

2026 HONORS ENGLISH IV SUMMER READING

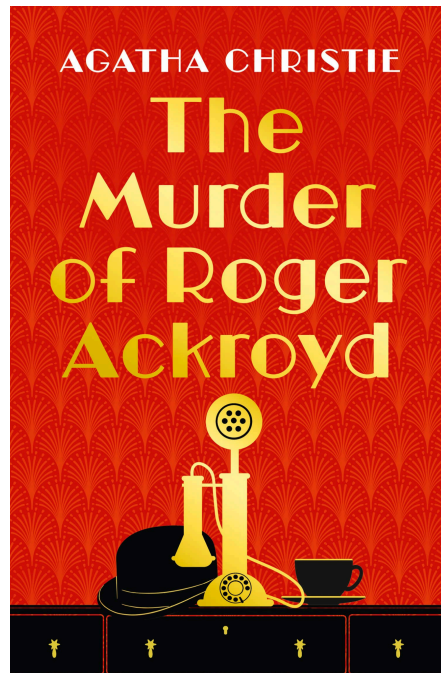
Book One: *Murder of Roger Ackroyd* by Agatha Christie Annotation Instructions and Rubric

Student directions: Write a note in pen along the margin; this note should explain the relevance of the underlined material as it pertains to the topic. A note should be five or more words that offer something substantial in meaning. You could also offer your own analysis and/or observations of the text. **Avoid** general statements like “This is an example of plot.” You need to explain the underlined text’s relevance through analysis and explanation. The annotations need to be throughout the novel - from the beginning, the middle, and the end. Thirty annotations are required and are **due on the first day of class.**

A mystery story has all of the components of realistic fiction including setting, character, and plot, EXCEPT there is a vital change in emphasis. Everything revolves around a puzzle or an unusual problem to solve. Your annotations will reflect the emphasis on the mystery terms and how they apply to the novel.

Required topics for annotations are:

1. Detective
2. Sidekick
3. Villain
4. Victim
5. Crime
6. Motive
7. Clues
8. Red Herring
9. Investigation
10. Suspense
11. Evidence
12. Alibi
13. Suspect
14. Denouement
15. Femme Fatale
16. Blackmail
17. Con Man
18. Conflict
19. Foreshadowing
20. Irony



[The murder of Roger Ackroyd by Agatha Christie: Christie, Agatha: 9798850610180: Amazon.com: Books](https://www.amazon.com/Murder-Roger-Ackroyd/dp/0000100000)

ALL annotations need to be underlined, identified, handwritten, and clearly explained. Each term will need one annotation unless otherwise specified.

Annotated Requirements: 30 Pts.	Points Earned:
Detective, Sidekick, Villain, and Victim – 4 pts. • Detective: the character who will solve a mystery, generally through a process of discovery • Sidekick: character who assists the detective in solving the mystery but generally is surprised at the outcome because the detective is smarter and has caught more of the clues • Villain: the “bad guy” in the mystery story whose bad deeds have set the story in motion • Victim: the person in the story who is hurt or killed by the villain’s actions	
Crime and Motive – 3 pts. • Crime: an illegal act like theft or murder committed by the villain • Motive: the reason why a crime was committed. In a mystery story, the motive is often greed, money, or love. – 2 annotations	
Clues and Red Herring – 6 pts • Clue: the hints the writer drops that might help the reader solve the mystery. (They may steer you wrong!) – 3 annotations • Red Herring: A FALSE clue which points the reader onto the wrong trail and puts off solving the mystery – 3 annotations	
Investigation, Suspense, and Conflict – 3 pts. • Investigation: the process of trying to find answers for questions or unsolved mysteries • Suspense: anxiety or excitement about an outcome • Conflict: a problem, antagonism, or struggle that takes place between a character and an outside force or forces within himself / herself.	
Evidence, Blackmail, Con Man, and Femme Fatale – 4 pts. • Evidence: something that furnishes proof of a crime. Evidence can be things left behind by the villain or other characters, or it can be things disrupted around the crime scene giving hints about how and why the crime happened • Blackmail: when enemies hold your secrets against you in order to get what they want. This is commonly used in mystery stories. • Con Man: short for “Confidence Man.” He is dishonest. He makes his living by earning your trust, taking your money, and leaving you in the dust. Con men often set the story in motion. • Femme Fatale: another expression for “dangerous woman.” Mystery stories have historically been filled with women who lead men to their doom.	

