

Olentangy Local School District

Literature Selection Review

Teacher: OLHS English Department

School: Liberty High School

Book Title: Ready Player One

Genre: Fiction

Author: Ernest Cline

Pages: 374

Publisher: Broadway Books

Copyright: 2011

Book Summary and Summary Citation: (suggested resources include book flap summaries, review summaries from publisher, book vendors, etc.)

In the year 2044, reality is an ugly place. The only time teenage Wade Watts really feels alive is when he's jacked into the virtual utopia known as the OASIS. Wade's devoted his life to studying the puzzles hidden within this world's digital confines—puzzles that are based on their creator's obsession with the pop culture of decades past and that promise massive power and fortune to whoever can unlock them.

But when Wade stumbles upon the first clue, he finds himself beset by players willing to kill to take this ultimate prize. The race is on, and if Wade's going to survive, he'll have to win--and confront the real world he's always been so desperate to escape.

(Taken from the back cover of Ready Player One)

Provide an instructional rationale for the use of this title, including specific reference to the OLSD curriculum blueprints and/or State standards.

Ready Player One will serve as an anchor text for the literature analysis writing unit. This novel will act as the primary source for students to identify and analyze theme, lit devices, and purpose in a well developed multi paragraph essay.

Unit Title: Literature Analysis Writing

Essential Questions:

What did the author want me to get out of this piece? What techniques did the author use to get his/her point across? How were those techniques used to develop theme? character? etc. How were those techniques used to manipulate the reader?

CCSS.ELA-LITERACY.RL.9-10.1

Cite strong and thorough textual evidence to support analysis of what the text says explicitly as well as inferences drawn from the text.

CCSS.ELA-LITERACY.RL.9-10.2

Determine a theme or central idea of a text and analyze in detail its development over the course of the text, including how it emerges and is shaped and refined by specific details; provide an objective summary of the text.

CCSS.ELA-LITERACY.W.9-10.1

Write arguments to support claims in an analysis of substantive topics or texts, using valid reasoning and relevant and sufficient evidence.

CCSS.ELA-LITERACY.SL.9-10.1

Initiate and participate effectively in a range of collaborative discussions (one-on-one, in groups, and teacher-led) with diverse partners on grades 9-10 topics, texts, and issues, building on others' ideas and expressing their own clearly and persuasively.

CCSS.ELA-LITERACY.SL.9-10.2

Integrate multiple sources of information presented in diverse media or formats (e.g., visually, quantitatively, orally) evaluating the credibility and accuracy of each source.

CCSS.ELA-LITERACY.SL.9-10.4

Present information, findings, and supporting evidence clearly, concisely, and logically such that listeners can follow the line of reasoning and the organization, development, substance, and style are appropriate to purpose, audience, and task.

CCSS.ELA-LITERACY.L.9-10.1

Demonstrate command of the conventions of standard English grammar and usage when writing or speaking.

CCSS.ELA-LITERACY.L.9-10.2

Demonstrate command of the conventions of standard English capitalization, punctuation, and spelling when writing.

Include two professional review of this title: (a suggested list of resources for identifying professional reviews is shown below. Reviews may be "cut and pasted" (with citation) into the form or printed reviews may be attached to the form). Reviews should suggest an appropriate grade-level or grade-band.

Review #1

This adrenaline shot of uncut geekdom, a quest through a virtual world, is loaded with enough 1980s nostalgia to please even the most devoted John Hughes fans. In a bleak but easily imagined 2044, Wade Watts, an impoverished high school student who calls a vertically stacked trailer park home, lives primarily online, alongside billions of others, via a massive online game, OASIS, where players race to unravel the puzzles OASIS creator James Halliday built into the game before his death, with the winner taking control of the virtual world's parent company, as well as staggering wealth. When Wade stumbles on a clue, he's plunged into high-stakes conflict with a corporation dedicated to unraveling Halliday's riddles, which draw from Dungeons and Dragons, old Atari video games, the cinematic computer hacker ode War Games, and that wellspring of geek humor, Monty Python and the Holy Grail. (Of course.) The science fiction, video game, technology, and geeky musical references pile up quickly, sometimes a bit much so, but sweet, self-deprecating Wade, whose universe is an odd mix of the real past and the virtual present, is the perfect lovable/unlikely hero. (Aug.) -Publishers Weekly

Review #2

At once wildly original and stuffed with irresistible nostalgia, Ready Player One is a spectacularly genre-busting, ambitious, and charming debut — part quest novel, part love story, and part virtual space opera set in a universe where spell-slinging mages battle giant Japanese robots, entire planets are inspired by Blade Runner, and flying DeLoreans achieve light speed. It's the year 2044, and the real world is an ugly place. Like most of humanity, Wade Watts escapes his grim surroundings by spending his waking hours jacked into the OASIS, a sprawling virtual utopia that lets you be anything you want to be, a place where you can live and play and fall in love on any of the thousand planets. And like most of humanity, Wade dreams of being the one to discover the ultimate lottery ticket that lies concealed within this virtual world. For somewhere inside this giant networked playground, OASIS creator James Halliday has hidden a series of fiendish puzzles that will yield massive fortune — and remarkable power — to whoever can unlock them. For years, millions have struggled fruitlessly to attain this prize, knowing only that Halliday's riddles are based in the pop culture he loved — that of the late twentieth century. And for years, millions have found in this quest another means of escape, retreating into the happy, obsessive study of Halliday's icons. Like many of his contemporaries, Wade is as comfortable debating the finer points of John Hughes's oeuvre, playing Pac-Man, or reciting Devo lyrics as he is scrounging power to run his OASIS rig. And then Wade stumbles upon the first puzzle. Suddenly the whole world is watching, and thousands of competitors join the hunt — among them certain powerful players who are willing to commit very real murder to beat Wade to this prize. Now the only way for Wade to survive and preserve everything he knows is to win. But to do so, he may have to leave behind his oh-so-perfect virtual existence and face up to life — and love — in the real world he's always been so desperate to escape. A world at stake. A quest for the ultimate prize. Are you ready? 2012 Alex Award Winner

-Scholastic Teachers

What alternate text(s) could also fulfill the instructional requirements?

Title: Ender 's Game

Author: Orson Scott Card

Document any potentially controversial content:

There is some language and references to mature content (drinking, sexual references, and violence) in this text.

Keeping in mind the age, academic level, and maturity of the intended reader, what is the suggested classroom use: (check all that apply)

Gifted/Accelerated

Regular

At Risk

GRADE LEVEL(S): 6 a 7 a 8 a IO C] 11 Reading Level of this Title (if applicable):

Suggested Professional Literacy Review Sources:


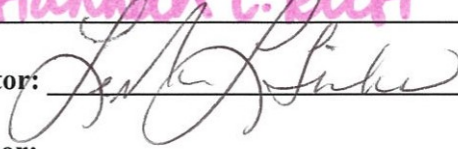
School Library Journal

Horn Book

Bulletin of the Center for Children's Books

VOYA (Voice of Youth Advocates)

- Library Journal
 - Book Links
 - Publisher's Weekly
 - Booklist
 - Kirkus Review
 - Wilson Library Catalog
 - English Journal (and other resources of the National Council of Teachers of English)
 - The Reading Teacher (International Reading Association)
 - Literature for Today's Young Adults
- Signatures:

er: 	Teac
Department Head: <u>Hannah C. Rust</u>	Date: <u>10/30/19</u>
Building Administrator: 	1;/C)
Curriculum Supervisor: _____	Date: <u>11/1/19</u>
	Date: _____