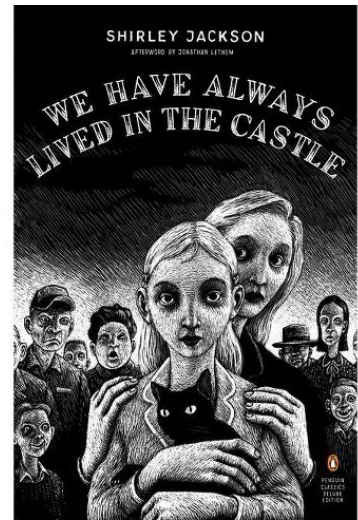


## Summer Reading Project

### English 9 & 9H

Mrs. Hochstrasser



Novel: *We Have Always Lived in the Castle* by Shirley Jackson.

ISBN: 978-0143039976

**Directions:** For your summer reading project, you will plan out a board game based on the assigned novel. **(You are just PLANNING. Do not make a physical board game. We will create the actual board game during the first week of school).** Your planned board game must include detailed instructions, question cards, playing pieces, and illustrations. Consider the following:

**A thoughtful board map** – (10 pts.) Think about, (or even sketch), the way you are going to map out the spaces on your board. Think about some of the board games you have seen or have played in the past. Based on the setting of the story, what shape would best illustrate how the story unfolds? Would it reflect a square path, like Monopoly, or would a winding pathway similar to Candyland be a better representation? The shape of the board map is up to you, but be sure you have a reason for setting it up in a certain way.

**Design, color, & illustrations** – (10 pts.) Game boards should be colorful & pleasing to the eye. You must include a description of the illustrations, colors, and designs on your board that reflect the settings and main events of your story. Keep in mind that a story is a journey, and make sure your map echoes the journey that the characters take.

**Question cards** – (10 pts.) You must create a list of at least 20 questions about the novel that deal with the novel's characters, setting, and plot. Plan on how you would tie these cards into the game somehow. (For example: When someone lands on a certain space, they must answer a question card. If they answer correctly, they move up one space. If they answer incorrectly, they move back two spaces.)

**Detailed game play instructions** – (10 pts.) You will need to write instructions for your game. These instructions must be detailed and clear. Think about how your game should be played. Are dice involved? What makes a person go forward or backward on the board? (Maybe positive events from the book move a play piece forward and negative events move a play piece backwards or lose a turn.) How will the question cards come into play?