



## Summer Reading Assignment for 7<sup>th</sup> Grade English

### *The Pearl* by John Steinbeck

**Directions:** This project is designed to expose you to both classic and contemporary literature, and increase your engagement with text. The project must be completed before you start school in August of 2018.

**Step 1: Read.** Read *The Pearl* by John Steinbeck. You will have to buy a copy of the book from the book store.

**Step 2: While reading, you must make annotations.** Annotations are notes that you make in the book. You will have to write in the book. If the book is not yours, then use sticky notes to write your notes. Below is a sample of an annotated page in a book:

Types of Annotations you can write in your book:

- Questions and Answers
- Summary of Main Ideas
- Character Descriptions
- Literary Elements (simile, metaphor, etc.)
- Motifs or themes
- Personal Connections to Text
- Explanations of Text
- Marking Important Passages

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things that wouldn't work as a springboard to new approaches." He was quite explicit about the way an idea progressed from terrible-looking things to bottles displayed proudly in supermarkets: "If I hadn't used those mistakes as stepping stones, I would never have invented anything." Whatever one may think of the plastic bottle, the thing does fulfill the objective of replacing glass bottles. That Wyeth's achievement now presents environmental problems for other inventors to solve should come as no surprise in an imperfect world of imperfect things.

Regardless of their background and motivation, all inventors appear to share the quality of being driven by the real or perceived failure of existing things or processes to work as well as they might. Fault-finding with the made world around them and disappointment with the inefficiency with which things are done appear to be common traits among inventors and engineers generally. They revel in problems—those they themselves identify in the everyday things they use, or those they work on for corporations, clients, and friends. Inventors are not satisfied with things as they are; inventors are constantly dreaming of how things might be better.

This is not to say that inventors are pessimists. On the contrary, they are supreme optimists, for they pursue innovation with the belief that they can improve the world, or at least the things of the world. Inventors do not believe in leaving well enough alone, for well enough is not good enough for them. But, also being supreme pragmatists, they realize that they must recognize limits to improvement and the trade-offs that must accompany it. Credible inventors know the limitations of the world too, including its thermodynamic laws of conservation of energy and growth of entropy. They do not seek perpetual-motion machines or fountains of youth but, rather, strive to do the best with what they have and for the best they know they can have, and they always recognize that they can never have everything.

Marvin Camras, a native Chicagoan who was educated at the Illinois Institute of Technology and spent most of his career at its affiliated research institute, holds over five hundred patents for devices in electrical communications. When once asked if he noticed whether inventors had any common traits, he responded:

They tend to be dissatisfied with what they see around them. Maybe they're dissatisfied with something they're actually

Thermodynamic— using or producing heat.

*Handwritten annotations:*

- interesting personality type of an inventor is to never be happy with the world as it is and the things in it.
- obsessed with perfection never happy with reality. Don't like failure.
- new
- important in order for inventors to do their job and succeed they fail many times before as well.
- discover these things through work and life.
- believe that anything can be fixed or improved if they try.
- supreme pragmatist realize that nothing is absolutely perfect.
- they realize that they have to be realistic about their goals and know that they can never have everything perfect.
- true what is the point of this?
- Pragmatists— person who is oriented towards the success or failure of a particular line of action.

## ANNOTATE USING SIFTT:

### SIFTT Annotating

S – Symbols: A symbol is a literal thing that also stands for something else, like a flag, or across, or fire. Symbols help to discover new layers of meaning.

I – Imagery: Imagery includes words that appeal to one or more of the five senses. Close attention to imagery is important in understanding an author's message and attitude toward a subject.

F – Figurative Language: Figurative language includes things like similes, metaphors, and personification. Figurative language often reveals deeper layers of meaning.

T – Tone: Tone is the overall mood of a piece of literature. Tone can carry as much meaning to the story as the plot does.

T – Theme: In literature, a theme is a broad idea in a story, or a message or lesson conveyed by a work. This message is usually about life, society or human nature. Themes explore timeless and universal ideas. Most themes are implied rather than explicitly stated.

**Step 3:** Choose a character to follow through the book or play. In the voice of the character, and from his/her point of view, keep a journal to record his or her thoughts or feelings throughout the story. There should be 12 entries. You should type your journal entries, 12 font, Times New Roman, double spaced. 200 words for each journal entry.

Sample journal entry: *I wish Kino would just throw that pearl away. It is destroying our lives. I don't know why he can't be happy with what we have. I don't need anything fancy to live my life, I just need Coyotito and Kino. I have never read the Bible, but I think it says, "Do not covet thy neighbor's goods."*

**Step 3: Create a power point of the novel.** Include 14 slides, with the major parts of the story. Include the setting, theme, characters, point of view (who is telling us the story), conflicts that the characters face, the protagonist, the antagonist, and how the story ends. You will have to present the power point to the class.

Step 4: Create a poster that depicts the novel.

Step 5: Type a book report about the novel. Double spaced, Times New Roma, 12 font; 1000 words; Staple it to the poster. Include: 1<sup>st</sup> paragraph: the characters, 2<sup>nd</sup> paragraph, the plot of the story; 3<sup>rd</sup> paragraph is the setting; 4<sup>th</sup> paragraph is the conflict in the story; the 5<sup>th</sup> paragraph is the theme; 6<sup>th</sup> paragraph - did you like the book, why or why not?

**All assignments are due on the first day of class** - failure to bring in these completed assignments will negatively impact your grade.

I am available over the summer to assist with any questions you may have. Use the contact information below to get in touch with us. Use the email addresses below to turn in any electronic portions of your assignments. *Always keep back up copies on your home computer, Google docs, or flash drive!*

Good Luck!

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