, at least one minor headline, at least one side column (Technology? Arts? Entertainment?), images, and appropriate newspaper formatting. Columns should be written in journalistic style. Google “student created newspaper front pages,” for examples.

In addition to your front page, be prepared to write a paragraph or two in class on the first day of school that answers the following questions:

- Why did you choose the scene or scenes from the book that you used as a basis for your articles?
- What character or theme does your newspaper front page help the reader understand?
- What perspectives did you take, and how do they help the reader understand the text more deeply?

### Book Cover

Design a cover for your book that reflects your reading experience and reflects the subject matter and plot of the book. Your cover should be detailed, have a fully shaded or colored background, and engage potential readers; it can be designed digitally, but should be turned in physically. You must include the title and author, and the lettering should be part of the design choices you make. For a good example of a thematically appropriate book cover, check out these [examples](#):

In addition to your book cover, be prepared to write a paragraph or two in class on the first day of school that answers the following prompt:

- Explain how the specific choices you made in designing your book cover represent your reading experience, the story of the book and the theme(s) of the book. Consider colors, symbols, lettering, the placement of visual elements, shading, and the relative size of elements in your answer.

### Screenplay Adaptation

Adapt an excerpt from your book—a key moment, scene, or chapter—into a 4 - 5 page screenplay for a film. For guidance on screenplay formatting, follow the instructions here:

<https://screencraft.org/2015/05/07/elements-of-screenplay-formatting/>. The moment, scene, or passage should be one that helps us better understand a major character or theme of the book.

Think about movie adaptations of books you may have seen—sometimes, they change around minor and even major details. You can change things, too...but only to better communicate the character or theme that this scene helps us understand. You may use dialogue from the text, and you may adapt lines from the book as voiceover narration, but you should adapt it for your medium: think about how scenes, lines, and details would work differently in a movie than in a book.

In addition to your screenplay, be prepared to write a paragraph or two in class on the first day of school that answers the following questions:

- Why did you choose this passage from the book?
- What character or theme does this passage help the reader to understand?
- What changes did you make, and why do you think they help the viewer better understand the character or theme?

### Visual Art Adaptation

Represent a theme or character from your book in a piece of visual art. In this case, “visual art” means a painting, drawing, collage, either created on paper or digitally. You may also create a three-dimensional representation in clay or papier-mâché. While this piece will not be graded on artistic skill, it should be clear that you’ve put serious and sustained effort into it (stick figure portraits won’t receive credit). Consider how your piece can communicate important details about the book’s themes or characters. Your visual art piece may be turned in physically or digitally, in the form of a JPG or PDF file.

In addition to your visual art adaptation, be prepared to write a paragraph or two in class on the first day of school that answers the following questions:

- Why did you choose this theme or character from the book?
- Why did you choose this form of visual art to represent your theme or character?
- Explain how the specific choices you made in your artistic piece represent your theme or character.

### Group Chat Translation

Choose one central relationship from the book, involving at least three characters. Then “translate” the story of this relationship into a text message group chat. Consider how your translation can communicate important details about the plot and characters through text messages alone. More importantly, think about the different ways each character would speak through texts. Would they use proper punctuation and spelling? Would they say “lol” a lot?

You may use emoji, images, and common text-speak acronyms, and the group chat will not be graded for proper grammar and punctuation. (We want to see how these characters would really text.) There should be at least 100 words of text in your group chat, and it should be clear that you’ve put serious and sustained effort into it, and that you’ve understood the original book. Your group chat may be turned in on paper or digitally. While it is not required, you may use the online tool at <http://www.ios8text.com/> to visually recreate a text chain on an iPhone. In addition to your group chat, be prepared to write a paragraph or two in class on the first day of school that answers the following questions and prompt:

- Why did you choose this set of characters from the book?
- Why did you choose this form of visual art to represent your theme or character?
- Explain how the specific choices you made in your text message group chat represent your theme or character.

## Playlist/Soundtrack

For this project, use your knowledge of music to illustrate your understanding of the text. Once you have finished reading your book, create the ideal playlist or soundtrack for the text. Choose

8 - 10 songs that showcase pivotal moments within the text. For each song, write a paragraph-long explanation explaining your choice of song. This explanation should include one lyric from the song and one quote from the book. Your playlist and justifications can be either on paper or in digital format.

### Example for Harry Potter and the Sorcerer's Stone

#### 1. "Electricity" from Billy Elliot the Musical

I chose "Electricity" for Harry Potter and the Sorcerer's Stone because it shows the internal struggle Harry has at the beginning of the book. When Harry goes with the Dursleys to the zoo, he encounters a snake in the exhibit who winks at him. In that moment, the narration notes that "he looked quickly around to see if anyone was watching. They weren't. He looked back at the snake and winked, too" (Rowling 21). This quote shows that he recognizes his special ability.

