English 3AP: Summer Reading/Film Viewing Assignments

Books/Film:

- *1984* by George Orwell
- *Fahrenheit 451* by Ray Bradbury
- Film of Choice from the List (Included Below)

1. Annotate *1984* & *Fahrenheit 451*. Both titles are divided into three large parts. On average, provide five annotations for each part of *1984* (the longer book) and four annotations for each part of *Fahrenheit 451*. In addition, select one page from each book that you judge to be of particular significance and annotate it thoroughly with your reader responses to its content and style. "Personally annotating a book is a way to make the book yours. It now contains your ideas and inquiries as well as the author's." **An essay test on the novels will be given during the first week of school.**

2. <u>You are to complete **one** of the following projects on the required film list:</u>

Rhetorical Remix: Decoding Authorial Choices

Project Overview: In this project, students will delve into the realm of rhetoric by exploring a film of their choice from the provided list below. They will identify and analyze a significant rhetorical choice made by the filmmaker and creatively present their findings in a modern and engaging format.

Steps:

1. **Film Selection:** Students choose a movie from the provided list that interests them.
2. **Rhetorical Analysis:** Students identify a specific rhetorical choice made by the filmmaker. This could include cinematography, sound design, editing, symbolism, thematic elements, or any other cinematic device that significantly impacts the film. (Suggestions for each film are listed below)
3. **Research and Understanding:** Students conduct research to deepen their understanding of the chosen rhetorical device. They should consider its historical context, cultural significance, and its effect on the viewer's interpretation.
4. **Creative Presentation:** Students create a modern and engaging presentation format to showcase their analysis.

   Choose **<u>ONE</u>** of the following projects to be submitted virtually on Canvas by the end of the first week of school:

   - **Podcast Episode/Interview**: Record a podcast episode discussing the chosen rhetorical device, its significance, and how it shapes the narrative of the film.
   - **Digital Storyboard/Infographic:** Create a digital storyboard using platforms like Canva or Adobe Spark to visually represent the rhetorical choice and its impact on the story.
   - **Interactive Website:** Design an interactive website where visitors can explore different aspects of the film, focusing on the chosen rhetorical device.

- **Animated Video:** Produce a short animated video using software like Powtoon or Vyond. Use animation to illustrate the chosen rhetorical device and its impact on the narrative.

- **Interactive Timeline:** Create an interactive timeline using tools like Tiki-Toki or Timeline JS. Map out key events in the film related to the rhetorical choice, along with annotations explaining their significance.

- **Creative Writing Piece:** Write a short story or scene inspired by the rhetorical choice in the film. Explore how the device might manifest in a different context or situation, and reflect on its implications for storytelling.

- **Virtual Museum Exhibit:** Design a virtual museum exhibit using platforms like Google Arts & Culture or ArtSteps. Curate artifacts, quotes, and multimedia elements that highlight the significance of the rhetorical device in the film.

- **Video Game Concept:** Develop a concept for a video game inspired by the film, focusing on gameplay mechanics that reflect the chosen rhetorical device. Create concept art, gameplay descriptions, and a narrative outline to pitch your idea.

5. **Reflection**: In a separate paragraph, students reflect on their process, discussing how their understanding of rhetoric has deepened through this project and how the chosen rhetorical device enhances their interpretation of the film.

All work submitted must be entirely your own—do not use work from other students, AI tools, or any other sources. We look forward to seeing what you've learned and how your own thinking has developed through these activities!

Questions? Email Ms. Webber- kwebber@unioncatholic.org

Suggested Film List (Choose One)

1. Citizen Kane (1941) – Drama/Mystery

- **Theme:** Power and Ambition
- **Rhetorical Choices:** Cinematography (e.g., deep focus shots, use of light and shadow), Editing (e.g., non-linear narrative structure), Symbolism (e.g., "Rosebud"), Sound Design (e.g., use of sound motifs).

