

LOIS LOWRY

THE GIVER

Thanks for looking at our complete teaching unit for Lois Lowry's fantastic novel, THE GIVER.

All 178 pages/slides of activities, organizers, PowerPoints, and essays included in this bundle are designed to enhance your reading experience, save you (the teacher) prep time, and help your students enjoy and appreciate the novel that much more.

INCLUDED:

Introduction to Utopias PowerPoint (23 slides)

— **CCSS.ELA-Literacy.RL.5**

Utopia Project & Travel Brochure Activity (2 pages)

— **CCSS.ELA-Literacy.RL.5**

Plot Chart Organizer Diagram Arc (1 page)

— **CCSS.ELA-Literacy.RL.2**

Conflict Graphic Organizer - 6 Types of Conflict (1 page)

— **CCSS.ELA-Literacy.RL.2**

Journal - Quickwrite Writing Prompts - PowerPoint (17 slides)

— **CCSS.ELA-Literacy.W.1**

Ceremony of 12 Activity (12pg bundle & 52-slide PowerPoint)

— **CCSS.ELA-Literacy.RL.2**

Jobs List Organizer (3 pages)

— **CCSS.ELA-Literacy.RL.9**

Vocabulary Word Lists & Quizzes (6 pages)

— **CCSS.ELA-Literacy.RL.4**

Comprehension Pop Quizzes (12 pages)

— **CCSS.ELA-Literacy.RL.10**

Character Organizer (1 pages)

— **CCSS.ELA-Literacy.RL.3**

Persuasive Essay & Speech and Quotes Organizer (7 pgs)

— **CCSS.ELA-Literacy.W.1**

Projects - Creative, Artistic, Differentiated (1 page)

— **CCSS.ELA-Literacy.RL.10**

Pain Gallery - Final Activity and Discussion (3 slides)

— **CCSS.ELA-Literacy.RL.10**

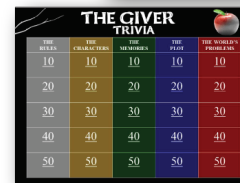
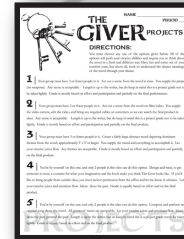
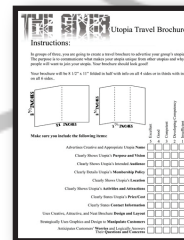
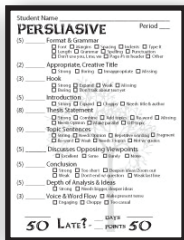
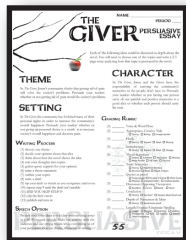
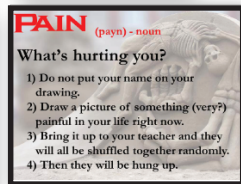
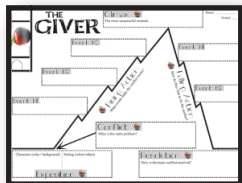
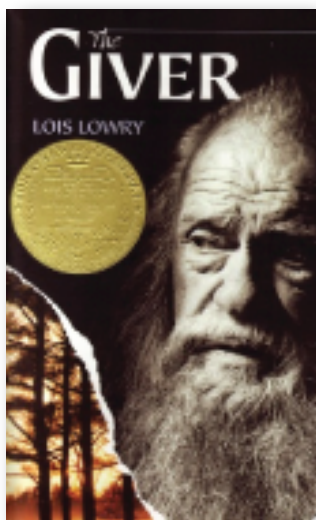
Jeopardy Trivia Competition (26 slides)

— **CCSS.ELA-Literacy.RL.10**

Newbery Award Speech & Response (9 pages)

— **CCSS.ELA-Literacy.RL.10**

iPod Audio Tracts Tracker (1 page)



THE GIVER

NAME _____ PERIOD _____

THE GIVER JOB ASSIGNMENTS

DIRECTIONS:
Search for all the various job assignments that Jonas' community assigns to its citizens. In the same badge, write the job title. Write where you found the job title the page number where you found it. Then write a short, thoughtful answer of what would happen if the community didn't assign this job.

PAGE _____

JOB TITLE	#	DESCRIPTION	WHAT WOULD HAPPEN...

NAME _____ PERIOD _____

THE GIVER VOCABULARY

DIRECTIONS:
Write a definition for each word using your own words based on the context within the book. On the side, you will need to know how to read right for the simple meaning of Adjectives.

Free Vocab
How many vocab words do you know?

Conflict
What is the main conflict?

Free Vocab
How many vocab words do you know?

