Carroll Middle School: English Language Arts
Rising 7th Grade Summer Reading and Related Assignment: Summer 2021

If you have any questions related to the 7th grade summer reading assignment, please contact Jenny Talentino, Middle School ELA Department Head, at the following email address: jtalentino@carrollschool.org

Reading Assignment:

Students are responsible for reading ONE book: *A Long Walk to Water* by Linda Sue Park

Required Reading and Related Project

- All Rising 7th grade students are expected to read the book *A Long Walk To Water* by Linda Sue Park.
- Purchase of this book is NOT required.
- It is available at local libraries and in the following forms: paperback, Kindle, and Audible. It is also available on Learning Ally, which students have access to on their Chromebooks.
- If your child exhibits any difficulty decoding and/or comprehending this book, reading it aloud with him or her or choosing an option such as an audio version is perfectly acceptable.
- In addition to reading the book, students are required to complete the following assignments:

  - Create a project related to *A Long Walk to Water;* the directions are on the reverse side of this sheet. Sometime during the first two weeks of school, students will informally present their projects to the teacher and students in their ELA classes. They do not need to bring their projects on the first day of school.

Project Assignment for *A Long Walk To Water*

Directions:

1. Create a visual project related in some way to the book *A Long Walk To Water*. See the chart below for suggestions.
2. Be prepared to share your project with the teacher and students in your 7th grade ELA class.

Suggested Projects

Suggestions for Visual Props	Notes
1. Create an **artifact.**	Build an **artifact** (object) that represents a main theme or idea in your book. Example: a giant paper maché peach for *James and the Giant Peach*
2. Draw a **portrait.**	Draw an accurate poster-sized **portrait** of your favorite character. Use details from the book that describe the character.
3. Design a **book cover.**	Make a new **book cover** for your book. Remember to include a front, back, and inside flaps.
4. Create a **collage.**	Make a **collage** of pictures, words, and phrases that in some way represent your book's characters, setting, and plot. Use technology to be even more creative!
5. Draw or use pictures to make a **storyboard.**	Draw or use pictures to make a **Storyboard** outlining the main events in the book. This can be done by hand or using a software program such as StoryboardThat
6. Build a **diorama**	Build a **diorama** (three-dimensional picture) of the book's climax or your favorite scene.
7. Build a **mobile**	Build a **mobile** showing the main character and significant events.
8. Create a **visual timeline**	Create a **visual timeline** of the book. Technology may be used.
9. Create a **PowerPoint or Google Slide presentation.**	Create a **PowerPoint or Google Slide presentatio**n with each slide representing the book's characters, setting, and plot. Include pictures and other visuals.