2. Casablanca (1942) - Drama/Romance

- **Themes**: Love and Sacrifice, Morality and Duty
- **Rhetorical Choices**: Dialogue (e.g., iconic lines like "Here's looking at you, kid"), Cinematography (e.g., use of shadow and light to create mood), Characterization (e.g., complex characters with conflicting motivations), Symbolism (e.g., the letters of transit as a MacGuffin representing freedom)

3. 12 Angry Men (1957) –Crime/Thriller

- **Theme:** Justice and Prejudice
- **Rhetorical Choices:** Dialogue (e.g., persuasive arguments, character dynamics), Cinematography (e.g., claustrophobic setting, use of close-ups to convey emotion), Symbolism (e.g., the knife as a central object)

4. 2001: A Space Odyssey (1968)- Sci-Fi/Adventure

- **Theme:** Evolution and Technology
- **Rhetorical Choices:** Visual Effects (e.g., groundbreaking use of special effects for the time), Sound Design (e.g., iconic use of classical music), Minimalist Dialogue (e.g., reliance on visuals to tell the story), Symbolism (e.g., the monolith as a symbol of progress).

5. Monty Python and the Holy Grail (1975) – Comedy/Parody

- **Theme:** Satire and Absurdity
- **Rhetorical Choices:** Dialogue (e.g., witty and irreverent humor), Visual Gags (e.g., surreal and slapstick comedy), Parody (e.g., lampooning of Arthurian legend), Metafiction (e.g., breaking the fourth wall)

6. Jaws (1975) – Thriller

- **Theme:** Man vs. Nature, Fear, Revenge
- **Rhetorical Choices:** Setting (e.g., idyllic beach town/ocean), Cinematography (e.g.,underwater shots), Score (e.g., theme music for shark), Characterization (e.g., shark as a complex character)

7. Star Wars: A New Hope (1977) - Science Fiction/Adventure

- **Themes**: Good vs. Evil, Hero's Journey
- **Rhetorical Choices**: Visual Effects (e.g., groundbreaking use of practical and special effects), Sound Design (e.g., iconic score by John Williams), Mythological Archetypes (e.g., the hero's journey of Luke Skywalker), Worldbuilding (e.g., creation of a rich and immersive universe)

8. The Breakfast Club (1985) – Comedy/Drama

- **Theme:** Identity and Adolescence
- **Rhetorical Choices:** Characterization (e.g., archetypal characters representing different high school stereotypes), Dialogue (e.g., candid conversations about social issues), Setting (e.g., confinement within the school library), Coming-of-Age Themes (e.g., self-discovery and personal growth).

9. Mrs. Doubtfire (1993)- Comedy/Drama

- **Theme:** Family and Parenthood/Identity and Self-Discovery
- **Rhetorical Choices:** Costume and Makeup (e.g. the transformation of Daniel Hillard into Mrs. Doubtfire); Physical Comedy (e,.g. Robin Williams' comedic talents shining through in scenes involving Mrs. Doubtfire's antics and mishaps); Dialogue and Wit; Emotional Depth (e.g. scenes exploring the impact of divorce on children and the challenges of co-parenting); Family Dynamics (e.g. navigates the dynamics of a blended family)

10. Schindler's List (1993) – War/Drama

- **Theme:** Holocaust and Humanity

- **Rhetorical Choices:** Cinematography (e.g., use of black and white vs. color), Symbolism (e.g., the red coat), Sound Design (e.g., haunting score, sound of the train), Narrative Perspective (e.g., shifting between Schindler's perspective and that of the victims)

11. Jurassic Park (1993) - Science Fiction/Adventure

- **Themes**: Man vs. Nature, Ethical Responsibility
- **Rhetorical Choices**: Visual Effects (e.g., groundbreaking use of CGI to bring dinosaurs to life), Sound Design (e.g., iconic dinosaur roars), Action Sequences (e.g., suspenseful dinosaur chases), Character Dynamics (e.g., ethical debates among characters about the implications of cloning dinosaurs)

