

SEA Academy Engineering 1 Pre-AP 2021-2022 School Year Instructor: Mrs. Baker sbaker@tusd.net

Dear Academy English I pre-AP student:

I'm looking forward to seeing you at West High in August. During the year, you will be reading several excellent works, improving your writing, practicing your listening and speaking skills, and building your vocabulary.

Students who are successful in Pre-AP courses are those who are willing to go the extra mile. You will have homework many weeknights and some weekends. You must be willing to read a lot and think and write about what you read beyond the surface level.

<u>Freshmen pre-AP students are required to do some summer reading:</u>

- I. Ender's Game by Orson Scott Card
 - Read the novel carefully. Be prepared to discuss the novel and take an objective test on it the first week of school.
- II. "Four Leadership Lessons from Ender's Game" by Alex Knapp. (Sometimes if you Google Alex Knapp Four Leadership Lessons from Ender's Game it is easier than trying the link)

https://www.forbes.com/sites/alexknapp/2013/09/16/four-leadership-lessons-from-enders-game/#3b0d2e8f3252

ASSIGNMENTS:

- **1.** <u>Print the article.</u> Read and annotate the article. Annotating means marking your thoughts as you read the article:
 - In the text, circle words you don't know and look them up. Underline key ideas.
 - In the left-hand margin, write the definitions of the words you looked up, label the introduction, the main points, examples, and conclusion.
 - In the right-hand margin, write your reactions to what the author is saying. You can ask questions, express surprise, disagree, elaborate, and note any moments of confusion.



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- 2. You are the commander of Battle School. Create a leadership manual for the leaders of the armies. Your manual should have a cover page, and <u>a separate page</u> for each lesson.
 - a. Cover Page: Title your manual, include your name as the author, and include some graphics that relate to the topic.
 - b. At least 6 lessons on leadership: Include the four lessons from the article, and then create at least two more lessons of your own, based on the novel. On each lesson page:
 - 1.) State the lesson as a title for the page.
 - 2.) Explain the lesson title in your own words, and:
 - -- Explain how the lesson can be used in Battle Room battles. Give examples from the novel. The more explanation and WOW factor you have, the more points you will get!
 - -- Explain how the lesson can be used in real life, outside of Battle School. Being a leader is part of being in the Space & Engineering Academy!
 - c. Include a graphic to highlight the lesson (hand drawn and colored, from magazines, from the internet, etc.)

When you explain the lessons from the article, be sure to paraphrase and analyze Knapp's words – put them in your own words.

You can find *Ender's Game* at most bookstores and libraries. While you are not required to buy the book, it is helpful to own it so that you can annotate as you read. Electronic versions are acceptable.

The reading and related assignments will be included in your first quarter grade, so be sure to start the year out successfully by doing the work this summer. It is due when you walk in the door on the first day of school, *no late work accepted*.

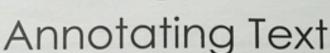
If you have any questions, please e-mail me at sbaker@tusd.net. I don't check email every day of the summer, so plan accordingly. I will also be at SEA Bootcamp.

Sincerely,

Shauna Baker



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(Marking the Text OR Talking to the Text)

Before Reading:

- * Preview
- * Number the paragraphs & circle the numbers

During Reading First Reading

- Box words you don't know
- Circle key terms, names of RELEVANT people, places, and dates
- Underline the main idea in each paragraph
- Put a ? by anything that you have a question about or that is confusing
- Put a! next to interesting or surprising information
- Highlight author's claims/arguments and evidence

Second Reading

- ✓ Make note of ideas, feelings or mental images
- ✓ Write down connections to texts, movies, or events
- ✓ Note literary devices (simile, metaphor, irony, symbolism, parallelism, connotation, etc.)

After Reading

- Write a Reflection (Do you understand?, Can you explain?, Connect w/ topic/author.)
- Write a question for discussion.
- Summarize (Author's ideas in YOUR words)
- * Outline Main Ideas, Arguments, or, Claims
- Extend (Can ideas apply to other things?, Where else could the claim go? Counterclaims?)







Ender's Game

____/140

Battle School Leadership Manual

/50	Cover Page : Title your manual, include your name as the author, and include graphics. Manual should be pleasing to look at. Overall look of the manual.
/10	Leadership Lesson 1 : State the lesson; give an example of the lesson from the novel; explain how the lesson could apply to other circumstances inside or outside Battle School; include a graphic to highlight the lesson. (Lessons from Knapp's article paraphrase his words.)
/10	Leadership Lesson 2 : State the lesson; give an example of the lesson from the novel; explain how the lesson could apply to other circumstances inside or outside Battle School; include a graphic to highlight the lesson. (Lessons from Knapp's article are paraphrases of his words.)
/10	Leadership Lesson 3 : State the lesson; give an example of the lesson from the novel; explain how the lesson could apply to other circumstances inside or outside Battle School; include a graphic to highlight the lesson. (Lessons from Knapp's article are paraphrases of his words.)
/10	Leadership Lesson 4 : State the lesson; give an example of the lesson from the novel; explain how the lesson could apply to other circumstances inside or outside Battle School; include a graphic to highlight the lesson. (Lessons from Knapp's article are paraphrases of his words.)
/25	Leadership Lesson 5 : State the lesson; give an example of the lesson from the novel; explain how the lesson could apply to other circumstances inside or outside Battle School; include a graphic to highlight the lesson. (Your own leadership lesson that you make up.)
/25	Leadership Lesson 6 : State the lesson; give an example of the lesson from the novel; explain how the lesson could apply to other circumstances inside or outside Battle School; include a graphic to highlight the lesson. (Your own leadership lesson that you make up.)