



3-8 Gifted and Talented Enrichment Program
HARRISON PUBLIC SCHOOLS
HARRISON, NEW JERSEY 07029

MAUREEN KROOG

*Acting Superintendent of Schools
Director of Curriculum and Instruction*

JAMES P. DORAN, Ed.D.

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Dear Parents/Guardians:

In an effort to promote independent reading and inquiry which will facilitate students as lifelong learners, we have developed **summer reading requirements**. These are not your typical reading requirements! These assignments will turn your child into a Summer Reading Star!

Students in our 3-8 Academic Enrichment Program will be a part of our Summer Reading Program!

Recommended reading list for grades 3-8

Students in grades 3-8 are responsible for reading ONE book that appears on this list and completing FOUR of the mandatory summer assignments. Students are encouraged to read much more than one book this summer; however students are required to complete only one novel and four of the listed projects.

A Wrinkle in Time

By Madeleine L'Engle

Grades 3-5,

Lexile Level 740L

Meg Murray, her little brother Charles Wallace, and their mother are having a midnight snack on a dark and stormy night when an unearthly stranger appears at their door. He claims to have been blown off course, and goes on to tell them that there is such a thing as a "tesseract," which, if you didn't know, is a wrinkle in time. Meg's father had been experimenting with time-travel when he suddenly disappeared. Will Meg, Charles Wallace, and their friend Calvin outwit the forces of evil as they search through space for their father?

A Monster Calls

By Patrick Ness , illustrated by Jim Kay

Grades 6-8

Age Range 12-14

Lexile Level 730L

At seven minutes past midnight, thirteen-year-old Conor wakes to find a monster outside his bedroom window. But it isn't the monster that Conor's been expecting — the one



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from his nightmare, the nightmare he's had nearly every night since his mother started her treatments. The monster in his backyard is different. It's ancient. And wild. And it wants something from Conor. Something terrible and dangerous. It wants the truth.

I am Number Four

By Pittacus Lore

Grades 6-8

Age Range 12-14

Lexile Level 700L

Nine teens are sent from their home planet, Lorien, to escape the Mogadarians, a vicious species bent on destroying them. Determined to keep their species alive, the Nine have arrived on Earth, where they scatter, living in secret among human beings and protected by a charm: they can only be killed in numerical order.

As the novel opens, the Mogadarians have found the Loriens on Earth, and Number Three has just been murdered. John Smith is Number Four, and though he appears to be an ordinary teenager, he is gifted with a "Legacy," the potential for unimaginable powers. Now he must awaken those powers to escape the Mogadarians and band with the remaining five Loriens if he hopes to defeat his enemies once and for all.

Filled with action, suspense, and winning characters, this catch-me-if-you-can science fiction novel will have readers racing to the end.

The Silence of Murder

By Dandi Daley Mackall

Grade 7+

Age Range 12-17

Lexile Level HL620L

The story of a teen's struggle to prove her brother innocent of murder.

The Crime: The murder of John Johnson, beloved baseball coach.

The Accused: 18-year-old Jeremy Long, who hasn't spoken a single word in 12 years.

Witness for the Defense: 16-year-old Hope Long, the only person who believes her brother is innocent.

Other Suspects: The police have none. But Hope's list is growing.

From author Dandi Daley Mackall comes a gripping murder mystery and a dark yet powerfully redemptive story of love, secrets, and silence.

The Mysterious Benedict Society

By Trenton Lee Stewart

Grade 3-7



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Age Range 11-13 Years
Lexile Level 840L

Dozens of children respond to this peculiar ad in the newspaper and are then put through a series of mind-bending tests, which readers take along with them. Only four children—two boys and two girls—succeed. Their challenge: to go on a secret mission that only the most intelligent and inventive children could complete. To accomplish it they will have to go undercover at the Learning Institute for the Very Enlightened, where the only rule is that there are no rules. But what they'll find in the hidden underground tunnels of the school is more than your average school supplies. So, if you're gifted, creative, or happen to know Morse Code, they could probably use your help.

Alice in Wonderland

By Lewis Carroll

Grade 5+

Age Range 10+

Lexile Level 860L

The story is deeply but gently satiric, enlivened with an imaginative plot and brilliant use of nonsense, as it relates Alice's adventures in a bizarre, topsy-turvy land underground. There she encounters a cast of strange characters and fanciful beasts, including the White Rabbit, March Hare, Mad Hatter, the sleepy Dormouse and grinning Cheshire Cat, the Mock Turtle, the dreadful Queen of Hearts, and a host of other unusual creatures. A selection of the Common Core State Standards Initiative.

