

# Tuesday

May 18, 2010

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

## Time Needed:

## Activity:

1 minute

7 minutes

1 minute

30 seconds

Get In Novel Groups

Word of the Day & Warm Up

Homework: Read Novel // Text Code

Bank Status // “Bonus Points”

## Novel Groups Sub-Agenda:

25 minutes

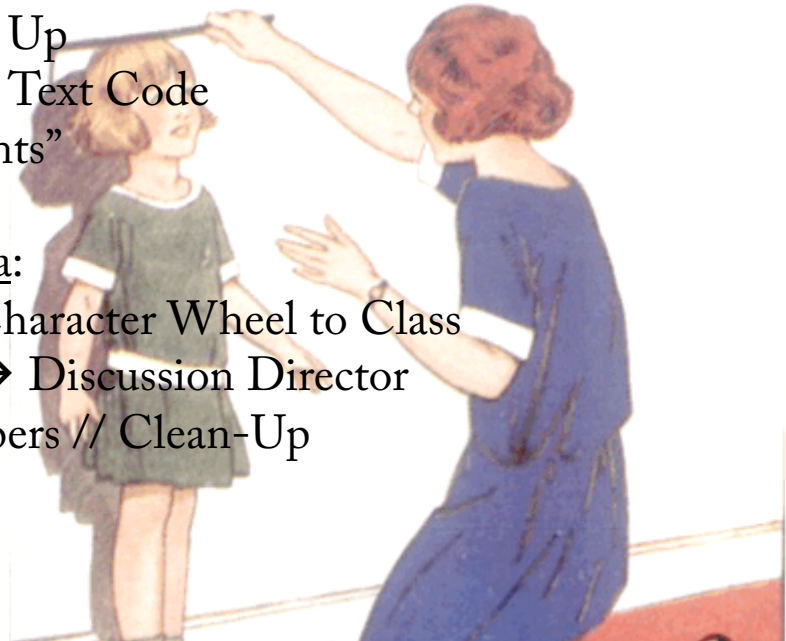
15 minutes

1 minute

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**50 minutes**

- ☐ Present Finished Character Wheel to Class
- ☐ Literature Circle → Discussion Director
- ☐ 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: 5/18/2010 |||| 5 minutes

Volume-O-Level: 1 (Whisper)

- WOD:

*novice*: someone new to a field or activity

- Warm Up:

1. Draw a picture of the **Word of the Day**. Make sure to include a caption below your image.
2. On a scale of 1 (low) to 10 (high), rate the enjoyment of your novel so far. Whatever rating you've given it, explain in 3-4 sentences why you've given it this rating.

# The Bank

## NOTES

- 6<sup>th</sup> period: 73
  - Bonus Points: Discussed *privately* with groups  
Maximum Bonus Points thus far: 11

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
<b>75 points</b>	<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. 103-122 (Chapter 8)
  - *Bless Me, Ultima*: pgs. 122-142 (Chapter 12/13)
  - *Catcher in the Rye*: pgs. 129-147 (Chapter 14/15)
  - *Bell Jar*: pgs. 112-139 (Chapter 10/11)
  - *Joy Luck Club*: pgs. 132-144 (*Two Kinds*)
2. All members will make **10-15 Text Codes.**

# Novel Groups Sub-Agenda

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

- ☐ Present finished **Character Wheel** [25 min; 2 min per group]
  - ☐ Other groups will be grading your **Wheel** and presentation.
- ☐ Discuss last night's reading [15 minutes]
  - ☐ Hampton will be visiting 1 group.
- ☐ Call Absent Members // Clean Up [1 min]

# Character Wheel Presentation

## ASSIGNMENT

### Directions

- ☐ Select one of your character wheels. This wheel should be the “best” in your group.
- ☐ Choose two people from your group to present this wheel to the class.
- ☐ When called, these two people will present your wheel to the class
  - Explain what character you choose
  - Explain quotes and what your group thought they meant.
- ☐ Other groups will assign you a grade based on:
  - Overall look of the poster (neatness, organization, etc.)
  - Had quotes with explanations.
  - Presenters spoke clearly about quotes and what they meant.

# Discussion Director

## ASSIGNMENT

**Take 15 minutes to:**

- ☐ Discuss last night's reading in your novel.
- ☐ Hampton will be visiting 1 group.

# Call Absent Members // Clean Up

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

### Take 1 minute 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.