



Summer Reading: Grades 6-8

Required Reading

Grade 6

The Lion, the Witch, and the Wardrobe by C.S. Lewis (ISBN-13: 978-0064404990)

- In addition to completing the required reading, all middle school students must become familiar with the literary terms on pages two and three of this document.

Grade 7

Where the Red Fern Grows by Wilson Rawls (ISBN-13: 978-0440412670)

- In addition to completing the required reading, all middle school students must become familiar with the literary terms on pages two and three of this document.
- As you read your required novel, we encourage you to circle unfamiliar words and make note of any questions you may have about the story. We've included an "Annotation Guide for Fiction" that we use in middle school as well as a sample of what annotating fictional works should look like. Try a few for yourself! This activity is encouraged, but not required.

Grade 8

The Outsiders by S.E. Hinton (ISBN-13: 978-0142407332)

- In addition to completing the required reading, all middle school students must become familiar with the literary terms on pages two and three of this document.
- As you read your required novel, we encourage you to circle unfamiliar words and make note of any questions you may have about the story. We've included an "Annotation Guide for Fiction" that we use in middle school as well as a sample of what annotating fictional works should look like. Try a few for yourself! This activity is encouraged, but not required.

Students, be ready to participate in in-class activities, discussions, and assignments related to your required novel.

Literary Terms

1. **Theme** - a central message, idea, or concern in a literary work
2. **Flat character** - a character not fully developed or is a stereotype
3. **Inference** - a conclusion made by the reader based on available information
4. **Round character** - a fully developed character having faults and virtues
5. **Static character** - a character who remains unchanged
6. **Dynamic character** - a character who changes in some way
7. **Figurative language** - creative writing that appeals to the imagination and create visual images
8. **Prose** - everyday spoken language
9. **Onomatopoeia** - the use of word to a words to imitate sounds
10. **Personification** - giving nonhuman objects human characteristics
11. **Metaphor** - a comparison between two different things
12. **Simile** - a comparison between two different things using “like” or “as”
13. **Alliteration** - the repetition of initial consonant sounds
14. **Idiom** - an expression of comparison that cannot be interpreted literally
15. **Hyperbole** - the use of exaggerations
16. **Imagery** using words to appeal to our five senses
17. **Symbolism** - anything that stands for or represents something else
18. **Conflict** - a struggle between opposing forces/characters in a story
19. **Antagonist** - character causing the conflict/problem in a story
20. **Protagonist** - main character experiencing the conflict/problem in a story
21. **Tone** - attitude the writer takes toward his subject or audience

22. **Mood** - the atmosphere or feeling an author creates within the piece of writing
23. **Point of View** - the perspective from which a story is told (1st person, 3rd person limited, 3rd person omniscient)
24. **Plot** - the sequence of events in a literary work
25. **Exposition** - introduces the characters, describes the setting, and establishes the problem in the story
26. **Rising Action** - suspense builds and the problem gets worse
27. **Climax** - the turning point in the story
28. **Falling Action** - the events that lead to the ending of the story
29. **Resolution** - the outcome of the story
30. **Narrator** - the speaker or character who is telling the story
31. **Dialect** - language spoken by a particular group or region of people
32. **Dialogue** - a conversation between characters
33. **Flashback** - interrupts the sequence of events in order to relate an earlier incident
34. **Setting** - the time and location of the events described in a literary work
35. **Genre** - types of literature: poetry, prose, drama
36. **Allusion** - a reference to a well-known person, place, event, or work of art
37. **Irony** - a situation where the opposite of what is expected occurs or exists
38. **Foreshadow** - an author's use of clues to hint at what might happen later in the story

Annotation Guide - Fiction

Annotating is more than just adding symbols to a selection. Annotating is **adding notes in the margins to explain the logic and critical thinking associated with the selection.** For example, if an unfamiliar word is marked, then be sure to make a guess in the margin as to what you think the word may mean. Likewise, if there is a question about the text. Be sure to list what questions you have or what it is that you find confusing. **Remember, annotating includes commenting and explaining, not just marks and symbols.**

Marks	Meaning	Action
*	Important information will be (*Ch) characters, (*Co)conflict, (*S)setting, (*T)theme, symbols	Briefly note what is important about the characters, conflict, setting, or theme/symbols.
ME	Main events in the story... think plot diagram	Briefly note what is happening.
Circle	Unfamiliar word	Write down a guess for the definition of the word based on context clues.
?	Question or Confusing	Write down your question.
!	Surprising or Interesting	Write down what is surprising or interesting.
∞	Text connections (text to self, text, world, media)	Briefly note what the connection is.

Sample Text Annotation

Strange things to think about when running!

Every time, just before I take off in a race, I always feel like I'm in a dream, the kind of dream you have when you're sick with fever and feel all hot and weightless. I dream I'm flying over a sandy beach in the early morning sun, kissing the leaves of the trees as I fly by. And there's always the smell of apples, just like in the country when I was little and used to think I was a choo-choo train, running through the fields of corn and chugging up the hill to the orchard. And all the time I'm dreaming this, I get lighter and lighter until I'm flying over the beach again, getting blown through the sky like a feather that weighs nothing at all. But once I spread my fingers in the dirt and crouch over the Get on Your Mark, the dream goes and I am solid again and am telling myself, Squeaky you must win, you must win, you are the fastest thing in the world, you can even beat your father up Amsterdam if you really try. And then I feel my weight coming back just behind my knees then down to my feet then into the earth and the pistol shot explodes in my blood and I am off and weightless again, flying past the other runners, my arms pumping up and down and the whole world is quiet except for the crunch as I zoom over the gravel in the track. I glance to my left and there is no one. To the right, a blurred Gretchen, who's got her chin putting out as if it would win the race all by itself. And on the other side of the fence is Raymond with his arms down to his side and the palms tucked up behind him, running in his very own style, and it's the first time I ever saw that and I almost stop to watch my brother Raymond on his first run. But the white ribbon is bouncing toward me and I tear past it, racing into the distance till my feet with a mind of their own start digging up footfuls of dirt and brake me short. Then all the kids standing on the side pile on me, banging me on the back and slapping my head with their May Day programs, for I have won again and everybody on 151st Street can walk tall for another year. ME - narrator won the race

? Where is the narrator?

* narrator = Squeaky

* new characters Raymond and Gretchen

What are May Day programs? ?

→ pointing

*Remember to include a follow-up action for each mark that you make.