12. The Truman Show (1998) – Comedy/Sci-Fi

- **Theme:** Reality and Media Manipulation
- **Rhetorical Choices:** Cinematography (e.g., use of surveillance-style shots), Sound Design (e.g., the omnipresent soundtrack), Set Design (e.g., the artificiality of Truman's world), Satire (e.g., commentary on reality television and consumer culture)

13. Spirited Away (2001) - Animation/Fantasy

- **Themes**: Identity and Growth, Spirituality and Nature
- **Rhetorical Choices**: Animation Style (e.g., richly detailed and imaginative world-building), Sound Design (e.g., atmospheric and immersive soundscapes), Japanese Folklore (e.g., incorporation of yokai and spirits), Character Development (e.g., Chihiro's coming-of-age journey)

14. Pan's Labyrinth (2006) - Fantasy

- **Themes**: Innocent and Resistance
- **Rhetorical Choices**: Symbolism (e.g., the faun, the labyrinth), Cinematography (dark fantasy imagery), Sound Design (eerie and mythical tones), Narrative Structure (interweaving reality and fantasy)

15. Persepolis (2007) - Animated (French/Iranian)

- **Themes**: Freedom and Identity
- **Rhetorical Choices**: Animation Style (black and white minimalism), Voiceover (memoir structure), Dialogue (family and political commentary), Visual Metaphor (e.g., veil, war scenes)

16. The Secret Life of Bees (2008)- Drama/Coming of Age

- **Themes**: Healing and Forgiveness, Family (Chosen and Biological), Racial Tension and Identity
- **Rhetorical Choices**: Dialogue (e.g., vernacular), Cinematography (e.g., lush visuals of countryside, juxtaposition with setting and Lily's harsh home life) Score (e.g., gospel music, blues, soul music), Character Dynamics (e.g., family/female bonds), Symbolism (e.g., bees)

17. WALL-E (2008)- Animated

- **Themes**: Environmentalism and Human Connection
- **Rhetorical Choices**: Sound Design (limited dialogue, use of music), Animation (expressive physicality), Symbolism (e.g., plant, trash), Setting (Earth vs. spaceship)

18. The Social Network (2010) - Drama/Biography

- **Themes**: Ambition and Betrayal, Technology and Society
- **Rhetorical Choices**: Dialogue (e.g., rapid-fire exchanges and sharp wit), Cinematography (e.g., dynamic camera work and sleek visuals), Score (e.g., propulsive and modern soundtrack by Trent Reznor and Atticus Ross), Character Dynamics (e.g., complex relationships and power struggles)

19. The King's Speech (2010) - Drama/Biography

- **Themes**: Voice and Leadership
- **Rhetorical Choices**: Dialogue (repetition, pacing), Cinematography (e.g., tight close-ups during stammering), Sound Design (silence vs. broadcast), Character Dynamics

20. Hidden Figures (2016) – History/Drama

- **Theme:** Racism and Sexism
- **Rhetorical Choices:** Cinematography (e.g., parallel scenes of the space race with characters' everyday life), Score (e.g., gospel and soul music), Historical Accuracy (e.g., consulting with real-life Katherine Johnson), Dialogue (e.g., witty and inspiring)

21. Arrival (2016) – Sci-Fi/Mystery

- **Theme:** Communication and Understanding
- **Rhetorical Choices:** Narrative Structure (e.g., non-linear storytelling), Cinematography (e.g., use of visual language to convey the alien language), Sound Design (e.g., eerie sound effects, use of silence), Symbolism (e.g., the circular nature of time)

22. Coco (2017) – Animated

- **Theme:** Memory, Music, and Legacy
- **Rhetorical Choices:** Music Integration (songs as plot devices), Symbolism (e.g., ofrenda), Color Palette (Land of the Dead), Dialogue (family traditions and storytelling)

23. Black Panther (2018) – Action/Sci-Fi

- **Theme:** Identity, Legacy, and Power
- **Rhetorical Choices:** Rhetorical Choices: Costume and Set Design (Afrofuturism), Soundtrack (fusion of traditional African and hip-hop), Dialogue (debates over tradition vs. progress), Symbolism (e.g., vibranium, ancestral plane)