

# Individualized Reading Contract

Name \_\_\_\_\_ Date \_\_\_\_\_

Book Title \_\_\_\_\_

Genre \_\_\_\_\_ Author \_\_\_\_\_

## Reading Plan

I plan to read from page \_\_\_\_\_ to page \_\_\_\_\_ by \_\_\_\_\_.  
(date)

I plan to read from page \_\_\_\_\_ to page \_\_\_\_\_ by \_\_\_\_\_.  
(date)

I plan to read from page \_\_\_\_\_ to page \_\_\_\_\_ by \_\_\_\_\_.  
(date)

I plan to read from page \_\_\_\_\_ to page \_\_\_\_\_ by \_\_\_\_\_.  
(date)

I plan to read from page \_\_\_\_\_ to page \_\_\_\_\_ by \_\_\_\_\_.  
(date)

I plan to read from page \_\_\_\_\_ to page \_\_\_\_\_ by \_\_\_\_\_.  
(date)

List the three tic-tac-toe activities you plan to do for your book.

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_



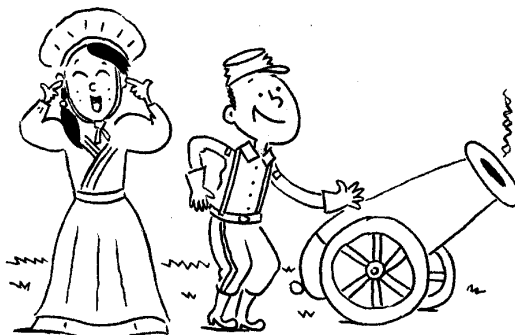
# Historical Fiction Projects

Name \_\_\_\_\_ Due Date \_\_\_\_\_

Book Title: \_\_\_\_\_

♦ Make a tic-tac-toe by choosing three projects to complete for your novel.

<b>Vocabulary Cards</b>	<b>Event Map</b>	<b>Character Prediction</b>
<b>Character Comparison</b>	<b>Design a Package</b>	<b>Change the Setting</b>
<b>Select a Quote</b>	<b>Rewrite a Boring Part</b>	<b>Story Chain</b>



# Vocabulary Cards

## What you'll need:

ten index cards

## Steps:

- 1 Choose ten vocabulary words from your book. Write each word on the first line on the lined side of the card.
- 2 Next, write a definition of the word using clues from the text.
- 3 Then, write the dictionary definition.
- 4 On the blank side of the card, tell how the definitions are alike and how they are different.

## Grading Criteria

Chose ten words	10 points
Dictionary definitions	10 points
Text clue definitions	10 points
Followed directions	10 points
Mechanics	5 points
Neatness	5 points
	<hr/> 50 points

# Event Map

## What you'll need:

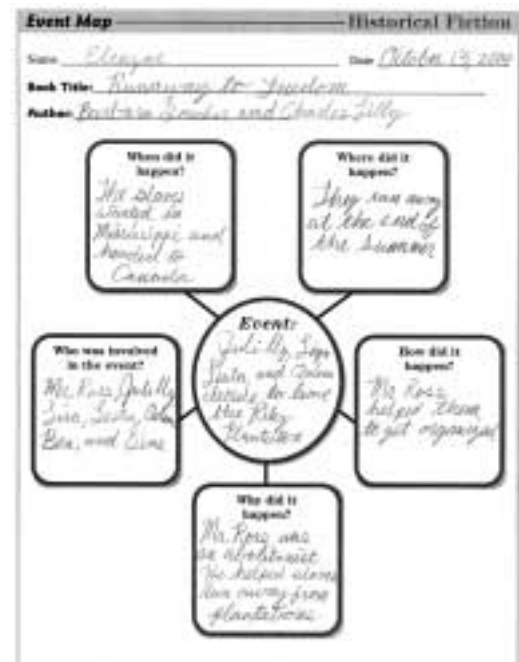
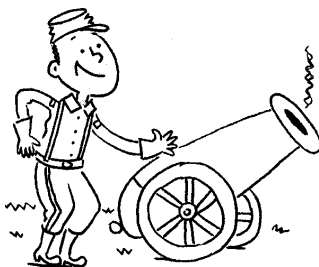
Event Map sheet (page 13)

## Steps:

- 1 Choose the most significant event in your book.
- 2 Follow the directions on the Event Map to tell about the event.

