

## 6<sup>th</sup> Grade Summer Reading 2022

### *The Tale of Despereaux* by Kate DiCamillo

**Overview:** This summer, you will be reading *The Tale of Despereaux* by Kate Di Camillo. Aside from a hard copy book, you may use *Bookshare* or *Learning Ally* if you are set up with one or both, or a purchased audiobook if needed.

1. Use complete sentences to answer the reading comprehension questions attached. Please write neatly or type your work. It is a good idea to read the questions before you read each chapter to help you focus.
2. Then, complete **one** of the three projects from the project list on pages 7-8 of this handout.

**Turn in to your language arts teacher by August 19, 2020.**

If you have questions, you can email your teachers at

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Part I: Reading Comprehension Questions

**Chapter 1 – 11: Answer the following questions in complete sentences.**

1. Why is Antoinette disappointed in her son?

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2. How is Despereaux different from other mice?

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3. What do Despereaux's siblings try to teach him?

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4. Why can't Despereaux nibble on the book?

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5. Why does Despereaux reveal himself to the King and the Princess?

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6. What happens when Pea smiles at Despereaux?

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7. Why do the other mice say Despereaux cannot be trusted?

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8. Why doesn't Lester defend his son?

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**Chapter 13 – 22: Answer the following questions in complete sentences.**

1. How does Despereaux’s mother react to her son being sentenced to the dungeon?

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2. What does Despereaux discover about one of the hoods who escorts him to the dungeon?

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3. Who is Gregory?

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4. What does Gregory ask Despereaux to do?

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5. Why does Roscuro go upstairs to the party?

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6. Why does Queen Rosemary die?

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7. Why doesn’t Roscuro like being called a rat?

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8. What happens to Roscuro when he looks over his shoulder at Princess Pea?

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**Chapter 23-33: Answer the following questions in complete sentences.**

1. What happens to Miggery Sow's ears?

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2. Who is Miggery's father, and where does he live now?

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3. How does Miggery feel after she sees the royal family?

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4. Why is Miggery sent to the castle to work?

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5. How are Miggery and Princess Pea similar?

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6. How are Miggery and Princess Pea different?

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7. Why doesn't the dungeon bother Miggery?

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8. Who do you think is hiding in the napkin on Gregory's tray?

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**Chapter 34-43: Answer the following questions in complete sentences.**

1. What does Miggery Sow take from Despereaux in the kitchen?

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2. Why does Miggery believe in Roscuro's plan?

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3. What does Princess Pea dream about her mother?

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4. Why does the princess feel sorry for Miggery?

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5. What leads to Gregory's death?

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6. Why does Despereaux forgive his father?

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7. Why doesn't the king believe Despereaux?

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8. Why does Despereaux want the spool of red thread?

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**Chapter 44- Coda: Answer the following questions in complete sentences.**

1. Why is the Cook glad to see Despereaux in her kitchen?

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2. Why does the Cook's laughter hurt Despereaux?

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3. Why does the Cook give Despereaux a bowl of soup?

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4. Why does Despereaux follow Boticelli Remorso?

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5. What does Despereaux notice about the dungeon?

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6. What does the Princess ask Miggery Sow?

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7. What does Miggery Sow want?

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8. Why does Princess Pea offer Roscuro a bowl of soup?

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## Part II: Project Choices

### Activity #1: BOOK JACKET

1. Get a 12' X 18" piece of construction paper. You can trim off 2-3" from the long side so it's 10" X 18", if you wish.
2. Fold the paper in half. Then fold each end of the paper into 3 1/2 inches.
3. On the cover, write the title and the author of the book. Draw and color a picture or a design that is appropriate for the book you read.
4. On the front inside flap, write a summary of the story in your own words. Include what kind of book this is, who the main characters are, the setting, and the main events of the story.
5. On the back inside flap, write a short paragraph about the author. Some information you might include is where the author lives, the author's interests, and other good books written by this author. 6. Write your name on the bottom of the back flap.

### Activity #2: MOBILE

1. After reading your book, list the most important characters in the book, the setting, and any special objects that were part of the story. For instance, in *Tales of the Fourth Grade Nothing*, Peter Hatcher, Fudge, Sheila, and Turtle were important characters. Central Park and the apartment building in New York City were the setting. Objects that were important were Fudge's tooth, a rock, and??? (You think up the rest...)
2. After listing all the possible characters, settings, and objects you can think of, decide which ones best represent this book. Choose 5-7 to illustrate, drawing both the front and back views. Your items should be colored on both sides.
3. Now you have another choice you can make little figures out of paper, material scraps, or clay, or you may draw the figures. If you draw the characters, objects, and/or settings, use cardboard or sturdy paper. Be sure to draw and color the front and back of each figure.

4. Hang the items from a dowel or hanger.
5. Add a card with the book title, author and your name.
6. Once you have tied the pieces to the mobile and have each piece balanced, place a drop of Elmer's glue on the string so that it doesn't slip on the stick.
7. Carry this to school in a trash bag or other large bag. Paper clip the card parts together so they don't tangle. Hang it when you get to the classroom.
8. In your oral presentation, be ready to tell a summary of your book, and tell why the items you chose are important in the story. Your summary also should include the characters, setting, problem, and solution of the book.

### **Activity #3: BOARD GAME**

1. Create a board game using the character and the setting from the story you read.
2. Use buttons, bottle caps, or other small pieces for the markers.
3. Use a spinner or dice for the number of spaces the pieces move.
4. Draw the board on heavy paper. Make the pieces move through places or events that were in the story.
5. You may need to make up question and answer cards to go with the game.
6. Include the set of rules, the game board, and the pieces in a baggie. Be sure your name and the name of the game are on the board and on the baggie.
7. Prepare a summary of the book on a 4 X 6 card. It should include the characters, setting, problem, and solution if the book is fiction. If it's non-fiction, the summary will include the main idea, 3-5 facts or events from the book and a closing.