



Name _____ # _____

Next week is
Basha's school wide
Junior Achievement week
During which 4th graders will be
exploring Economics concepts.



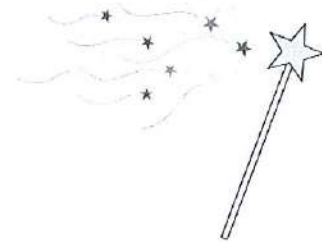
Wise Words of the Week
"A Penny Saved is a Penny Earned"
— Benjamin Franklin

Homework for: Week #37

Due: Friday, May 15th

_____ 1. **INDEPENDENT READING:** *Record on May Log*

_____ 2. **WRITING:** Fantasy Book Report
(see assignment page)



Homework Standards	Homework No-No's
<input type="checkbox"/> Returned inside homework folder <input type="checkbox"/> Neatly written in pencil <input type="checkbox"/> Papers straightened <input type="checkbox"/> Name & number on all pages <input type="checkbox"/> All parts of homework complete <input type="checkbox"/> Parent signature or initials <input type="checkbox"/> High quality effort <input type="checkbox"/> Returned to class Friday by 8:30	<input type="checkbox"/> Missing homework folder <input type="checkbox"/> Sloppy writing, or in ink or crayon <input type="checkbox"/> Papers "helter-skelter" <input type="checkbox"/> No name and/or number <input type="checkbox"/> Incomplete sections or pages <input type="checkbox"/> No parent signature or initials <input type="checkbox"/> Rushed or poor quality effort <input type="checkbox"/> Calling parents to bring homework

Parent Sign Off:
I have checked over my child's homework.

Signature _____ **Date** _____

You are a desert dweller! Bring your water bottle!

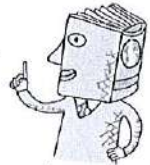


May Book Report Directions**Assignment::**

Write a 5-paragraph book report about a chapter book or information book of appropriate level & length.

Project Due Dates

- Book sign up by -----Friday, May 1
- Written report by ----- Friday, May 15
- Visual aid & presentation by-----Thursday, May 21

OVERVIEW

- Finish reading your chosen book (Don't forget about reading time in class)
- Your book report should be of appropriate length: 5-7 paragraphs
- If handwritten, write in neat cursive handwriting, on separate lined paper. (2-3 pages)
- OR, if typed on computer, type it yourself using your keyboarding skills. (1-2 pages)

Requirements

- Paragraph One : Introduction - Title, author, illustrator, fiction genre (*mystery, realistic fiction, adventure, fantasy, etc.*) & brief overview of story.
- Paragraph Two: **Characters** - Describe the protagonist and main characters, *especially* their character traits. Include at least TWO examples from the story.
- Paragraph Three: **Setting** - Describe the general time & place in which story takes place. Include at least TWO examples from the story.
- Fourth Section: (1-3 paragraphs) **Plot** - Summarize the important, main events & actions of the book, especially the **CONFLICT** of the story and its **RESOLUTION**.
- Conclusion Paragraph:
 - ❶ WHAT MESSAGE or THEME is the author communicating?
 - ❷ Review - Your opinions & reactions to the story & theme.
 - ❸ Recommendation - Which readers would like this book?

May
Fantasy Novel IRP
 (Independent Book Project)



Project Due Dates

- Book sign up by -----Friday, May 1
- Written report by ----- Friday, May 15
- Visual aid & presentation by-----Thursday, May 21

Part ONE: Written book report

- Finish reading your chosen fantasy book.
- Write FIVE paragraphs to report on the book.
- Your book report should be of appropriate length
- If handwritten, write in neat cursive handwriting, on separate lined paper. (2-3 pages)
OR If typed on computer, type it yourself using your keyboarding skills. (1-2 pages)

Writing Directions:

- Paragraph One : Introduction - Title, author, illustrator, overview of story
- Paragraph Two: Characters – Give specific examples from the story.
 - Describe the people/animals in the story, especially their character traits
 - Describe any special powers they have.
- Paragraph Three: Setting – Give specific examples from the story.
 - Describe any imaginary or “other-worldly” places (“a galaxy far, far away.”)
 - Identify vague, fantasy times, (“long, long ago” or “once upon a time.”)
- Paragraph Four: Plot – – Give specific examples from the story
 - Summarize the important events of the story NOT possible in our realistic world.
 - Describe an action-packed or surprising plot twist that grabbed your attention.
 - Explain the main “good vs. evil” conflict of the story.
 - Explain what “great deed” helped good win out over evil.
- Paragraph Five: Conclusion
 - Your opinions of / reactions to the story.
 - Your recommendation: Which readers would like this book?
 - WHAT LESSONS can be learned about BIG ideas & values: Friendship & loyalty; justice & injustice; security & risk; right & wrong, etc.

Part TWO directions for visual aid & presentation TBA on May 8th

Fantasy Story Board Game

TASK: After writing your book report, design and make a pathway board game for 2-5 players that is based on your fantasy book.



Directions:

Select a poster board or construction paper big enough to include:

- The title and author of your fantasy book prominently written
- A winding pathway with a **Start and Finish**
- **Squares along the pathway** in which you will show **settings and main events** of the story
- Some squares will relate to the **conflict and resolution** (solution) of your story
- Both **written text and pictures** in and along your pathway, (and some squares may remain blank)
- Your full name on the front ("As retold by...")

Creative Option:

Make the game pieces serve as characters or objects in the story!

Design the rules of the game:

- What is the **object** of your game, & how do players win?
- What actions will players perform to **progress through & finish the game**?
- What **hazards & obstacles** will you build into the game ---going back spaces, losing tokens, etc.?
- What **bonuses & windfalls** will lucky players get---going ahead spaces, earning tokens, etc.?
- Will the game wrap up in a reasonably **short time, and be fun to play**?

Geometry Application:

Use a straight edge such as a ruler or protractor to draw your squares.



Plan and practice your "presentation":

- Write up a "**How to Play this Game**" Rules as a **NUMBERED LIST**.
- **Practice teaching** the game to family members or friends using your written game **RULES**.
- In class, **you will teach your game to the class with your written RULES** projected on the document camera.



What to
turn in

1. A neat, attractive, colorful, final version of your board game
2. Convenient, tidy package / container for transport to school
3. A neat, edited final draft of your "How to Play This Game" Rules