

2021 WALTRIP ENGLISH

AP LIT - 12TH SUMMER READING

12th AP Literature and Composition – Required reading

Choose one of the following books for a **creative project** and AP Lit **Free Response Study Guide** (See below for assignments). All work is to be completed over the summer and is DUE the first week of school. These books can be found on-line, at your local library, or purchased on Amazon, Half-Price Books, or any other bookstore.

- Ender's Game - Orson Scott Card
- Wuthering Heights – Emily Bronte
- Their Eyes Were Watching God – Zora Neale Hurston
- Never Let Me Go – Kazuo Ishiguro
- Jane Eyre – Charlotte Bronte
- The Tempest – William Shakespeare
- A Midsummer Night's Dream – William Shakespeare
- Things Fall Apart – Chinua Achebe
- The Once and Future King – T.H. White
- Othello – William Shakespeare
- Life of Pi – Yann Martel
- Pride and Prejudice – Jane Eyre
- The Handmaid's Tale – Margaret Atwood
- Ethan Frome – Edith Wharton
- The Princess Bride – William Goldman
- 1984 – George Orwell
- Titus Andronicus – William Shakespeare

Happy Reading! ASSIGNMENT BELOW:

AP English Literature Independent Reading Project

In addition to giving your brain an added workout, having read and studied this book may be a *huge* help to you on question #3 on the Lit exam. What to read? You should definitely choose something you will be interested. "Interested" does not mean that the task will be fun in the usual sense. In fact, it may be, should be hard. But doing well and succeeding at something hard can be fun. Please choose from the provided list of titles. After you read, you will complete a Review Sheet and Creative Project with Presentation. After the deadline, you will write an AP Lit Question #3 essay using your book. It is imperative that you know this book – and know it well!

