

Monday

May 10, 2010

Materials Needed: Paper // Pencil // *Your Novel*

Time Needed:

Activity:

1 minute

7 minutes

1 minute

30 seconds

10 minutes

5 minutes

25 minutes

50 minutes

Get In Novel Groups

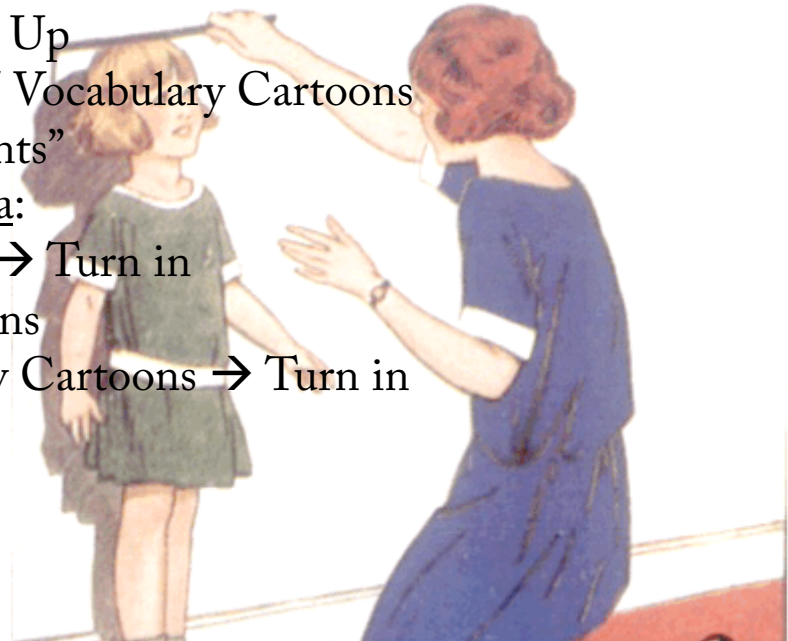
Word of the Day & Warm Up

Homework: Read Novel // Vocabulary Cartoons

Bank Status // “Bonus Points”

Novel Groups Sub-Agenda:

- ☐ Finish 1-Act Play → Turn in
- ☐ Vocabulary Cartoons
- ☐ Project: Vocabulary Cartoons → Turn in



“The day the child realizes that all adults are imperfect, he becomes an adolescent; the day he forgives them, he becomes an adult.”

Alden Nowlan

Timer

Word of the Day & Warm Up

Date: 5/10/2010 |||| 5 minutes

Volume-O-Level: 1 (Whisper)

- WOD:

giddy: affected by vertigo; dizziness

- Warm Up:

1. Draw a picture of the **Word of the Day**. Make sure to include a caption below your image.
2. Spend the rest of this time making sure your 3-4 vocabulary words from last week's homework are ready to be discussed in your group. Among all the words your group collected, select one word for each member of your group (if you have a group of 3, you need 3 words; one for each member).

The Bank

NOTES

- 6th period: 66
 - Bonus Points: Discussed *privately* with groups

Points Needed	Reward
3 points	3 minutes free @ end of class
10 points	Work with iPod/music player during period
25 points	Spend last half of period playing board games
30 points	Work with cell phone out during period
50 points	1-letter grade increase for everyone on test/project
75 points	Popcorn and a movie on block day (1/quarter)

Homework

H O M E W O R K

Write in planner, agenda, or make sticky note reminder:

1. Read your novel...
 - *Separate Peace*: pgs. 40-48 (Finish Chapter 3)
 - *Bless Me, Ultima*: pgs. 46-59 (Chapter 5/6)
 - *Catcher in the Rye*: pgs. 46-51 (Chapter 5)
 - *Bell Jar*: pgs. 50-62 (Chapter 5)
 - *Joy Luck Club*: pgs. 57-66 (Finish *The Red Candle*)
2. All members will **Text Code**: 10 from each member
3. Finish Vocabulary Cartoons (if not done today)

Novel Groups Sub-Agenda

A S S I G N M E N T

- ☐ Finish 1-Act Play [10 min]
- ☐ Vocabulary Cartoons Description [5 min]
- ☐ Project: Vocabulary Cartoons [25 minutes]
- ☐ Call Absent Members // Clean Up [5 min]

1-Act Play

A S S I G N M E N T

Take 10 minutes to:

- ☐ Finish your 1-Act play from last week as much as you can.
- ☐ When time is called, have one member from your group staple all of your sections in order and turn into box.

Vocabulary Cartoons

T A K E N O T E S

Have 5 parts:

1. Word
2. Definition (Dictionary)
3. “Sounds like...”
4. Picture
5. Sentence/Caption

V.C. Examples

N
O
T
E
S

LAMENT

(la MINT)

to express sorrow or regret;

to mourn

Link: CEMENT



*"We LAMENT that Joe got
buried in CEMENT."*

V.C. Examples

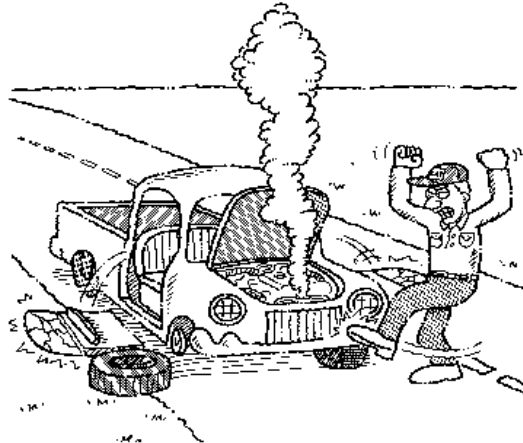
TRUCULENT

(TRUK yu lunt)

inclined toward conflict;

eager to fight

Link: TRUCK YOU LENT



*"The TRUCK YOU LENT Uncle Frank
made him TRUCULENT."*

- ❑ Looking back on it, we never understood what made Randolph TRUCULENT all through school; he always had a chip on his shoulder.
- ❑ A TRUCULENT attitude seldom wins friends or influences people in a positive way.
- ❑ Just because your birthday cake was full of bugs, you don't have to be so TRUCULENT about it.

Project: Vocabulary Cartoons

A S S I G N M E N T

Directions/Tips:

- ☐ From your warm up, each person in your group should have 1 word.
- ☐ Each person in your group needs to make a vocabulary cartoons for their chosen word.
- ☐ Please write your cartoon on a separate sheet of paper.
- ☐ Color in your cartoon *if you wish...*
- You have 25 minutes; becomes homework if not done!

Call Absent Members // Clean Up

A S S I G N M E N T

Take 5 minutes to WRAP UP:

- ☐ If anyone is absent in your group, take this time to call them and let them know what they missed and any homework they must complete.
- ☐ Clean up your desks and put them back into rows. Make sure the area around you is cleaner than when you arrived.