The Raft

By S. A. Bodeen

Grade 7+

Age Range 12 - 17 Years

Lexile Level 680L

Robie is an experienced traveler. She's taken the flight from Honolulu to the Midway Atoll, a group of Pacific islands where her parents live, many times. When she has to get to Midway in a hurry after a visit with her aunt in Hawaii, she gets on the next cargo flight at the last minute. She knows the pilot, but on this flight, there's a new co-pilot named Max. All systems are go until a storm hits during the flight. The only passenger, Robie doesn't panic until the engine suddenly cuts out and Max shouts at her to put on a life jacket. They are over miles of Pacific Ocean. She sees Max struggle with a raft.

And then . . . she's in the water. Fighting for her life. Max pulls her onto the raft, and that's when the real terror begins. They have no water. Their only food is a bag of Skittles. There are sharks. There is an island. But there's no sign of help on the way.

The Goblin Wood

Hilari Bell



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Grade 3-8

Age range: 12 - 17 Years

Lexile Level 830L

Fantasy and intrigue blend in a mythical medieval land where good and evil are not always clearly distinguishable. When the story opens, 12-year-old Makenna has just witnessed the murder of her mother, the local hedgewitch, by decree of a priest of the Hierarch, aided by the villagers whom Makenna's mother had always helped. Angry and bitter, the grieving girl seeks revenge on the village and runs away into the woods, where she encounters and befriends the goblins—a small, magical race of people who are being systematically exterminated by the Hierarch. Advance five years to another part of the Hierarch's territory and meet Tobin, a knight who takes the blame for his younger brother's role in an attempted coup. Tobin will be allowed to redeem himself by capturing the sorceress who has aligned herself with the goblins. This, of course, is Makenna. When the two young people meet, they discover that the world around them cannot be viewed as all good or all bad and together they attempt to provide a safe haven for both humans and goblins.

Magicalamity

Kate Saunders

Grade 4-7

Age range: 9 - 12 Years

Lexile Level 700L

This funny, outrageous romp through fairyland has it all: spies, secret organizations, fairy godmothers, flying carpets, and magic. Tom Harding is under the mistaken impression that he is a normal 11-year-old, until the day that his parents disappear and he finds a bumbling fairy in his kitchen, making eggs for breakfast. It turns out that she is one of his three fairy godmothers, his father is a fairy in mortal danger, his mother has been hidden in a jar of sun-dried tomatoes, and he is a demispriete, a persona non grata in the fairy kingdom. Despite this, it is clear to Tom that he will have to save his parents from the fury of the ruling Falconer family. With the help of his fairy godmothers and Pindar, a renegade Falconer, he uses his determination, courage, and clear-sightedness to bring the story to a satisfying resolution.

The City of Ember

Jeanne Duprau

Grade 3+

Age range: 9 - 12 Years

Lexile Level 680L

Ember, a 241-year-old, ruined domed city surrounded by a dark unknown, was built to ensure that humans would continue to exist on Earth, and the instructions for getting out



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have been lost and forgotten. On Assignment Day, 12-year-olds leave school and receive their lifetime job assignments. Lina Mayfleet becomes a messenger, and her friend Doon Harrow ends up in the Pipeworks beneath the city, where the failing electric generator has been ineffectually patched together.

Both Lina and Doon are convinced that their survival means finding a way out of the city, and after Lina discovers pieces of the instructions, she and Doon work together to interpret the fragmented document. Life in this postholocaust city is well limned--the frequent blackouts, the food shortage, the public panic, the search for answers, and the actions of the powerful, who are taking selfish advantage of the situation. Readers will relate to Lina and Doon's resourcefulness and courage in the face of ominous odds.

Matched Series

Ally Condie

Grade 6+

Age range: 14 - 17 Years

Lexile Level 680L

In the Society, Officials decide. Who you love. Where you work. When you die. Cassia has always trusted their choices, but she begins to question just how perfect her world really is when she notices things are not what they seem. As Cassia begins to doubt the Society's infallibility, she is faced with an impossible choice: between Xander and Ky, between the only life she's known and a path that no one else has dared to follow.