Free Vocab
How many vocab words do you know?

Free Vocab
How many vocab words do you know?

PAIN (payn) - noun

What's hurting you?

- Do not put your name on your drawing.
- Draw a picture of something (very?) painful in your life right now.
- Bring it up to your teacher and they will all be shuffled together randomly.
- Then they will be hung up.

NAME _____ PERIOD _____

THE GIVER VOCABULARY

DIRECTIONS:
Write a definition for each word using your own words based on the context within the book. On the side, you will need to know how to read right for the simple meaning of Adjectives.

1 IMPASSIBLE (p.5)	21 PREGNANT (p.56)	41 PARCHED (p.116)
2 DISTRUGHT (p.6)	22 CRESCENDO (p.39)	42 CAMOUFLAGE (p.119)
3 DISPOSITION (p.7)	23 BENIGN (p.39)	43 FERTILE (p.122)
4 TRANSCRIPTION (p.7)	24 PATENT (p.40)	44 WHIP (p.123)
5 FRET (p.14)	25 UNANSWERED (p.40)	45 OBSCURE (p.127)
6 CHASTISEMENT (p.20)	26 FLEETING (p.40)	46 REALM (p.131)
7 PITUOUSLY (p.22)	27 THROING (p.45)	47 HURRY (p.131)
8 DRIVING (p.22)	28 REQUISITIONED (p.49)	48 WORRLY (p.136)
9 TUNIC (p.24)	29 ENTIREAL (p.70)	49 RUTHLESSLY (p.140)
10 TALLATED (p.26)	30 CONSPICUOUS (p.70)	50 EMPLOYINGLY (p.142)
11 GHOSTED (p.31)	31 TORRENT (p.71)	51 WINCED (p.148)
12 DISQUIRING (p.34)	32 CONVALESCENCE (p.86)	52 EMPHATICALLY (p.151)
13 FRODDO (p.41)	33 ADMONITION (p.86)	53 STEALTHILY (p.161)
14 INDULGENTLY (p.42)	34 WRITLY (p.91)	54 FRAGILE (p.164)
15 ENRAGED (p.45)	36 HURLES (p.97)	55 LANGUID (p.169)
16 CRIVATLY (p.47)	34 SINULOUS (p.100)	56 ALUMINATED (p.168)
17 BLUNNY (p.47)	37 ASSIMILATED (p.109)	57 TSET (p.109)
18 MEDICIOUSLY (p.49)	38 DASH (p.109)	58 VIGILANT (p.109)
19 APITUDE (p.52)	39 ASSUAGE (p.110)	59 FLAGGING (p.172)
20 WILDED (p.54)	40 OMINOUS (p.111)	60 LETHARGIC (p.176)

VOCABULARY

THE GIVER

THE GIVER Utopia Travel Brochure

Instructions:

In groups of three, you are going to create a travel brochure to advertise your group's utopia. The purpose is to communicate what makes your utopia unique from other utopias and why people will want to join your utopia. Your brochure should look good!

Your brochure will be 8 1/2" x 11" folded in half with info on all 4 sides or in thirds with info on all 6 sides.

Make sure you include the following items:

Advertises Creative and Appropriate Utopia Name	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Clearly Shows Utopia's Purpose and Vision	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Clearly Shows Utopia's Intended Audience	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Clearly Details Utopia's Membership Policy	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Clearly Shows Utopia's Location	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Clearly Shows Utopia's Activities and Attractions	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Clearly States Utopia's Price/Cost	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Clearly States Contact Information	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Uses Creative, Attractive, and Neat Brochure Design and Layout	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Strategically Uses Graphics and Design to Manipulate Customers	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Anticipates Customers' Worries and Logically Answers Their Questions and Concerns	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

5 = Excellent
4 = Good
3 = Competent
2 = Developing Competency
1 = Insufficient

PAIN (payn) - noun

What's hurting you?

- 1) Do not put your name on your drawing.
- 2) Draw a picture of something (very?) painful in your life right now.
- 3) Bring it up to your teacher and they will all be shuffled together randomly.
- 4) Then they will be hung up.