In "Electricity," the lyrics read, "I can't really explain it / I haven't got the words / It's a feeling that you can't control" ("Electricity" 0:10-0:25). These lines are similar to Harry's struggle with magic; he doesn't know how to deal with his magic at the beginning of the book. Note: For book citation, use the author's last name and the page number. For music citations, cite the name of song and the time stamps for when the lyrics are used in the song.

In addition to your closing statements, be prepared to write a paragraph or two in class on the first day of school that answers the following questions:

- Choose the four most important moments you highlighted with your song choices.
- Why did you choose each moment to highlight with song?
- What is it about the moment which called for you to deem it among the most important?

## Graphic Novel

Every story has a visual element: you see the story happening in your mind. If you are a visual artist, this activity is for you!

Illustrate a 4 – 5 page graphic novel that demonstrates your understanding of the plot, characters and theme. You also need to create a front cover for your book. Your book can be digital or on paper. Your graphic novel can be illustrated in black and white, different shades of one color, or the whole color spectrum. However, your graphic novel cannot be submitted with pencil sketches. Inking and/or coloring must be done. Lettering is not necessary for the story but could be a useful tool to help viewers understand what they are seeing unfold. Note: Illustrations and script should not go above a PG rating.

Artwork Example: <https://bit.ly/2jshlC3>

Cover Example: <https://www.flickr.com/photos/vernonbarford/39261480194>



In addition to your graphic novel, be prepared to write a paragraph or two in class on the first day of school that answers the following questions:

- Why did you choose to illustrate these key moments in the text?
- Why did you make the specific art choices (illustrate in black and white, use lettering, etc.) for your graphic novel to illustrate the plot, character, and/or theme?

### Choreographed Dance

Choose the climactic scene of the book or another scene that exhibits strong emotion and conflict. Then, choose a written excerpt from the scene where you find the language particularly rhythmic and visually alive. Record yourself or someone else reading the excerpt and choreograph a dance to it. Your dance may be a solo dance or a group dance, provided you can get some friends to perform the parts. Your dance should exhibit the conflict as it unfolds in the scene. It should embody the shifting emotions of the scene and capture the rhythms and overall musicality of the excerpt, as well as the importance of specific images. Consider costume and possibly lighting or instrumental background music too, as part of your expression of the meaning of the text and especially character(s) and theme(s). Film yourself and/or others performing your dance. The dance should be between 2 - 4 minutes long.

In addition to your choreographed dance, be prepared to write a paragraph or two in class on the first day of school that answers the following questions:

- Why did you choose this excerpt to illustrate this key moment in the text?
- Why did you make the specific artistic choices (dance moves, solo or group, costume, lighting, etc.) for your dance to illustrate the plot, conflict, character, imagery, and/or rhythms of the text?

### Closing Arguments

Choose a central character that is guilty of a crime. Become the defense attorney for this character and write a closing statement to the jury in which you sum up why the character should not be punished for their actions. Then become the prosecuting attorney. Prepare another closing statement to the jury for the prosecuting attorney, summing up why the character should be punished for their actions. Use any legal smarts you have or that you can learn from lawyer shows on TV and movies. Win the jury to your side with appeals to their reason, to their sense of right/wrong, and to their feelings. Truly consider your understanding of the character's psychology and influences of the geographic and social setting, as presented in the book, when developing your reasoning. Use specific details and evidence from the text. Each closing statement should be typed, double spaced and 1 ½ - 2 pages long.

In addition to your closing statements, be prepared to write a paragraph or two in class on the first day of school that answers the following questions:

- Why did you choose this character?
- Which argument did you find more difficult to write? Explain why you believe this was the case.
- Which lawyer should win? Explain why?



### Video Game

You've been asked to submit a proposal for a computer/video game based on your novel. Your game will utilize key components of the plot, central characters, central conflict, central theme, overall mood. For your proposal, you need to create the following: A statement of purpose, an explanation of the different levels of play with their basic rules, a clear explanation of how one wins the game, and a drawing showing what the screen looks like when you first start to play each of the different levels. If you are truly computer savvy, you can create one level of the game itself and skip the 2-d visuals.

In addition to your video game, be prepared to write a paragraph or two in class on the first day of school that answers the following question:

- Why did you make the specific design choices you made for your video game with regard to its look, its levels, its rules and its how to win strategy to illustrate the plot, central characters, central conflict, overall mood and central themes?

### Scene Design

Choose one scene from the novel and build a model of it. Use textual evidence to determine how your physical structure should look. Along with capturing the specific architectural elements and/or geographic location, your design should also capture the particular moment with regard to plot, theme, and mood of the specific scene. Characters may be represented, but they are not the focus here. It should illustrate a careful selection of materials, colors, and textures. While this piece will not be graded on artistic skill, it should be clear that you've put serious and sustained effort into it. Consider how your piece can communicate important details about the book. Your scene design should be turned in physically. Also, take a picture of it from multiple angles and be prepared to submit them in the form of JPG or PDF files.

