



Summer Reading

Students Entering Grade 5

St. Margaret School is committed to the intellectual development of each student. During the summer, **every student in grades 3-5 is expected to read two books.** One must be from the list below. The other is the reader's choice; however, it should be a chapter book of at least 125 pages, on the child's reading level. We encourage each student and guardian to review each title before making selections. Information and reviews can be found on Goodreads.com, Scholastic.com, and commonsensemedia.org. HCPL is a great resource as well.

Students are required to complete **one** item from the choice menu for each book they have read. They must choose a **different** activity for each book. The menu can be found on the SMS website. The two menu items are due on the first day of school. This will be their first graded assignment. In addition, students will be required to complete activities related to the books upon return to school.

The list below includes a Lexile score for each book. A Lexile is the numeric representation of an individual's reading ability or a text's readability. This is just a guideline and should not be your only consideration when choosing a book. The book should interest you while not being too difficult to read.

Please select the book from the list below.

Title	Author	Lexile
<u>Chains</u>	Laurie Halse Anderson	780
<u>Freak the Mighty</u>	Rodman Philbrick	930
<u>Inside Out and Back Again</u>	Thanhha Lai	800
<u>The One and Only Bob</u>	Katherine Applegate	660
<u>Mr. Revere and I</u>	Robert Lawson	1050
<u>Eleven</u>	Tom Rogers	660
<u>Fish in a Tree</u>	Lynda Mullaly Hunt	550

Project Menu

<p>Newspaper</p> <p>Create a newspaper for your book. Summarize the plot in one article, Cover the "weather" of the book in another article, and do a feature story on one of the more interesting characters in another. Also include a comic strip of a main scene in the book. Include a collection of advertisements that would relate to the story.</p>	<p>Game Time!</p> <p>Make a game for your book. It can be a card game, board game, or other game of your choice. Be sure to incorporate the characters and their traits into the game. You should also use the problems from the story as part of the game's challenges.</p>	<p>Lights, Camera, Action!</p> <p>Pretend that suddenly, your book became a best seller! Write a letter to a movie producer trying to get that person interested in making your book into a movie. Explain why the story, characters, conflicts, etc. would make a good film. Suggest a filming location and actors to play the various roles. <i>You may only use books which have not already been made into a movie!</i></p>
<p>Time Capsule</p> <p>Put together a time capsule for the novel. It will be opened 200 years from the future, so it must contain items and descriptions that truly highlight the major components of the novel. What artifacts would be preserved? What letters would the main characters write? Where would the capsule be buried? Be creative! You may list items and give descriptions, or you may actually create a time capsule!</p>	<p>ABC Book</p> <p>Create an ABC book based on the events and the characters in your story. You will need something for each letter of the alphabet. Describe various elements of the story-traits of the characters, descriptions of the setting, main parts of the plot, etc. Be creative!</p>	<p>Plain Jane</p> <p>If you do not wish to take the creative route, write out a simple book report/review. It must be typed. Include well-organized paragraphs which highlight the following: an introduction to the book, the setting (time and place), main characters and how they change throughout the story, the overall plot, the main problem and its solution, and your overall opinion of the book.</p>