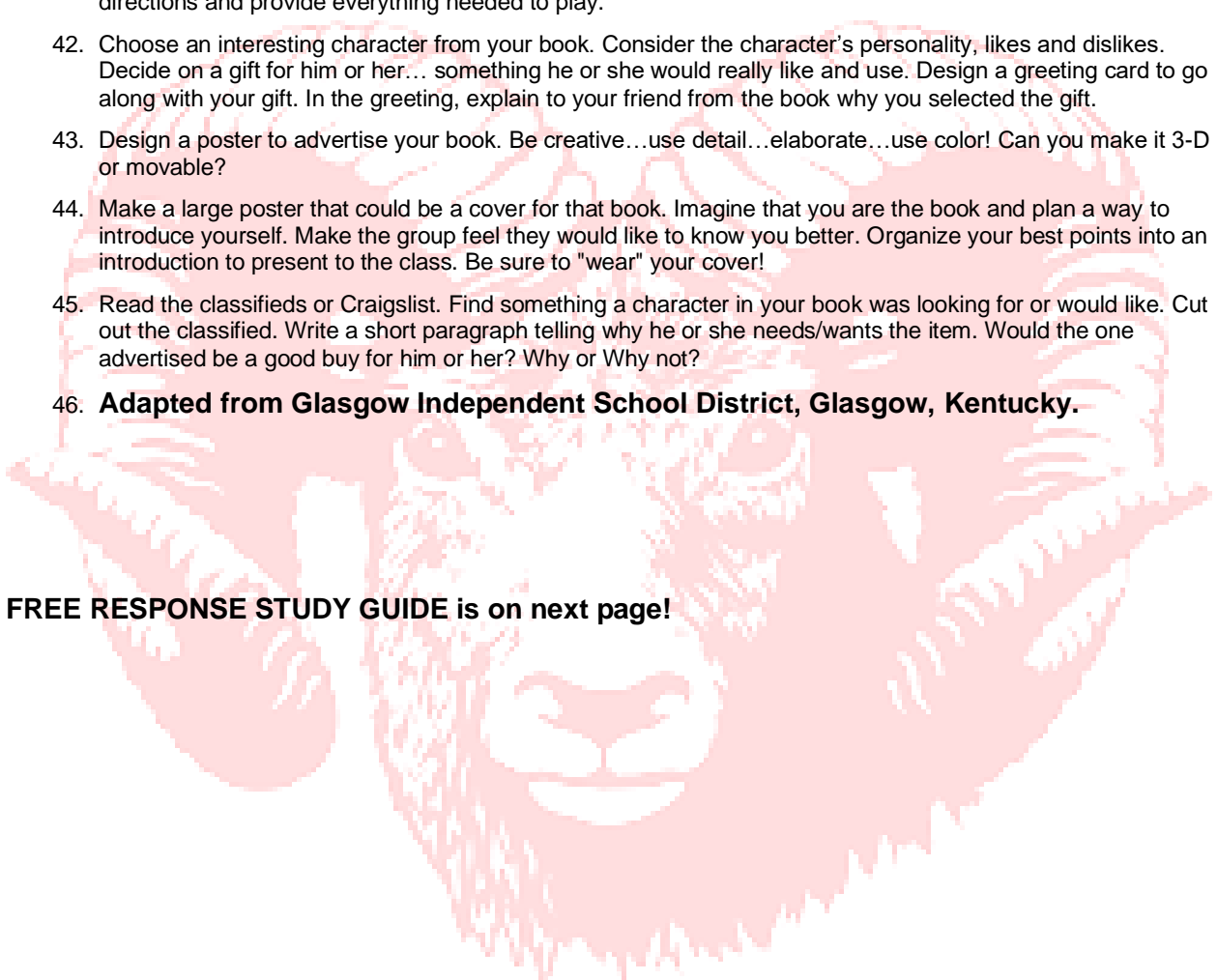
Creative Project

Your objective is to find a meaningful and creative way to share your novel with the rest of the class. You can focus on theme, character, or another significant aspect of the work. Choose something that will showcase your talent. Although your project may be humorous in nature, you are expected to take the assignment seriously.

Everyone will present this project – We'll sign up for presentation days during the first week of school. And have fun!!!

1. Create life-sized models of two of your favorite characters and dress them as they are dressed in the book. Crouch down behind your character and describe yourself as the character. Tell what your role is in the book and how you relate to the other character you have made.
2. Create a sculpture of a character. Use any combination of soap, wood, clay, sticks, wire, stones, old toy pieces, or any other object. An explanation of how this character fits into the book should accompany the sculpture.
3. Interview a character from your book. Write at least ten questions that will give the character the opportunity to discuss his/her thoughts and feelings about his/her role in the story. However you choose to present your interview is up to you.
4. Write a diary that one of the story's main characters might have kept before, during, or after the book's events. Remember that the character's thoughts and feelings are very important in a diary.
5. Give a sales talk, pretending the students in the class are clerks in a bookstore and you want them to push this book.
6. Build a miniature stage setting of a scene in the book. Include a written explanation of the scene.
7. Construct puppets and present a show of one or more interesting parts of the book.
8. Dress as one of the characters and act out a characterization or scene or monologue
9. Construct a diorama (three-dimensional scene which includes models of people, buildings, plants, and animals) of one of the main events of the book. Include a written description of the scene.
10. Write a FULL (physical, emotional, relational) description of three of the characters in the book. Draw a portrait to accompany each description.
11. After reading a book of history or historical fiction, make an illustrated timeline showing events of the story and draw a map showing the location(s) where the story took place.
12. Read another book on the same subject and compare and contrast them.
13. Create a mini-comic book relating a chapter of the book.
14. Make three posters about the book using two or more of the following media: paint, crayons, chalk, paper, ink, real materials.
15. Write and perform an original song that tells the story of the book.
16. Be a TV or radio reporter, and give a report of a scene from the book as if it is happening "live".
17. Create a newspaper for your book. Summarize the plot in one article, cover the weather in another, do a feature story on one of the more interesting characters in another. Include an editorial and a collection of ads that would be pertinent to the story.

