

# Tuesday

May 11, 2010

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

## Time Needed:

## Activity:

1 minute

1 minute

8 minutes

1 minute

30 seconds

20 minutes

25 minutes

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**50 minutes**

Get In Novel Groups

Turn in → Vocabulary Cartoons

Word of the Day & Warm Up

Homework: Read Novel

Bank Status // “Bonus Points”

Novel Groups Sub-Agenda:

☐ Discuss Text Coding

☐ Project: Character Wheel

☐ Call Absent Members // Clean-Up



“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: 5/11/2010 |||| 5 minutes

Volume-O-Level: 0 (Silence)

- WOD:

*artful*: marked by skill in achieving a desired end

- Warm Up:

1. Draw a picture of the **Word of the Day**. Make sure to include a caption below your image.
2. After tonight, you'll be approximately 30% through your novel. How is your reading going? How is this experience of having book groups been for you? Offer some tips/feedback to make it better!
3. Spend the rest of this time making sure your 10 text codes from last night's homework are ready to be discussed in your group.

# The Bank

## NOTES

- 6<sup>th</sup> 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	<b>Popcorn and a movie on block day (1/quarter)</b>

# 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. 49-60 (Finish Chapter 4)
  - *Bless Me, Ultima*: pgs. 60-69 (Chapter 7/8)
  - *Catcher in the Rye*: pgs. 52-68 (Chapter 6/7)
  - *Bell Jar*: pgs. 63-73 (Chapter 6)
  - *Joy Luck Club*: pgs. 67-83 (*The Moon Lady*)
2. All members will be a **Literary Luminary**.

# Novel Groups Sub-Agenda

## A S S I G N M E N T

- ☐ Discuss 10 Text Codes per member [20 min]
- ☐ Hampton will be visiting 2-3 groups.
- ☐ Project: Character Wheel [25 minutes]
- ☐ Call Absent Members // Clean Up [5 min]

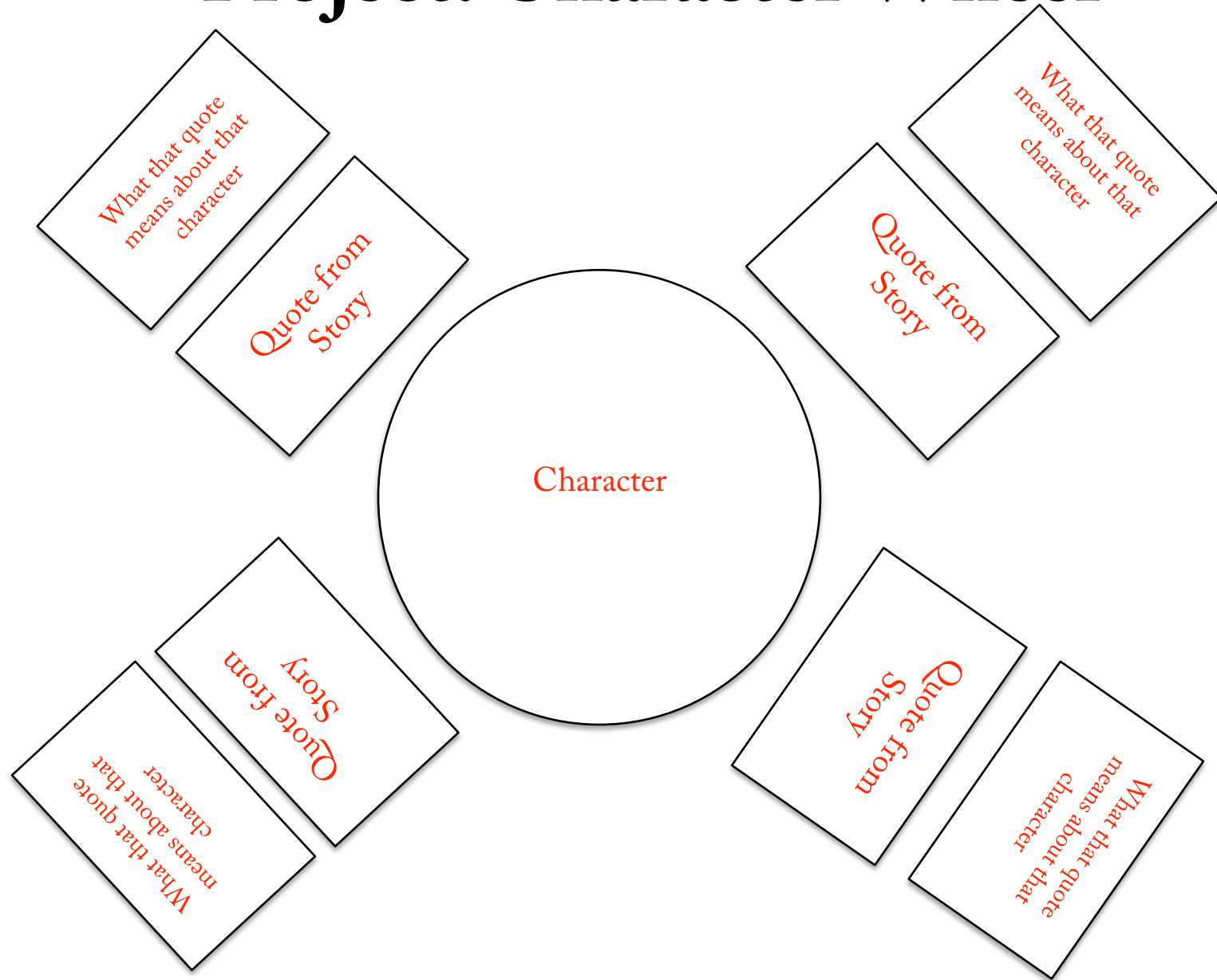
# Text Codes

## ASSIGNMENT

### Take 20 minutes to:

- ☐ Discuss your 10 text codes with your other group members.
- ☐ Each group member should take for between 3-5 minutes each.  
*Everyone* needs to talk.

# Project: Character Wheel



# Project: Character Wheel

## A S S I G N M E N T

### Directions/Tips:

- ☐ You group needs to create two Character Wheels
  - ☐ Group of 5? Have 3 work on one, 2 on another
  - ☐ Group of 4? 2 and 2!
  - ☐ Group of 3? 2 and 1!
- ☐ Use a blank sheet of paper...neatness counts!

# Project: Character Wheel

## ASSIGNMENT

### Directions/Tips:

- ☐ Use your *narrator* as the center of one circle:
  - Separate Peace: Gene
  - Bless Me, Ultima: Antonio
  - Catcher in the Rye: Holden
  - Bell Jar: pgs. Esther
  - Joy Luck Club: Jing-Mei Woo (June)
- ☐ Use another character of your choosing for the other circle.
  - Separate Peace: Gene's friends
  - Bless Me, Ultima: Antonio's friends or family
  - Catcher in the Rye: Holden's friends
  - Bell Jar: pgs. Esther's friends
  - Joy Luck Club: Jing-Mei Woo (June) friends or "aunts"

# Project: Character Wheel

## ASSIGNMENT

### Directions/Tips:

- ☐ Pick out quotes by that chosen character...then what you think that quote means.
- ☐ You need between 5-7 quotes for that character.
- ☐ You are competing against other groups for *bonus points*.

### Due Date:

- You will have 25 minutes today...we will continue working on this tomorrow.

# 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.