## Grading Criteria

Event map explanations	20 points
Followed directions	20 points
Mechanics	5 points
Neatness	5 points
	<hr/> 50 points



Historical Fiction

# Character Prediction

## Steps:

After you have finished reading your book, predict what will happen next to an important character by writing a new ending to the story. Briefly summarize the ending of the book (in about one paragraph).

Eleazar

Island of the Blue Dolphins

Karana goes to the live at the mission, but she's very unhappy. She feels so different from everyone there. She never feels like she fits in. She misses all the animals she had made friends with. Most importantly, she misses her independence. Eventually, she decides to leave the mission to try to return to her island. She has decided that being independent is more important than being around people.

## Grading Criteria

Summary of story ending	15 points
New ending	20 points
Followed directions	5 points
Mechanics	5 points
Neatness	5 points
	<hr/> 50 points

# Character Comparison

## What you'll need:

Character Comparison sheet (page 14)

## Steps:

- 1 Choose a character from your story.
- 2 Complete the Character Comparison sheet.

List ways you are the same as the character you chose, and then list ways you are different

## Grading Criteria

Same qualities	20 points
Different qualities	20 points
Followed directions	5 points
Neatness	5 points
	<hr/> 50 points

# Design a Package

## What you'll need:

empty cereal box, white paper to cover cereal box, colored pencils or markers, tape

## Steps:

- 1 Cover the cereal box completely with white paper.
- 2 Create a packaging design for a food product that you read about in your book.  
Be sure the design fits with the time period of your book.
- 3 Be sure to include a catchy name for your product.

## Grading Criteria

Ad accurately depicts time period of the novel	15 points
Graphics	10 points
Cereal box layout	10 points
Creativity	10 points
Neatness/colorfulness of box	5 points
	50 points

# Change the Setting

## Steps:

- 1 Briefly describe the current setting of the story.
- 2 Think of a new setting for the story and describe it in a paragraph.
- 3 Tell how the story and its characters would be affected if the setting and time period were changed.

## Grading Criteria

Summary of current setting	15 points
Description of the new setting	15 points
Explanation of setting effects	10 points
Mechanics	5 points
Neatness	5 points
	50 points

Kailah

Runaway to Freedom takes place on a plantation in the 1870s.

I would like to change the setting to a ranch in Montana in 1950.

The novel would be completely different if the setting and time were changed. The novel is about how four slaves run away from their plantation to find freedom in Canada. If the setting were changed to a Montana ranch, the plot of the story wouldn't work because the slaves would not have to leave their home and travel to another country just to live freely. The characters' lives would be better if the setting were changed. They could own property and live together as a family. I think the ranch setting would fit Julilly better because she dreamed about being free and not having to work for mean men that whip her if she doesn't work fast enough.

# Select a Quote

## Steps:

- 1 Skim through your book and select a short quote that made you pause and think.
- 2 Write the title and author of the book on a sheet of paper.
- 3 Copy the quote and page number.
- 4 Explain why this quote appealed to you.  
How did it make you feel? What did it make you think or visualize?
- 5 Show how the quote connects to a theme, event, or character in the book.
- 6 Then tell how the quote connects to your life or to another book.

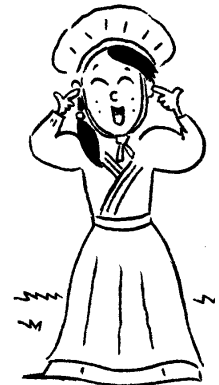
### Grading Criteria

Quote from the novel	5 points
Explanation	20 points
Quotation connections	20 points
Neatness	5 points
	<hr/> 50 points

# Rewrite a Boring Part

## Steps:

- 1 Skim through the book and choose a part of the book that you found boring.
- 2 Summarize this part of the book.
- 3 Rewrite this part to make it more exciting.  
Add details that would help to make it more interesting. Remember to keep the new part you write consistent with the story plot.



