

Wednesday

May 12, 2010

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

Time Needed:

Activity:

1 minute

8 minutes

1 minute

30 seconds

1 minute

20 minutes

25 minutes

5 minutes

50 minutes

Get In Novel Groups

Word of the Day & Warm Up

Homework: Read Novel

Bank Status // “Bonus Points”

CEOCE Exam Information

Novel Groups Sub-Agenda:

☐ Discuss Passages

☐ Project: Continue 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: 5/12/2010 |||| 5 minutes

Volume-O-Level: 1 (Whisper)

- WOD:

candor: the art of being honest and straightforward

- Warm Up:

1. Draw a picture of the **Word of the Day**. Make sure to include a caption below your image.
2. Use the remainder of this time to make sure your passages are ready to be discussed in your groups.

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. 61-71 (Chapter 5)
 - *Bless Me, Ultima*: pgs. 70-82 (Chapter 9)
 - *Catcher in the Rye*: pgs. 69-86 (Chapter 8/9)
 - *Bell Jar*: pgs. 74-86 (Chapter 7)
 - *Joy Luck Club*: pgs. 89-101 (*Rules of the Game*)
2. All members will be a **Literary Luminary**.

CEOCE Information

NOTES

- Common End of Course Exam Performance Section
- Friday
- Like an FCA.
- Is half of your final exam for the county.
- Takes approximately 45 minutes.

Novel Groups Sub-Agenda

A S S I G N M E N T

- ☐ Discuss *Interesting* passages [20 min]
- ☐ Hampton will be visiting 2 groups.
- ☐ Project: Continue Character Wheel [20 minutes]
- ☐ Call Absent Members // Clean Up [5 min]

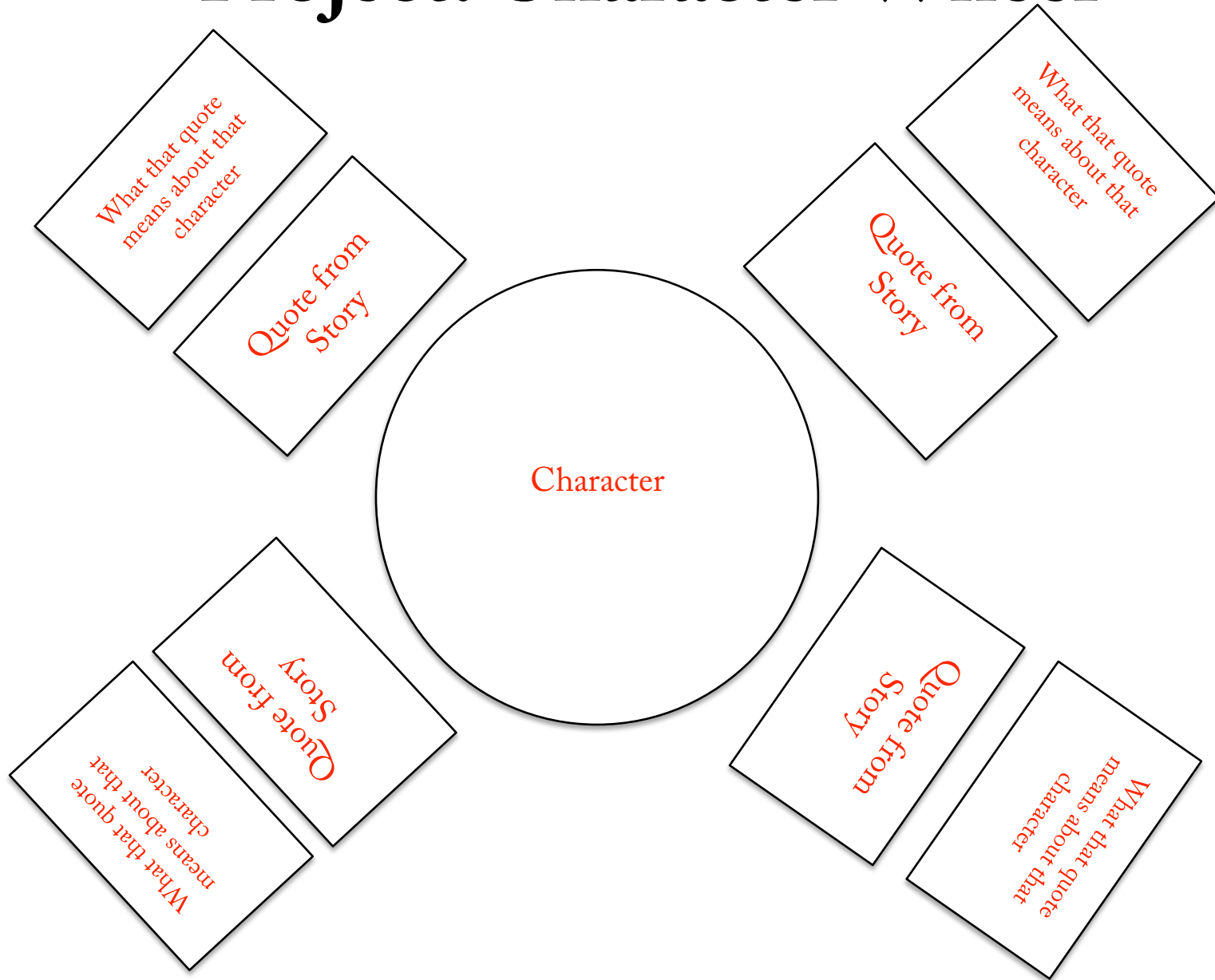
Text Codes

ASSIGNMENT

Take 20 minutes to:

- ☐ Discuss *important* passages 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

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 Friday.

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.