THE GIVER FAMOUS UTOPIAS
ONEIDA COMMUNITY

- ◆ The longest lasting utopia ever, based in Oneida, NY. Founded in 1848, lasted 33 years.
- ◆ shared belongings
- ◆ everyone has jobs

Student Name _____ Period ____

PERSUASIVE

(5) _____ Format & Grammar
 Font Alignment Spacing Indent Type Length Grammar Spelling Punctuation Don't use pins, Linc, etc. Page # in header Other

(2) _____ Appropriate, Creative Title
 Strong Weak Inappropriate Missing

(3) _____ Hook
 Strong Explicit Weak Missing Missing Don't talk about last year

(5) _____ Introduction
 Strong Explicit Clearer Needs title & author

(8) _____ Thesis Statement
 Strong Coherent Add topic Repeated Missing Needs opinion Not parallel Off topic

(9) _____ Topic Sentences
 Strong Needs opinion Ambiguous wording Fragment Repeated Weak Needs topic Not on topic

(5) _____ Discusses Opposing Viewpoints
 Excellent Some Barely None

(5) _____ Conclusion
 Strong Too short Doesn't flow (Zoom out) Weak Don't end w/ question Weak last line

(5) _____ Depth of Analysis & Ideas
 Strong Needs deeper, deeper ideas

(3) _____ Voice & Word Flow Make present tense Engaging Choppy Too casual

50 LATE? — DAYS — POINTS **50**

THE GIVER

NAME _____ PERIOD _____

THE GIVER

PERSUASIVE ESSAY

Each of the following ideas could be discussed in depth about the novel. You will need to choose one of the topics and write a 2-3 page essay analyzing how that topic is portrayed in the novel.

THEME

In *The Giver*, Jonas's community thinks that getting rid of pain will solve the society's problems. Persuade your readers whether or not getting rid of pain would fix society's problems.

SETTING

In *The Giver*, the community has forfeited many of their personal rights in order to increase the community's overall happiness. Persuade your readers whether or not giving up personal choice is a worth it to increase society's overall happiness and decrease pain.

CHARACTER

In *The Giver*, Jonas and the Giver have the responsibility of carrying the community's memories so the people don't have to. Persuade your readers whether or not having one person carry all our painful and positive memories is a good idea or whether each person should carry his own.

GRADING RUBRIC

- (1) _____ Voice & Word Flow
- (2) _____ Appropriate, Creative Title
 Strong Better Inappropriate
- (3) _____ Hook
 Strong Exposed Weak Missing
- (4) _____ Introduction
 Strong Exposed Weak Choppy
- (5) _____ Thesis Statement
 Strong Confused Addressed Missing
 Make Parallel Off topic Reversed
- (6) _____ Topic Sentences
 Strong Repetitive/Stranded
 No word Weak Weak 3 Topics
- (7) _____ Quotes as proof
 Integrated File page 3 Quotes More Quotes
- (8) _____ Discussion/Elaborating Viewpoints
 Missing Integrate better Analyze Quotes
 Excellent Some Barely None
- (9) _____ Conclusion
 Strong Too short Doesn't show/Sum up
- (10) _____ Depth of Persuasion & Ideas
 Strong Needs more proof
- (11) _____ Length/Format/ Grammar/Spelling
 Length Margins Grammar Spelling
 Punctuation Font Spacing Indented
 Other Formatting

55

NAME _____ PERIOD _____

THE GIVER PROJECTS

DIRECTIONS:

You must choose any one of the options given below. All of the options will push your creative abilities and require you to think about the novel in a fresh and different way. Have fun and come out of your comfort zone, but above all, work to understand the deeper meanings of the novel through your choice.

- 1** | Your group must have 3 or fewer people in it. Act out a scene from the novel in class. You supply the props (no weapons). Any scene is acceptable. Length is up to the writer, but do keep in mind this is a project grade not to be taken lightly. Grade is mostly based on effort and participation and partially on the final performance.
- 2** | Your group must have 3 or fewer people in it. Act out a scene from the novel on film/videos. You supply the video camera, edit the video, and bring any required cables or converters so we can watch the final product in class. Any scene is acceptable. Length is up to the writer, but do keep in mind this is a project grade not to be taken lightly. Grade is mostly based on effort and participation and partially on the final product.
- 3** | Your group must have 3 or fewer people in it. Create a fairly-large abstract mural depicting dominant themes from the novel, approximately 5' x 5' or larger. You supply the mural and everything to accomplish it. Let your creative juices flow. Any themes are acceptable. Grade is mostly based on effort and participation and partially on the final product.
- 4** | You're by yourself on this one, and only 2 people in the class can do this option. Design and wear, or get someone to wear, a costume for what your imagination and the book make you think *The Giver* looks like. If you'd like to bring people from outside class, you must receive permission from the office and let me know in advance. Let your creative juices and emotions flow. Ideas: dress the part. Grade is equally based on effort and on the final product.
- 5** | You're by yourself on this one, and only 2 people in the class can do this option. Compose and perform an original song about the novel. All genres of music are acceptable. Let your creative juices and emotions flow. Ideas: dress the part, pretend the part. Length is up to the writer, but do keep in mind this is a project grade not to be taken lightly. Grade is equally based on effort and on the final product.