### Grading Criteria

Summary of boring part	15 points
Adequate details in rewritten part	20 points
Followed directions	5 points
Mechanics	5 points
Neatness	5 points
	<hr/> 50 points

# Story Chain

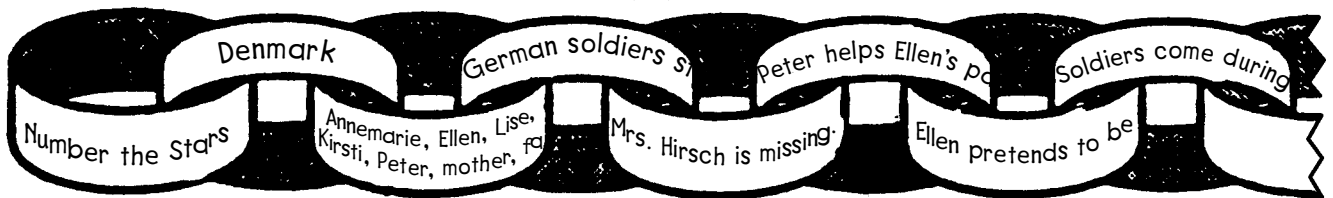
## What you'll need:

ten sentence strips, pens or markers, tape

## Steps:

- 1 On the first sentence strip, write the title and the author of the novel you read.
- 2 On the second sentence strip, tell where the story is taking place.
- 3 On the third sentence strip, tell who the characters are in the novel. Give a brief description of each character.
- 4 Choose seven important events in the story. Write one event on each of the seven remaining sentence strips. Make sure you include enough details about the event so that an outsider who hasn't read the book would understand the sequence of the story.
- 5 Use your sentence strips to make a linked chain. Make sure you tape them together in order.

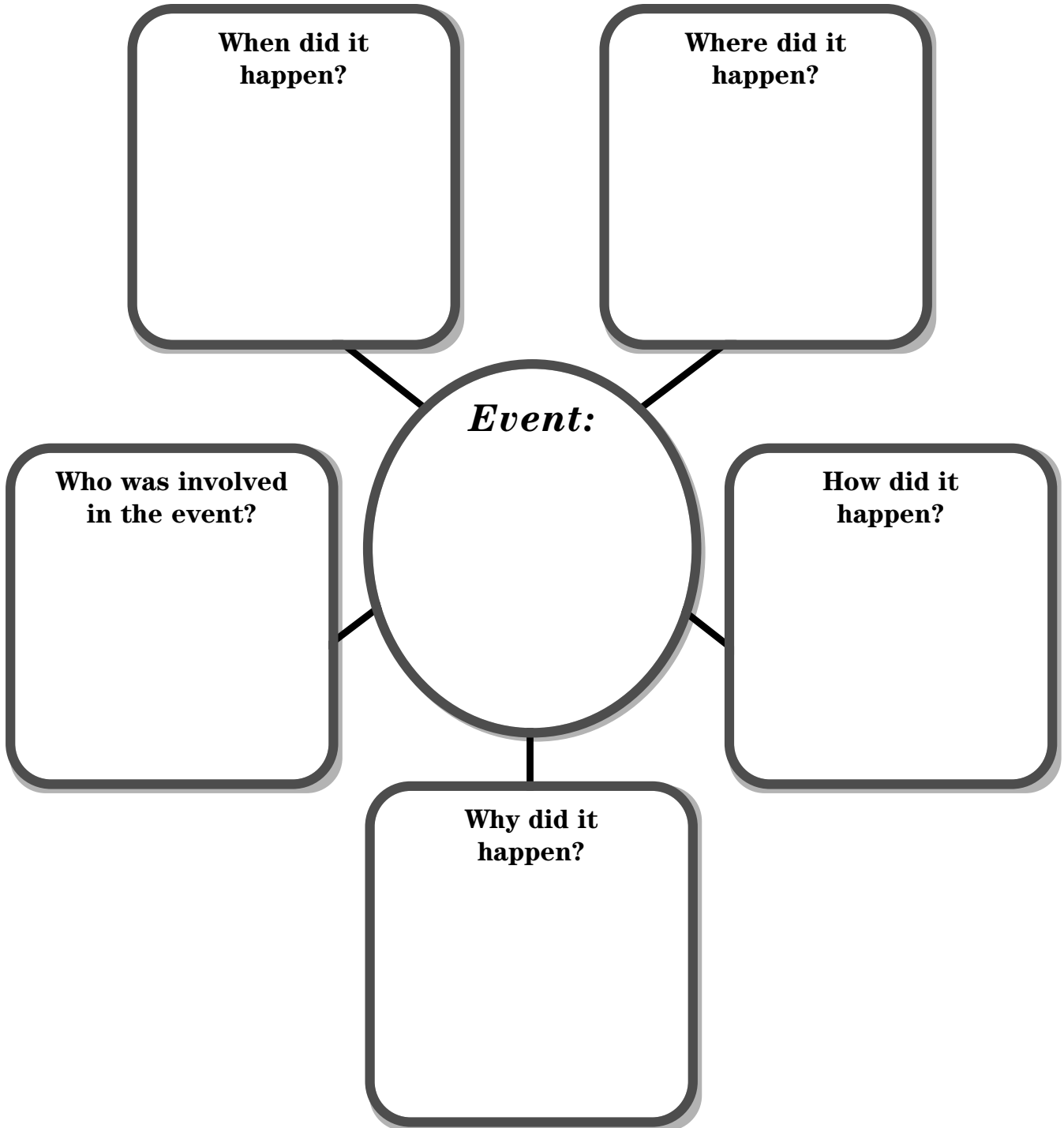
Grading Criteria	
Setting	5 points
Characters and descriptions	10 points
Important events	25 points
Followed directions	5 points
Neatness	5 points
	<hr/> 50 points



