SUMMER READING ASSIGNMENT

OUT OF MY MIND
By: Sharon M. Draper

Multimedia Digital Poster

Please read Out of My Mind by Sharon Draper. You will annotate the book.

You will design a digital poster that will make this novel a box hit at the movies. The poster needs to be designed in a way that makes people want to rush out and see the movie. The poster must be visually appealing, neat, and creative. The poster should motivate an audience to see the film so it must STAND OUT!

Criteria for digital poster:

- Graphics/Pictures: You may use clipart, paint, or cut pictures from magazines which depict highlights of the novel/movie. You may NOT use the cover of the book. (You should include a minimum of 5 pictures)
- Include the title of the novel/movie and the author's name as well.
- Include at least two quotes from the novel which depict the theme of the novel/movie.
- Select a theme song which supports the plot/theme of the novel/movie.
- Provide at least two reviews about the novel/movie.
- Assign your movie a rating (G, PG, PG-13).

Research different movie posters for reference. The following are some digital tools to help you create your multimedia interactive poster: *Thinglink, Pictochart, CANVA, Biteslides* and *Glogster.*

Please note that some of these programs allow you to use the program for a limited time (7 days, or 24 hours, etc.) as a tryout period, then you will lose the information.

You must print out a copy of your movie poster to present it to your teacher the first week of school. In addition, your project must be saved onto a flash/jump drive so that you may access your project when you present it to the class. The copy of the movie poster and the saved project are due the first week of school.

Please make sure all work on the poster is your original work and not plagiarized from any other source. The project and presentation will be worth several grades. There will be a test on the book as well.

How to Annotate a Text

Marking and highlighting a text is like having a conversation with a book – it allows you to ask questions, comment on meaning, and mark events and passages you want to revisit.

Below are some suggestions that will help with annotating.

- Use a pen, pencil, post-it notes, or a highlighter (although use it sparingly!).
- Summarize important ideas in your own words.
- Add examples from real life, other books, TV, movies, and so forth.
- Define words that are new to you.
- Mark passages that you find confusing with a ???
- Write questions that you might have for later discussion in class.
- Comment on the actions or development of characters.
- Comment on things that intrigue, impress, surprise, disturb, etc.
- *Note how the author uses language. A list of possible literary devices is attached*.
- *Note symbolism, motifs, themes*
- Draw a picture when a visual connection is appropriate
- Explain the historical context or traditions/social customs used in the passage.
- **Diction** (word choice): the denotative and connotative meanings of words
  • different words for the same thing often suggest different attitudes (e.g., happy vs. content)
  • denotative vs. connotative (e.g., dead vs. passed away)
- **Images**: Vivid appeals to understanding through the five senses
- **Details**: Facts that are included or those that are omitted
- **Language**: The overall use of language such as formal, clinical, informal, slang, syntactical structure
- **Sentence Structure**: How the author's use of sentence structure affects the reader

Suggested methods for marking a text:

* Use sticky notes if you cannot write in the book

* Color code your annotations by using different color post-its, highlighters, or pens.

* Use brackets if several lines seem important, just draw a line down the margin and underline/highlight only the key phrases.

* Place an asterisk (*) next to an important passage; use two if it is really important.

* Use the space in the margins to make comments, define words, ask questions, etc. (marginal notetaking)

*Underline/highlight: Caution! Do not underline or highlight too much! You want to concentrate on the important elements, not entire pages (use brackets for that).

*Use circles, boxes, triangles, squiggly lines, stars, etc. to mark important elements such as figurative language

Literary Term Definitions:

1. Alliteration – the practice of beginning several consecutive or neighboring words with the same consonant sound: e.g., "The twisting trout twinkled below."
2. Allusion – a reference to something outside the text such as a mythological, literary, or historical person,
    place, or thing to make a connection for the reader: e.g., "He met his Waterloo."

3. Flashback – a scene that interrupts the action of a work to show a previous event.

4. Foreshadowing – the use of hints or clues in a narrative to suggest future action

5. Hyperbole – a deliberate, extravagant, and often outrageous exaggeration; it may be used for either serious
    or comic effect: e.g., "The shot heard 'round the world."
6. Idiom – an accepted phrase or expression having a meaning different from the literal: e.g., to drive someone
    up the wall.
7. Imagery – the words or phrases a writer uses that appeal to the senses.

8. Irony – there are three types; -

    Verbal irony – when a speaker or narrator says one thing while meaning the opposite; sarcasm is a form of verbal irony: e.g., "It is easy to stop smoking. I've done it many times."

    Situational irony -- when a situation turns out differently from what one would normally expect; often the twist is oddly appropriate: e.g., a deep sea diver drowning in a bathtub is ironic.

    Dramatic irony – when a character or speaker says or does something that has different meaning from what he or she thinks it means, though the audience and other characters understand the full implications: e.g., Anne Frank looks forward to growing up, but we, as readers, know that it will never be.
9. Metaphor – a comparison of two unlike things not using "like" or "as": e.g., "Time is money."

10. Mood – the atmosphere or predominant emotion in a literary work.

11. Oxymoron – a form of paradox that combines a pair of opposite terms into a single unusual expression: e.g., "sweet sorrow" or "cold fire."
12. Paradox – occurs when the elements of a statement contradict each other. Although the statement may appear illogical, impossible, or absurd, it turns out to have a coherent meaning that reveals a hidden truth: e.g., "Much madness id divinest sense."
13. Personification – a kind of metaphor that gives inanimate objects or abstract ideas human characteristics: e.g., "The wind cried in the dark."
14. Rhetoric – the art of using words to persuade in writing or speaking.
15. Simile – a comparison of two different things or ideas using words such as "like" or "as": e.g., "The warrior fought like a lion."
16. Suspense – a quality that makes the reader or audience uncertain or tense about the outcome

of events.

17. Symbol – any object, person, place, or action that has both a meaning in itself and that stands for something larger than itself, such as a quality, attitude, belief, or value: e.g., a tortoise represents slow but steady progress.

18. Theme – the central message of a literary work. It is expressed as a sentence or general statement about life or human nature. A literary work can have more than one theme, and most themes are not directly stated but are implied: e.g., pride often precedes a fall.

19. Tone – the writer's or speaker's attitude toward a subject, character, or audience; it is conveyed through the author's choice of words (diction) and details. Tone can be serious, humorous, sarcastic, indignant, etc.

20. Understatement (meiosis, litotes) – the opposite of hyperbole. It is a kind of irony that Deliberately represents something as being much less than it really is: e.g., "I could probably manage to survive on a salary of two million dollars per year."