

One Paragraph Summary

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EXCEEDS EXPECTATION	<ul style="list-style-type: none"> ▪ Proper paragraph format, heading, very neat and legible. ✓ ▪ Includes almost all key main elements and very few if any minor details. ▪ Duplicates content of original clearly and accurately in less than 250 words. ▪ Copies order of original. ▪ Uses some transitions that clearly and correctly connect ideas. ▪ Very easy to read and understand. ▪ Used pronouns correctly and clearly. ▪ Makes no judgments about original and reflect tone of original. ▪ All sentences correct, clear, uses some variety of sentence beginnings. ▪ 1-2 minor errors of mechanics, sentence structure, word choice.
MEETS EXPECTATION	<ul style="list-style-type: none"> ✗ Proper paragraph format, headings, neat. ✗ Includes most key main elements and/or few minor details. 300 ✗ Duplicates content, almost always clearly, accurately in less than <u>250</u> words. ✗ Copies order of original. ✓ ▪ Easy to read and understand. ✓ ▪ Most pronouns used correctly, clearly ✓ ✗ Makes no judgments about original ✓ ✗ Most sentences correct, clear, uses some variety of sentence beginnings. ✗ 3-4 errors mechanics, sentence structure, word choice. ✓
WITH ASSISTANCE	<ul style="list-style-type: none"> ▪ Mostly proper paragraph format, heading, margins, legible. ▪ Includes at least half of key main elements and/or several minor details. ✓ ▪ Duplicates content fairly clearly and accurately in less than 250 words. ✓ ▪ Mostly copies order of original. ✗ Somewhat difficult to read and understand. ✗ Several pronouns used incorrectly and/or unclear. ▪ Makes judgment about original ✓ ▪ Most sentences incorrect and unclear, no variety of sentence beginnings. ▪ 5-6 errors of mechanics, sentence structure and word choice.
DOES NOT MEET	<ul style="list-style-type: none"> ▪ Improper paragraph format, heading, margins, illegible. ▪ Includes less than half the key main elements and/or many minor details. ▪ Duplicates content unclearly, inaccurately and/or more than 250 words. ▪ Does not copy order of original. ▪ Difficult to read and understand. ▪ Most pronouns are used incorrectly, unclear. ▪ Makes judgments about original. ▪ Sentences incorrect, unclear. ▪ More than 6 errors of mechanics, sentence structure and word choice.

ME -

topic sentences were not clear on theme.

Everything Has Its Cost

Novel Study (Rules)

The Giver Summary:

"The Giver" by Lois Lowry shows the advantages and disadvantages of a "flawless" community with the main character, Jonas. This community aims to have a place with no decisions and no pain. There are many rules, from having to share ones feelings at the dinner table, to being killed if one messes up a few times. The community has so many rules that the people don't even see colors. They don't know about animals, they don't know about snow, they don't hear music, and they don't even know about love. "Don't you understand why it's inappropriate to use a word like 'love'?" Mother asked (Pg. 127). A spouse is given to some people, and they can apply to get children. All children are assigned a job at the age of twelve, but their jobs suit them, as they are always analyzed by the Elders. Family units must share their feelings every night and share their dreams every morning. There are other smaller rules such as only children above the age of nine can ride bicycles and girls under that age must wear hair ribbons. Everyone above a certain age to take a pill that removes any feeling of love, but the community doesn't know what it does. After a while, Jonas is skeptical about the pill and decides to stop taking it. Arguably, the most important rule is that if someone mess up at least three times, they get released. The other ways to get released are if someone gets too old, are an inadequate baby, or one can apply for release if they want to. Everyone in the community, being ✓

where is the
word 'rules' in
your sentence?

completely unaware of pain or death, think that being released means being sent to another community, so other people can take care of the released. Children are not allowed to watch the "ceremony" of release. The truth, as Jonas finds out, is that release means to be killed. This is one of the many times that Jonas doubts the fairness of these rules. ✓

The City of Ember Summary:

*What is your theme?
Poor organization.*

"The City of Ember" by Jeanne DuPrau is the story of two children named Lina Mayfleet and Doon Harrow who live in a city where there is no sky. There is no sunlight, so they run on artificial light. They have lived like this for centuries, but the light is dying and no one knows how to make them. They are also running out of supplies, including food. There have to be many rules to survive with enough resources. One rule is that everyone is assigned a job at the age of twelve. Unlike "The Giver," the jobs are literally picked out of a hat. If someone doesn't like their job, too bad. Everyone must keep their job for three years. If they are inadequate at their job, they will be forced to switch. Doon trades his job with Lina, which leads him to the Pipeworks. A rule in the Pipeworks is that unauthorized people are not allowed to enter many places, including the generator room. Most of the Pipeworks are off-limits, but both Doon and Lina sneak into those areas for important reasons later on in the book. Therefore, Lina and Doon are breaking the rules, but they find out some valuable information when venturing in the off-limits areas. They discover that the mayor has been hoarding food and supplies in one of the hidden rules. The other people of the city don't break the rules, so they won't get any closer to discovering the way to save Ember. "You mean...the mayor is *stealing*?" (Pg. 164) This quote is from the assistant guard, Barton Snode. He is shocked by the idea that the mayor is selfish enough to hoard

resources. In the novel, Lina and Doon both break many rules, but do the benefits outweigh the costs in this situation? If Lina and Doon hadn't broken any rules, they wouldn't have caught the mayor and their story would be a lot less interesting. *opinion*

Real Life Summary:

When I was younger, I made some very poor choices. I was quite the troublemaker when I was in the third grade. After breaking so many rules, I learned from my mistakes and now I'm nothing like I was back then. When I broke the rules that I did, it benefitted no one in any way. There were great consequences, and it wasn't as if I was breaking a rule to help someone, I was just breaking a rule because I was young and ignorant. For example, I would be distract my friends in class, which really doesn't help anyone as it just puts myself and my friends behind the rest of the class. Another example would be stealing sugar cubes from the teachers area and putting them in our water. It was incredibly silly, because sugar in water would probably get me sick and it didn't taste so good anyway. Also, if I was caught, I would have to deal with more punishment. Once, when I was even younger, I was sent to the principal and counselor about five times in a row because my swimming teacher was upset that I wasn't listening to him while I was in the water. I personally find that a bit ridiculous, because I was underwater, so I couldn't hear him. A long term effect is that my teachers most likely judged me by what I did and they might start to jump to conclusions or keep a closer watch on me. One particular instance was when I did something so bad that I got a six-week ban from all screens. I have always been a big computer person, so that was quite painful. In this situation, the cost greatly outweighs the benefit, as there was no benefit, like I said. When I had the six-week ban, I believe

that was when I learned that I should think about the costs and benefits of breaking a rule and how generally, in my situation, the costs greatly outweigh the benefits.