18. Do a collage/poster showing pictures or 3-d items that related to the book, and then write a sentence or two beside each one to show its significance.
19. Do a book talk. Talk to the class about your book by saying a little about the author, explain who the characters are and explain enough about the beginning of the story so that everyone will understand what they are about to read. Finally, read an exciting, interesting, or amusing passage from your book. Stop reading at a moment that leaves the audience hanging and add "If you want to know more you'll have to read the book." If the book talk is well done almost all the students want to read the book.
20. Make a mobile about the story.
21. Write a different ending for your story or beginning or scene.
22. Make an action wheel.
23. Write a diary that one of the story's main characters might have kept before, during, or after the book's events. Remember that the character's thoughts and feelings are very important in a diary.
24. Make a newspaper about the book, with all a newspaper's parts—comics, ads, weather, letter to the editor, etc.
25. Plan a party for one or all of the characters involved – every detail must be symbolic/theme-related.
26. Create a radio ad for your book. Write out the script and tape record it as it would be presented. Don't forget background music!
27. Make a "wanted" poster for one of the characters or objects in your book. Include the following: (a) a drawing or cut out picture of the character or object, (b) a physical description of the character or object, (c) the character's or object's misdeeds (or deeds?), (d) other information about the character or object which is important, (e) the reward offered for the capture of the character or object.
28. Design an advertising campaign to promote the sale of the book you read. Include each of the following: a poster, a radio or TV commercial, a magazine or newspaper ad, a bumper sticker, and a button.
29. Find the top 10 web sites a character in your book would most frequently visit. Include 2-3 sentences for each on why your character likes each of the sites.
30. Write a scene that could have happened in the book you read but didn't. After you have written the scene, explain how it would have changed the outcome of the book.
31. Create a board game based on events and characters in the book you read. By playing your game, members of the class should learn what happened in the book. Your game must include the following: a game board, a rule sheet and clear directions, events and characters from the story.
32. Make models of three objects which were important in the book you read. On a card attached to each model, tell why that object was important in the book.
33. Design a movie poster for the book you read. Cast the major character in the book with real actors and actresses. Include a scene or dialogue from the book in the layout of the poster. Remember, it should be PERSUASIVE; you want people to come see the movie.
34. If the book you read involves a number of locations within a country or geographical area, plot the events of the story on a map. Make sure the map is large enough for us to read the main events clearly. Attach a legend to your map. Write a paragraph that explains the importance of each event indicated on your map.
35. Complete a series of five drawings that show five of the major events in the plot of the book you read. Write captions for each drawing so that the illustrations can be understood by someone who did not read the book.
36. Plan a party for the characters in the book you read. In order to do this, complete each of the following tasks: (a) Design an invitation to the party which would appeal to all of the characters. (b) Imagine that you are five of the characters in the book and tell what each would wear to the party. (c) Tell what food you would serve and why. (d) Tell what games or entertainment you will provide and why your choices are appropriate. (e) Tell how three of the characters will act at the party. (f) What kind of a party is this? (birthday, housewarming, un-birthday, anniversary, etc.)
37. Imagine that you have been given the task of conducting a tour of the town in which the book you read is set. Make a tape describing the homes of your characters and the places where important events in the book took place. You may want to use a musical background for your tape.

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38. Write the copy for a newspaper front page that is devoted entirely to the book you read. The front page should look as much like a real newspaper page as possible. The articles on the front page should be based on events and characters in the book.
 39. Make a time line of the major events in the book you read. Be sure the divisions on the time line reflect the time period in the plot. Use drawings or magazine cutouts to illustrate events along the time line. You could present this to the class, taking us through time—event by event, for more marks.
 40. Retell the plot of the book you read as it might appear in a third-grade reading book. Be sure that the vocabulary you use is appropriate for that age group. Present your book via story time!
 41. After reading a book, design a game, based on that book as its theme. Will you decide on a board game, card game, and concentration? The choices are only limited to YOUR CREATIVITY! Be sure to include clear directions and provide everything needed to play.
 42. Choose an interesting character from your book. Consider the character's personality, likes and dislikes. Decide on a gift for him or her... something he or she would really like and use. Design a greeting card to go along with your gift. In the greeting, explain to your friend from the book why you selected the gift.
 43. Design a poster to advertise your book. Be creative...use detail...elaborate...use color! Can you make it 3-D or movable?
 44. Make a large poster that could be a cover for that book. Imagine that you are the book and plan a way to introduce yourself. Make the group feel they would like to know you better. Organize your best points into an introduction to present to the class. Be sure to "wear" your cover!
 45. Read the classifieds or Craigslist. Find something a character in your book was looking for or would like. Cut out the classified. Write a short paragraph telling why he or she needs/wants the item. Would the one advertised be a good buy for him or her? Why or Why not?
 46. **Adapted from Glasgow Independent School District, Glasgow, Kentucky.**

FREE RESPONSE STUDY GUIDE is on next page!

Title: _____

Author:

Plot Summary: In the space below, either act-by-act, scene-by-scene, chapter-by-chapter, or chunk-by-chunk, summarize the plot of your novel or play.

A faint, large watermark of a ram's head with large, curved horns, centered on the lined paper. The watermark is light gray and covers a significant portion of the page, serving as a background for the writing area.

Characters: In the space below, list major and minor characters in your book, along with a brief description.

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Themes: In the space below, list major themes and big ideas.

Symbols: In the space below, list major symbols and what they represent.

Quotations: In the space below, list at least five major quotes, who said them, and in what context.

1.

2.

3.

4.

5.

