



Hampden Elementary/Middle School #55

SUMMER READING ASSIGNMENT FOR RISING 3RD GRADERS

- 1) Choose 1 book to read this summer. Suggested authors:
 - Patricia Polacco
 - Roald Dahl
 - Lynne Cherry
 - Jenell Cannon
 - George Seldon
 - Laura Wilder
 - Matt Christopher
 - Judy Blume
- 2) Check out the Hampden Branch of the Enoch Pratt Free Library for additional book options.
- 3) Complete 1 of following projects after reading the book you chose.
 - Pack Your Trunk
 - Plan a Trip
 - Design a Game

Detailed directions and grading criteria are included with each assignment.

- 4) **Bring your completed assignment to school by Thursday, September 7, 2017.** This will be graded as the child's 1st project grade for the 2017-2018 school year.

If you have any questions, please call us at 410-396-6004.

Happy Reading!

Pack Your Trunk

What you'll need:

9-by-18-inch sheet of white construction paper,
paper lunch sack, colored pencils or markers

Steps:

- 1 Make a list of ten items that represent your character. Then write a few sentences about each item, telling what each item says about the character and where the item first appears in the story.
- 2 Draw and color a picture of each item. Put your items in the paper sack "trunk" and write the character's name on the outside.
- 3 Practice talking about each item because you will have to present these items to the class along with your explanation of their importance to your character.
- 4 Present your items to the class when your project is due.

Grading Criteria

Explanation	15 points
Character objects	10 points
Presentation	10 points
Followed directions	5 points
Creativity	5 points
Neat/colorful	5 points
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	50 points

Design a Game

What you'll need:

file folder, colored pencils or markers

Steps:

- 1 Design a game based on the mystery novel you read. Use the file folder for the game board. (You may want to model your game on popular board games.)
- 2 Your game should include cards with questions about your book. Players will need to answer the questions on the cards correctly in order to move their game pieces.
- 3 Decorate your game board with images or symbols related to your book.
- 4 Give your game a catchy title.

Grading Criteria

Well-designed game board	15 points
Question cards	10 points
Followed directions	10 points
Written directions	5 points
Colorful	5 points
Neatness	5 points
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	50 points

Plan a Trip

What you'll need:

small sheet of construction paper, stapler, colored pencils or markers

Steps:

- 1 After you have read your novel, create a trip journal for a trip similar to the one that the main character went on.
- 2 On the first page of your journal, present an outline of the imaginary trip. The following questions can help you get started, but you can add any other information that is important to your trip.
 - * Where do you plan to go?
 - * How are you going to get to your destination?
 - * Who is going with you?
 - * What do you plan to see?
 - * How much money do you have for your trip?
- 3 Write journal entries for ten days of your adventure—one entry per page. Each journal entry should be at least three-quarters of a page. Make sure you put a heading on each entry.
- 4 Create a cover for your journal. Be sure to include the title of your book and the author's name. Add illustrations to the cover that reflect the content of the book.

Grading Criteria

Adequate details	15 points
Creativity	15 points
Organization	5 points
Followed directions	5 points
Mechanics	5 points
Neatness	5 points
	<hr/> 50 points