Alibi and Suspect –6 pts. • Alibi: proof of one’s location at the time a crime is committed – 3 annotations • Suspect: someone who may have committed a crime. Someone who “could have done it.” – 3 annotations	
Denouement, Foreshadowing, and Irony –4 pts. • Denouement: the unraveling of the plot • Foreshadowing: hints or signs about plot developments that don’t occur until later in the story. It does not give away the outcome, but rather suggests it. – 2 annotations • Irony: An event in which how things seem to be is very different from how they actually are. (You only need to recognize and annotate one type.) ○ Verbal – intended meaning of a statement directly contracts with the literal meaning ○ Dramatic – the reader understands a critical piece of information that the characters do not ○ Situational – actual outcome of a situation is starkly different from the expected outcome	

Book Two: *The Hitchhiker's Guide to the Galaxy* by Douglas Adams Annotation

Instructions and Rubric

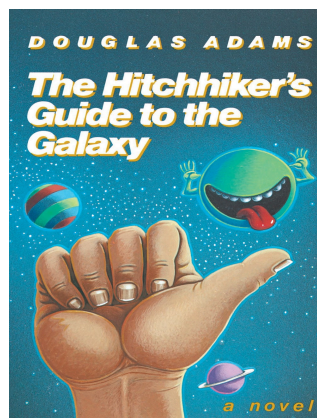
Student directions: Write a note in pen along the margin; this note should explain the relevance of the underlined material as it pertains to the topic. A note should be five or more words that offer something substantial in meaning. You could also offer your own analysis and/or observations of the text. **Avoid** general statements like “This is an example of plot.” You need to explain the underlined text’s relevance through analysis and explanation. The annotations need to be throughout the novel - from the beginning, the middle, and the end. Thirty annotations are required and are **due on the first day of class.**

A science fiction story has all of the components of fiction including setting, character, and plot, EXCEPT there is a vital change in emphasis. Science fiction explores imaginative and futuristic concepts, often involving advanced technology, space exploration, time travel, parallel universes, and the impact of science on society. Your annotations will reflect classic literary terms in addition to the emphasis on the science fiction terms and how they apply to the novel.

Required topics for annotations are:

1. Literary Elements
2. Plot points
3. Characterization
4. Advanced technology
5. A.I.
6. Alien
7. Deep space
8. Robot
9. Planets
10. Technocracy

You can find many additions, but here is the Amazon link. [The Hitchhiker's Guide to the Galaxy: Adams, Douglas: 9780345418913: Amazon.com: Books](#)



ALL annotations need to be underlined, identified, handwritten, and clearly explained. Each term will need one annotation unless otherwise specified.

Annotated Requirements: 30 points	Points Earned:
Literary Elements – 7 points • Symbolism: use of objects, actions, characters, or ideas to represent something deeper or abstract beyond their literal sense – 3 annotations • Metaphor: a comparison without using “like” or “as” – 2 annotations • Personification: giving human-like qualities to non-human things – 2 annotations	
Plot Points – 4 points • Conflict: the problem that sets the story in motion • Denouement: the unraveling of the plot; strands of the plot are drawn together • Theme: the message or “lesson” the author wishes to convey; the overall idea – 2 annotations	
Characterization – 6 points • Direct: explicitly stated character traits – 2 annotations • Indirect: indirectly stated character traits as shown through actions, speech, thoughts, appearances, and interactions, etc. – 4 annotations	
Advanced technology and A.I. – 5 points • Advanced technology: technologies that are beyond what humans are capable of doing at the present; technologies can seem impossible to create – 4 annotations • A.I.: human-created intelligent beings that live in a virtual environment such as a computer	
Aliens and Robots – 3 points • Aliens: a creature not from Earth, or not from where your protagonist is from – 2 annotations • Robots: from the Czech word <i>robota</i> meaning serf or slave; an inorganic humanoid, although not always, programmed to carry out a certain set of instructions	
Planets and Deep space – 3 points • Planets: science fiction worlds are filled with interesting planets to visit; many will have Earth-like atmospheres, while others may be toxic to your protagonist – 2 annotations • Deep space: this is the wild west of space; you might make friends with the aliens here or you might just as easily go to war with them	
Technocracy – 2 points – 2 annotations • Technocracy: a civilization built around the worship of technology; this can be religious in a traditional sense or simply a strong reliance on technology	

