

6th Grade GT

Summer Reading Assignment

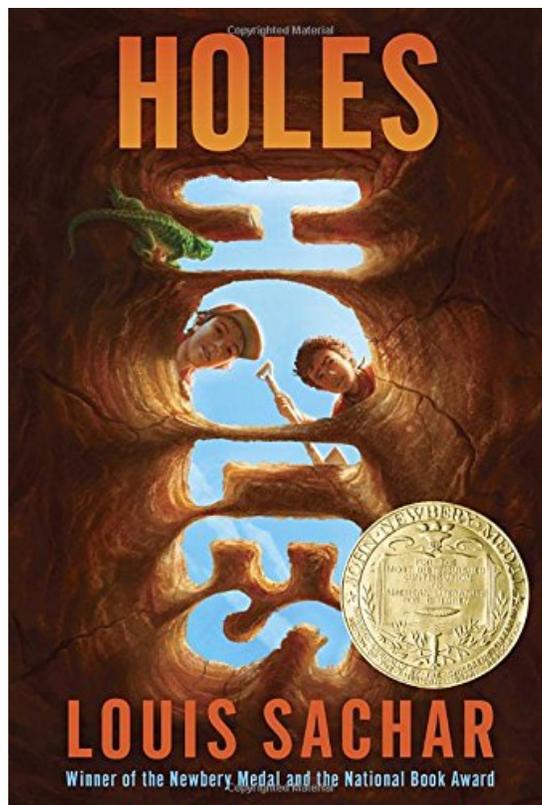
Don't be afraid. You will have the whole summer to complete the project and still enjoy your vacation! In order to be fully prepared to read and understand the many selections of literature that we will be exploring, it is essential to complete this reading assignment.

Directions: You will read *Holes* by Louis Sachar. After reading, you will complete the questions and activities to follow. While you may have read this story before, you will be able to see the characters and events from a different perspective as you complete this project. Please note the following:

- On the second day of school (Tuesday, August 23, 2016), your answers to all of the questions as well as the products from the activities will be collected from you.
- Please keep the completed assignment in a 1-inch binder. Your finished binder should include the following:
 - A front cover with the title “*Holes* Novel Project” and your first and last name
 - This printout
 - A section with your answers to the questions
 - A section with your activity products (any products that will not fit in the binder may be brought in separately)
- You may decorate your binder any way you choose. You may use dividers, tabs, pockets, etc. to organize it.

The following attachments include questions and project choices that go along with the novel.

Note: You must do this assignment on your own. Your answers should not sound like any other student's answers!



Novel Questions Guide

Below are two sets of questions. You must answer BOTH sets of questions in complete sentences. You do not have to rewrite the question; however, your answers must be numbered to match the questions. Answers should be typed in Arial, 12 point font. (If you do not have access to a computer, you may write your answers by hand neatly and clearly.)

Discussion Questions:

1. In what ways is the saying “You can’t judge a book by its cover” a good one for this story? For example, what do you expect Camp Green Lake to be like based on its name? What is it really like?
2. What do you think the title *Holes* means? What might be another reason other than the holes the boys dig in the lake? What hole (or holes) is/are there in Stanley’s life when he first arrives at Camp Green Lake? Are the holes still there where he leaves?
3. Why do the boys call Mr. Pendanski “Mom”? How does this name fit his personality? In what ways is it not a good name for him?
4. As Stanley becomes stronger and his skin becomes tougher from digging the holes, how is he changing inside? What are the causes of those changes?
5. At home, Stanley did not have friends. But at Camp Green Lake, he forms a special friendship with Zero. How did Zero and Stanley prove their friendship to each other? In what way does Zero fill a hole in Stanley’s life?
6. How is Stanley’s friendship with Zero similar to Kate Barlow’s friendship with Sam? In each case why don’t people approve of the friendship?
7. Why don’t the other boys like Stanley and Zero’s agreement that Zero will help Stanley dig and Stanley will help Zero read? Do you think it is fair to both Stanley and Zero? Do you think it is fair to the other campers?
8. *Holes* is really three stories tied together. One is about Camp Green Lake. The second is the tale of Stanley’s great-great grandfather and the “curse” put on him by Madame Zeroni. The third story is of Kissin’ Kate Barlow, the outlaw who robbed his great grandfather. How do these three stories fit together within the larger story of *Holes*?
9. Stanley always seems to find humor even in the worst situations. He laughs on the bus to Camp Green Lake thinking about his “no-good-dirty-rotten-pig-stealing-great-great-grandfather.” While walking across the hot, dry lake, he laughs at the sight of the boat, Mary Lou. Climbing Big Thumb, he even makes Zero laugh. What does this say about Stanley? How does his attitude help him?
10. Even though his fate is uncertain, Stanley is suddenly very happy as he lies awake on the top of the mountain, staring at the stars. Why does he feel this way? How has his life changed from the start of the story?

Reflective Questions:

1. What do the boys' nicknames tell about each of their personalities? Do you think a nickname changes the way others see a person and the way the person sees himself or herself?
2. Stanley and his family half-jokingly blame their misfortunes on Stanley's "no-good-dirty-rotten-pig-stealing-great-great-grandfather." Do you believe in fate – that people are lucky or unlucky – or do you believe, as Mr. Pendanski tells the boys, that we are all responsible for ourselves and our destinies?
3. Why do you think Stanley gives X-Ray the lipstick tube? What would you have done if you were in Stanley's place?
4. Where does Stanley find the strength to carry Zero up the mountain? Why did he do it even though he didn't know what he'd find at the top? Describe something you've done that at first seemed impossible. What did you learn from the experience?

Holes Project List

Choose activities from the list below to equal **at least 50 points**. You may choose any combination of activities. (Descriptions of each project are outlined below.) Any written activities should be included in your binder and clearly labeled. Your projects will be due on the second day of school.

10 Point Activities	15 Point Activities	20 point Activities
Poem	Models	Character diary
Song, rap, cheer or jingle	Television commercial	Board game
Comic strip	News article	Chapter add-on

10 point activities:

Poem: Write and illustrate a poem about the story, or a character from the story. The poem should be at least 15 lines in length.

Song, Rap, Cheer or Jingle: Compose a song, rap, cheer or jingle about the novel, about a character, or from one character to another, etc.

Comic Strip: Write and illustrate a scene from the novel in comic strip form. This must be a minimum of 5 squares/panes.

15 point activities:

Models: Using a material like clay, wood, soap, etc., make 3-D models of 3 objects which were important to the book in some way. On a card attached to each model, explain why that object was important to the book.

Television Commercial: Write and record a commercial to sell the book to others. It should be at least 3 minutes in length. Be sure to include a written script.

News Article: Choose an exciting part of the novel or use the entire novel and write a news article describing who, what, where, when and why. Include one illustration with a caption.

20 point activities:

Character Diary: Choose a character from the novel and write a diary from their perspective. This diary should include a minimum of 15 entries. Each entry should be 5-7 sentences long and provide information on feelings, thoughts, conflicts, and dreams of the character you chose.

Board Game: Using poster board, create a board game that relates to the main point of the novel. You may use game pieces, dice, money, a point system, or any other format you choose. Include the following: 20 questions or trivia cards involving characters and settings from the novel.

Chapter Add-on: Write the next chapter to the novel. It should be a minimum of 4 pages in length.