Name \_\_\_\_\_ Date \_\_\_\_\_

**Book Title:** \_\_\_\_\_

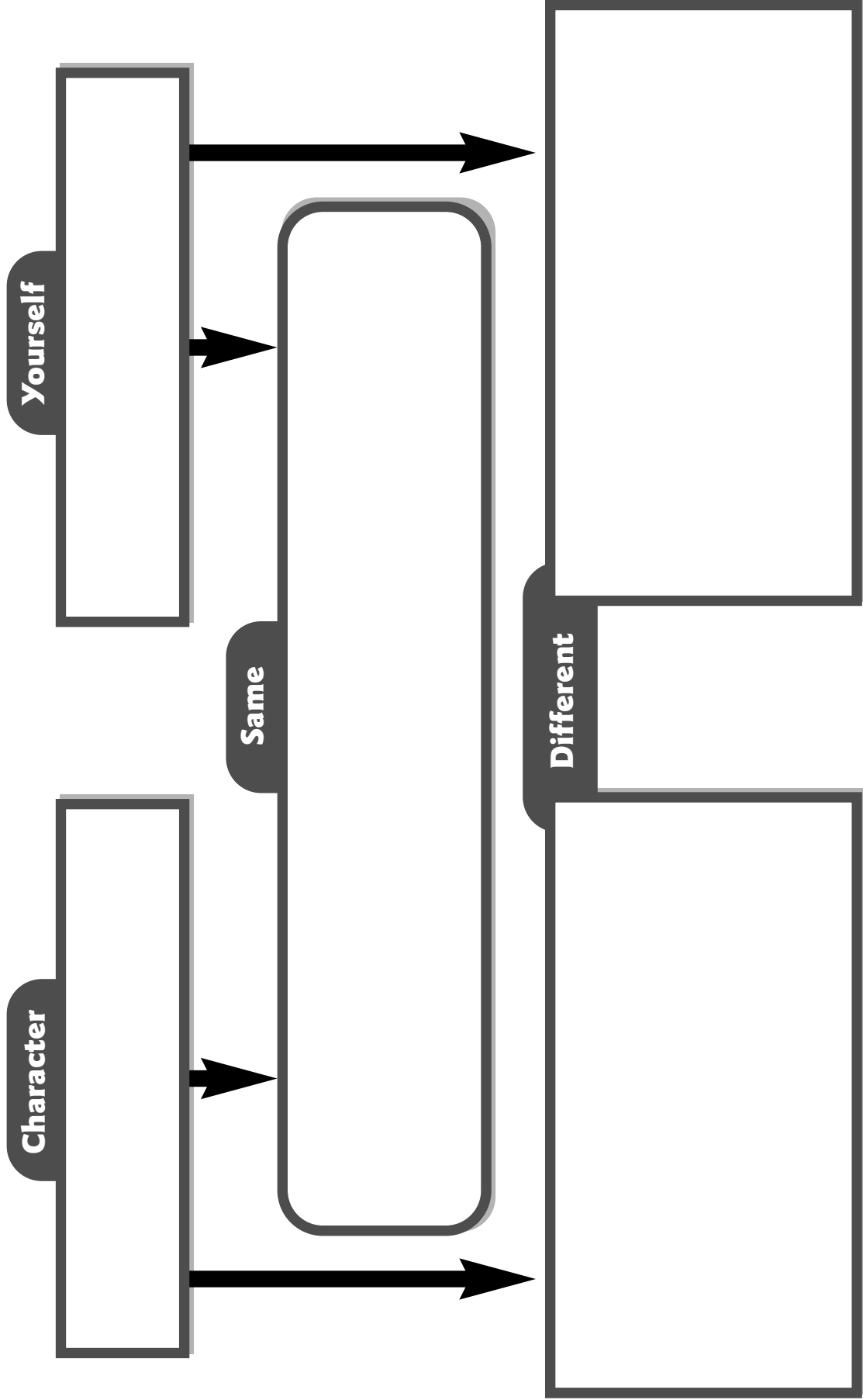
**Author:** \_\_\_\_\_





Name \_\_\_\_\_ Date \_\_\_\_\_

Book Title: \_\_\_\_\_ Author: \_\_\_\_\_



# Grading Summary Historical Fiction

	<b>Possible Score</b>	<b>My Score</b>
<input type="checkbox"/> <b>Vocabulary Cards</b> .....		
Chose ten words . . . . .	10 points	_____
Dictionary definitions . . . . .	10 points	_____
Text clue definitions . . . . .	10 points	_____
Followed directions . . . . .	10 points	_____
Mechanics . . . . .	5 points	_____
Neatness . . . . .	5 points	_____
	50 points	_____
<input type="checkbox"/> <b>Event Map</b> .....		
Event map explanations . . . . .	20 points	_____
Followed directions . . . . .	20 points	_____
Mechanics . . . . .	5 points	_____
Neatness . . . . .	5 points	_____
	50 points	_____
<input type="checkbox"/> <b>Character Prediction</b> .....		
Summary of story ending . . . . .	15 points	_____
New ending . . . . .	20 points	_____
Followed directions . . . . .	5 points	_____
Mechanics . . . . .	5 points	_____
Neatness . . . . .	5 points	_____
	50 points	_____
<input type="checkbox"/> <b>Character Comparison</b> .....		
Same qualities . . . . .	20 points	_____
Different qualities . . . . .	20 points	_____
Followed directions . . . . .	5 points	_____
Neatness . . . . .	5 points	_____
	50 points	_____
<input type="checkbox"/> <b>Design a Package</b> .....		
Ad accurately depicts time period of the novel . . . . .	15 points	_____
