#### Assignments for the Week of: October 21, 2019

#### **ELA / 7**

#### Monday:

Warm-up: Review Events from The Giver, Chapters 11-13

Novel: Students will take a quiz from Chapters 11-13 from The Giver / open book

### **Short Story**:

 Students will read "The Fun They Had" identifying Character traits / Character Motivation as reading progresses

Homework: Read from <u>The Giver</u> – Chapters 16-17 (tentative)

### **Tuesday**:

Warm-up:

• Analogies Practice via Plickers (whole class)

• Review events from <u>The Giver</u> - Chapters 16-17 via class discussion

Analogy Study / Short Story / Novel:

Students will complete analogy problems independently

- Students will finish reading, discussion, analysis of "The Fun They Had"; complete story activity
- Students will continue reading, discussion, analysis of The Giver

Homework: NA

## **Wednesday**:

Warm-up:

• Students will review Wordly Wise Lesson 2 Vocabulary / Windowpanes

## **Vocabulary:**

- Students will take a test on Wordly Wise Lesson 2 vocabulary
- Students will continue reading / discussion / analysis of <u>The Giver</u>; complete written activity.

Homework: Read from The Giver – Chapters 18-19 (tentative)

### **Thursday**:

Warm-up: Identify functions of words within sentences via diagramming whole class

## **Diagramming / Novel Study:**

- Students will volunteer to diagram sentences on dry erase board whole class, discuss, share
- Students will diagram sentences independently
- Students will review events from chapters 18-19 of The Giver

Homework: Read from <u>The Giver</u> – Chapters 20-22 (tentative)

### **Friday**:

Warm-up: Review major events from chapters read from <u>The Giver</u> Chapters 20-22 via class discussion

### Novel:

• Students will complete written activity from The Giver.

Wordly Wise Lesson 2 Vocabulary On Next Page

# Wordly Wise Lesson 2

- 1. abrasion
- 2. clad
- 3. corroborate
- 4. cursory
- 5. dehydrate
- 6. derive
- 7. electrify
- 8. endeavor
- 9. gingerly
- 10. grimace
- 11. gruesome
- 12. inventory
- 13. simulate
- 14. succumb
- 15. surmise