In addition to your scene design, be prepared to write a paragraph or two in class on the first day of school that answers the following question and prompt:

- Why did you choose this particular scene to represent?
- Explain how 2-3 the specific artistic choices you made with regard to materials, color, texture, and composition to represent this specific scene from the book.

### Scoring a Chapter

Choose a specific chapter from your book, and compose an original musical score capturing the plot development of the chapter in relationship to the development of a central character, a central theme and mood. You may score this with one or more traditional instruments.

You may also use free audio editing programs like Audacity. See

<https://www.audacityteam.org/download/>

In addition to your original musical score, be prepared to write a paragraph or two in class on the first day of school answering the following questions and prompt:

- Why did you choose this particular chapter to score?
- Why did you choose this specific instrument or audio editing program?
- Explain how 1-3 specific artistic choices you made with regard to your composition represent this specific chapter from the book.

### Performing a Monologue

Sometimes characters have a lot to say. Choose a character that has a lot to say and type out a monologue from the novel, or write an original monologue for a central character. Film yourself performing it. Your performance should exhibit evidence of real thought about the internal psyche (emotional and intellectual life) of the character, as it relates to their development at a specific moment in the text. Your choices with regard to blocking, makeup, costume, voice, facial expression, props, and movement should be evident within the dramatic performance.

In addition to your filmed dramatic monologue performance, be prepared to write a paragraph or two in class on the first day of school responding to the following questions and prompt.

- Why did you choose this particular character?
- Why did you choose this specific moment in the text?
- Explain how the artistic choices you made with regard to blocking, makeup, costume, voice, facial expression, props and movement reveal the character's internal psyche.

## Scrapbook

Create a scrapbook that represents a main character in your book. The scrapbook must be between 4-6 pages long. The front cover should be decorated and establish the overall style and design of the scrapbook, but it does not count as one of the pages. Even the overall design should represent the main character in some way. Your scrapbook should demonstrate your understanding of the character's physical, intellectual, and emotional journey in relationship to themselves and others across the entire book. While you may add art, photographs, poetry, and music, your scrapbook must contain both original writing and quotes from the text. Your scrapbook may be in print or digital. Below are suggestions for types of items to include. These are only suggestions. You may use whatever works for your book. Be creative and have fun.

1. Poems about and “by” your character. If you're stuck, try one of these:

- Random Autobiography
- Where I'm From
- When I Look in the Mirror

2. Letters to and from your character. Attach envelopes and slip your letters inside

Decorate/address both the envelope and write the  
letter(s)

3. Significant artifacts from your character's life—with an explanation:

- Ticket stubs, receipts
- Songs that your character listens to
- The wrapper from your character's favorite candy bar
- A birth certificate of your character
- Postcards from their life and/or places they have traveled

4. Drawings or photographs by your character

5. Diary or journal entries by your character

6. Magazine or newspaper articles that might interest your character or be significant historically

7. A newspaper article/profile about your character

8. Lyrics and/or music notes of songs that your character listens to

9. An essay or story or speech your character wrote for an English class

10. A report card or a referral from a teacher

11. Award certificates and/or ribbons your character may have won

12. Travel brochure/map if your character went on a journey

In addition to your scrapbook, be prepared to write a paragraph or two in class on the first day of school that responds to the following questions and prompt:

- Why did you choose this specific character for the scrapbook?
- How does your overall design represent your character?
- Select the most important entry in the scrapbook, given what it represents about the character, and explain what makes it the most important.

## Universal Rubric for Creative Projects

### Overall Project

\_\_\_\_\_ reflects an accurate, comprehensive, and complex understanding of the text read  
(60 Points)

### Writing Based Projects

\_\_\_\_\_ contain few to no errors in grammar and mechanics, though grammar and mechanics can be creative, as long as they are in accordance with the chosen writing genre (10 Points)

\_\_\_\_\_ present well detailed and polished content in accordance with the medium used  
(30 Points)

### Art Based Projects

\_\_\_\_\_ complete all parameters outlined in the directions (10 Points)

\_\_\_\_\_ are well-detailed and polished in accordance with the medium used (30 Points)

### Hybrid Based Projects (elements of writing and another art medium)

\_\_\_\_\_ contain few to no errors in grammar and mechanics, though grammar and mechanics can be creative, as long as they are in accordance with the chosen writing genre (10 Points)

\_\_\_\_\_ completes all parameters outlined in the directions (10 Points)

\_\_\_\_\_ is well detailed and polished, in accordance with the medium used (20 Points)

\_\_\_\_\_ = \_\_\_\_\_ Final Grade

Additional Commentary (Note: This space is for teacher commentary.)