Summer Reading List for Honors English I 2019-2020

Summer Reading:
1) *Lord of the Flies* by William Golding
2) *Old Man and the Sea* by Ernest Hemingway
3) *Never Cry Wolf* by Farley Mowat

Each novel is to be read by the first day of school, and students will be tested during the first month of the school year. While reading, students should take specific notes on the following:

- **Setting**: the time and place of a story
- **Symbols**: a person, place, thing, or event that stands for itself and for something beyond itself. Literary symbols usually represent abstract ideas, concepts and qualities. Examples: faith, loyalty, reason, innocence, benevolence, aggression, selfishness, prejudice, vengeance, honor, evil, etc...
- **Conflicts**: struggle or clash between opposing characters or opposing forces
  - external conflict: a character struggles against an outside force
  - internal conflict: a character struggles with opposing needs, desires, or emotions within his/her own mind
- **Characters**: trace at least 4-5 major characters in each novel and how they contribute to central ideas in the book (Note: You only need to trace two characters for *Old Man and the Sea*.)
- **Central Ideas**: write down quotes and page numbers that correlate to each of the following
  > *Of Mice and Men*: isolation, social injustice, dreams, moral responsibility, prejudice
  > *Old Man and the Sea*: loneliness, perseverance, suffering, courage
  > *Never Cry Wolf*: family life, loneliness, moral responsibility, courage, environmentalism, prejudice

IMPORTANT NOTE: Students are expected to **read the actual books** and not use *Cliffs Notes*, *Spark Notes*, summaries from the Internet, or any other secondary sources.

Elements of Plot Development

Exposition / Introduction
Three things are clearly established:
1. **Main character(s)**
2. **Setting** (location in time & place),
3. **Conflict**: there is a problem to be resolved by the main character(s).
   All plot elements relate to the efforts of the protagonist to resolve the conflict.
   Types of Conflict:
   External: the main character struggles against opposing external forces
       Examples: vs. Society,   vs. Nature, vs. Technology, vs. others
   Internal: vs. self - opposing needs, desires, or emotions within

The narrative *point of view* is also established: first person, third-person.

Rising Action/ Suspense
Complications & obstacles arise for protagonist's struggle to resolve conflict. Suspense & curiosity builds for reader
           Usually, most of a story is rising action.

Climax/ Turning Point
Moment of choice for the protagonist, forces of conflict come together. Situation improves *or* deteriorates. 🎭
   The climax of a story is a series of events, with a turning point as a distinct moment when the reader learns for certain whether the story will unfold as a comedy (favorable to the protagonist 😀) or a tragedy (unfavorable to the protagonist 😭).
           -in Greek theater, it's one or the other. 🎭

Falling Action/ Anticlimax
Decrease in emotional intensity, incidents relate to protagonist's decision.
           The falling action is usually very short, often just a page or two, but sometimes only one paragraph!

Resolution/ Denouement
Resolution of conflict / problem
           Explicit Resolution: external problem/conflict is openly resolved in fact.
           Implicit Resolution: internal conflict is resolved; the protagonist changes in
               character or learns a lesson of value.
Theme: The overall theme of the story is clarified for the reader. Think about the big ideas driving the story: what is the author's main message to the reader?

Characterization

Characterization: the process by which a writer reveals the personality of a character

Characterization Methods:
Direct– the writer *tells* the reader directly what the character's personality is like

Indirect– the writer *reveals* the personality of a character

1. **WORDS/ DIALOGUE:** lets us hear the character ***speak***

2. **APPEARANCE** describes how the characters ***looks*** and dresses

3. **FEELINGS & THOUGHTS (INTERNAL DIALOGUE)** lets us listen to the character's ***inner thoughts and feelings***

4. **OTHER'S OPINIONS** reveals what other characters in the story think or say about the character

5. **ACTIONS** shows us what the character ***does*** – how he or she acts

6. **SENSE DESCRIPTION** shows us what the character ***experiences*** with his or her five senses (sight, sound, smell, touch, taste)

Types of Characters:

Flat: characters with only one or two distinguishing traits. Often a stock, or stereotype character.

Round: a well-developed character with many distinguishing traits. Developed in terms of sense description, thoughts, actions, dialogue, reactions of others.

Static: a character that does not change throughout the story.

Dynamic: a character that changes and grows due to events in the story.

Foil: characters that oppose or set off another character through contrast.