

The Giver

Assignment #1: Introduce yourself

Due Date: Sept. 10

Tell me about your...

- ✓ PAST: Your family, where you were born, where you've been, etc.
- ✓ PRESENT: Describe yourself. What kind of person are you? What things do you like? What things do you dislike?
- ✓ FUTURE: What are your plans for the future? Career plans? What would you like your life to be like in 10-15 years?

Journal Assignment #2: Perfect Student/Perfect Teacher

Due Date: Sept. 12

- ✓ First, define what a perfect student should be. How does a perfect student behave? What does a perfect student do? What qualities does a perfect student have?
- ✓ Second, define what a perfect teacher should be. How does a perfect teacher behave? What does a perfect teacher do? What qualities does a perfect teacher have?
- ✓ Third, define what a perfect class would be. What would happen in the class of your dreams? What would the class be like if you were in charge?



Journal Assignment #3: The World's Problems



- ✓ List what, according to you, are the world's worst problems. If you can, rank them (very worst, next worst, and so on). There should be at least five.
- ✓ Then, try to say what the cause(s) of the problems are.
- ✓ Finally, write what you think some solutions are to these problems.

Due Date: Sept. 17

Journal Assignment #4: Assignments for Your Friends

Due Date: Sept. 19

- ✓ The students in *The Giver* receive their Assignments for life when they are 12 years old. Look at the students in your class as if YOU were an Elder. Pick some people in the class, and tell what their characteristics are, and what their Life Assignment should be (based on their characteristics). These can be any job that we have in our society—not necessarily jobs from the book.
- ✓ If you want, you can include yourself; what are your characteristics, and what Assignment should you receive?



Journal Assignment #5: Memory Department Store

Due Date: Sept. 24

- ✓ First, imagine there is a Memory Department Store—a place where you can buy (and sell? and trade? and repair?) memories. For your journal, design an advertisement for this memory store.
- ✓ Here, the “more than $\frac{1}{2}$ of one page” rule does not apply. Use a whole page to design the advertisement. You don’t have to write sentences or paragraphs.
- ✓ This does need to have color. Neatness counts!



Journal Assignment #6: Rules

Due Date: Sept. 26

- ✓ Free write on the topic: Rules. Just go ahead and write!
- ✓ However...if you need some help coming up with what to write...here are some questions you CAN answer: Do rules make life easier or harder? What are the important rules that affect your life the most? Are rules and laws necessary or unnecessary? Why do we have rules, if it is our human right to be free?
- ✓ You may wish to think about The Giver, too. Are their rules good or not? Why?



Journal Assignment #7: Your Choice

Choose one of the following topics.

- ✓ Write a story about the future of the world. Your world of the future can be great or terrible. Your story can be serious or humorous.
- ✓ Describe four memories you have. Pick two memories you think of as happy, and two memories you think of as sad. Describe each memory, describe why it is happy or sad, and then try to imagine what your life would be like without that memory. That is a difficult thing to do, but do your best!

Due Date: Oct. 1

