



Harbor Country Day School

Sixth Grade

Summer Reading 2017

Students Entering Grade Six

The Upper School Summer Reading Assignment is attached below. Each grade is given a number of optional novels, from which one must be chosen, read, and a project (listed below) completed. In addition to the one required book, we encourage each student to read as much as he or she can from either his/her grade list or other books that may interest him or her and are of equal literary merit. Your local libraries are sure to have other books in genres you may also enjoy.

Required Reading for Upper School

Entering 6th Grade:

Hatchet, Gary Paulsen

Where the Red Fern Grows, Betty Smith

Storm Runners, Roland Smith

Travel Team, Mike Lupica

The Crossover, Kwame Alexander

Where the Mountain Meets the Moon, Grace Lin

Powerless, Matthew Cody

Bridge to Terabithia, Katherine Paterson

Schooled, Gordon Korman

An Invention of Hugo Cabret, Brian Selznick

Summer Reading Projects

Grades 6-8

Task: Choose and complete one project from the chart below and bring this project to school on the first day. You must use a different book for each project. If you have any questions or an idea for a project that is not listed below, please email your idea to Mr. Romero at DRomero@hcdsny.org for approval before beginning work. Have fun and be creative.

<p>Point of View</p> <p>Create and write an version of the story from a different character’s point of view. Be creative in your planning, considering what scenes you choose to write about and how your chosen character might have a different opinion or assessment of the action. You must choose at least 3 scenes from your chosen book to rewrite, and they all must be done from the same character’s point of view. There should be a minimum of 2-3 paragraphs for each scene, containing few grammar and spelling errors.</p>	<p>Script Writing</p> <p>Rewrite the climax of your chosen story in the form of a script for the stage or screen. Using dialogue and stage directions, work to recreate this scene in this new format. Remember that you may have to write dialogue for characters that does not exist in the book in the attempt to tell the same story. This must be long enough to retell the climactic scene in its entirety. You must hand in the script, but may plan to perform the scene or film and show the movie as well.</p>
<p>Comic Strip</p> <p>Use your own artistic skills or an online resource, such as http://www.toondoo.com/ to create a comic strip illustrating the sequence of main events in your book. There should be a minimum of 12-15 panels (boxes) with appropriate dialogue and illustrations.</p>	<p>Compare and Contrast Essay</p> <p>Write a 4-6 paragraph essay comparing and contrasting story elements or two characters, conflicts from a fiction text or two topics, people, or ideas from non-fiction text. You may compare elements from the same book or two different books. Make sure you use specific supporting examples from the text. Your paragraph should follow grammar, spelling, and punctuation rules.</p>

<p>Alternate Ending</p> <p>Create and write an alternate ending for your book. Be creative in your planning, considering how a different ending might change the outcome for the characters. The ending should still have the original characters and make sense. There should be a minimum of 4-6 paragraphs with few grammar and spelling errors.</p>	<p>Song</p> <p>Write and/or record a song of any genre about a story element from literature or an idea/topic from non-fiction text. You may use a familiar tune to create your song. □ □The song must be based on a character or event, or major idea or topic from nonfiction, and demonstrate an understanding of key ideas in the text.</p> <p>Example: Dark Lord Funk https://www.youtube.com/watch?v=zbdvogFyZZM</p>
<p>Bio Timeline</p> <p>Create a decorative timeline of 10-12 dates for a major event in history or for the life of a significant person. Be creative and use logic and artistic skills to create your timeline. Use images and words. This should look neat, organized, and colorful.</p>	<p>Travel Brochure</p> <p>Create a travel brochure that describes a variety of settings that a character in the story experiences or a place you read about in a non-fiction text. Use specific details in describing each setting, photo, or picture, and give examples from the text.</p>
<p>Movie Poster</p> <p>Create a movie poster for your book. On the front side of the poster, add a persuasive title, picture (related to things in the book), and statements that will attract attention and persuade readers to want to see the movie version of your book. On the back side of the poster, include starring roles (characters and what actors/actress would play them), locations (setting), and a brief summary of events.</p> <p>Here's an online source: http://bighugelabs.com/poster.php</p>	<p>Reader's Response Journal</p> <p>Complete a journal of 8 entries for the story you read. Your journal may be typed or neatly handwritten and must demonstrate your understanding of the work as the story progresses. One journal entry must be written after you finish the novel, reflecting on the piece as a whole. You may include pictures if you want to enhance interest. Your journal should be original and creative. Examples of things to write about are: questions you have while reading (curious or confused) □, interesting words or phrases, □things you thought were interesting/exciting/boring, connections (This reminds me...), your favorite character and why, etc...</p>

<p>Figurative Language Slide Show</p> <p>Using a presentation format such as Google slides, Microsoft PowerPoint or Prezi, create a presentation with 4-6 slides that gives evidence of 4-6 examples of figurative language (similes, metaphors, personification, etc...) in your book. On each slide, describe the example of figurative language and how it makes the text more interesting. Include pictures to make your slides more attractive.</p>	<p>Setting Diorama</p> <p>Create a diorama depicting one of the major scenes of your chosen piece. Your diorama must be a detailed representation of the setting, characters, and action of a specific scene within the work. Your diorama must be accompanied by a description of the scene including a piece of dialogue that might be uttered during the scene.</p>
<p>Poem</p> <p>Create a poem about a book. It can be about the plot, a character, setting, the theme of the piece, etc. Your poem does not have to rhyme.</p>	<p>Design a game</p> <p>Create a board game based on a book you read. For fiction- your questions should be related to story elements. For non-fiction the questions should be facts from your book. Your game should have a clear purpose and have a way for the player to win. You will need to have directions for the game, game pieces (related to the book/topic), and an interesting game board decorated to match the book.</p>