Graphics . . . . .	10 points	_____
Cereal box layout . . . . .	10 points	_____
Creativity . . . . .	10 points	_____
Neatness/colorfulness of box . . . . .	5 points	_____
	50 points	_____

# Grading Summary Historical Fiction

	<b>Possible Score</b>	<b>My Score</b>
<input type="checkbox"/> <b>Change the Setting</b> .....		
Summary of current setting . . . . .	15 points	_____
Description of the new setting . . . . .	15 points	_____
Explanation of setting effects . . . . .	10 points	_____
Mechanics . . . . .	5 points	_____
Neatness . . . . .	5 points	_____
	50 points	_____
<input type="checkbox"/> <b>Select a Quote</b> .....		
Quote from the novel . . . . .	5 points	_____
Explanation . . . . .	20 points	_____
Quotation connections . . . . .	20 points	_____
Neatness . . . . .	5 points	_____
	50 points	_____
<input type="checkbox"/> <b>Rewrite a Boring Part</b> .....		
Summary of boring part . . . . .	15 points	_____
Adequate details in rewritten part . . . . .	20 points	_____
Followed directions . . . . .	5 points	_____
Mechanics . . . . .	5 points	_____
Neatness . . . . .	5 points	_____
	50 points	_____
<input type="checkbox"/> <b>Story Chain</b> .....		
Setting . . . . .	5 points	_____
Characters and descriptions . . . . .	10 points	_____
Important events . . . . .	25 points	_____
Followed directions . . . . .	5 points	_____
Neatness . . . . .	5 points	_____
	50 points	_____
<b>Total for all three projects</b>		_____