Enclave Series

Ann Aguirre

Grade 7+

Age range: 12 - 17 Years

Lexile Level 650L

WELCOME TO THE APOCALYPSE In Deuce's world, people earn the right to a name only if they survive their first fifteen years. By that point, each unnamed 'brat' has trained into one of three groups-Breeders, Builders, or Hunters, identifiable by the number of scars they bear on their arms. Deuce has wanted to be a Huntress for as long as she can remember.

As a Huntress, her purpose is clear--to brave the dangerous tunnels outside the enclave and bring back meat to feed the group while evading ferocious monsters known as Freaks. She's worked toward this goal her whole life, and nothing's going to stop her, not even a beautiful, brooding Hunter named Fade. When the mysterious boy becomes her partner, Deuce's troubles are just beginning.



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Divergent Series

Veronica Roth

Grade 8+

Age range: 14 - 17 Years

Lexile Level 700L

In Beatrice Prior's dystopian Chicago, society is divided into five factions, each dedicated to the cultivation of a particular virtue—Candor (the honest), Abnegation (the selfless), Dauntless (the brave), Amity (the peaceful), and Erudite (the intelligent). On an appointed day of every year, all sixteen-year-olds must select the faction to which they will devote the rest of their lives. For Beatrice, the decision is between staying with her family and being who she really is—she can't have both. So she makes a choice that surprises everyone, including herself.

The Forest of Hands and Teeth

Carrie Ryan

Grade 9+

Age range: 14+ years

Lexile Level 900L

In Mary's world there are simple truths. The Sisterhood always knows best. The Guardians will protect and serve. The Unconsecrated will never relent. And you must always mind the fence that surrounds the village; the fence that protects the village from the Forest of Hands and Teeth. But, slowly, Mary's truths are failing her. She's learning things she never wanted to know about the Sisterhood and its secrets, and the Guardians and their power, and about the Unconsecrated and their relentlessness.

When the fence is breached and her world is thrown into chaos, she must choose between her village and her future—between the one she loves and the one who loves her. And she must face the truth about the Forest of Hands and Teeth. Could there be life outside a world surrounded in so much death?

Shipwreck at the Bottom of the World

Jennifer Armstrong

Grade 3-7

Age: 8-13

Lexile Level:1090

In August 1914, Ernest Shackleton and 27 men sailed from England in an attempt to become the first team of explorers to cross Antarctica from one side to the other. Five months later and still 100 miles from land, their ship, Endurance, became trapped in ice. The expedition survived another five months camping on ice floes, followed by a perilous journey through stormy seas to remote and unvisited Elephant Island. In a dramatic



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climax to this amazing survival story, Shackleton and five others navigated 800 miles of treacherous open ocean in a 20-foot boat to fetch a rescue ship.

Students: You responsible for reading ONE book that appears on this list and completing FOUR of the mandatory summer assignments. You are encouraged to read much more than one book this summer, however you are required to complete only one novel and four of the listed projects.

1. Character astrology signs. After reading brief descriptions of the astrology or sun signs, figure out which signs you think three of the main characters from your book were born under. Write an explanation of why you think they fit the sign, drawing on their actions, attitudes, and thoughts from the book.
2. Movie recommendations. From all the movies you've seen in the last couple of years, pick five you would recommend that your character see. Give a brief summary of each movie and explain why you think the character should see it.
3. Word collage. Write the title of the book in the center of a sheet of paper. Then look through magazines for words, phrases, and sentences that illustrate or tell something about your book. As you look, think in terms of the theme, setting, plot line, as well as characters. Work to get fifty such words, phrases, or sentences so the whole sheet of paper will be covered. The visual impact of the collage should tell a potential reader a lot about the book.
4. Awards. Create an award for each of the main characters based on their actions in the novel. One might be awarded "most courageous" for fighting peer pressure, another might be awarded "wisest" for the guidance he or she gave other characters. For each award, write a paragraph that explains why this character deserves this award.
5. Title acrostic. Take a sheet of construction paper and write the title of the book down the side of the paper. For each letter in the title, construct a sentence that begins with that letter and that tells something significant about the story.
6. Name analysis. Select a few of the characters from the novel. Look up each of their names in a name book to see what the name means. Write all the meanings down and then write a short essay for each character explaining in what ways showed up in your novel.
7. Draw a scene. If you are artistic, think of an important scene and draw it the way you see it. Place the characters in the scene too and then figure out where you were in relation to the characters when you read the book. Then write or tape your explanations of why you drew the scene the way you did and why presses as many aspects of the character as you are aware of.
8. Photo album. Think about the events that happened in your novel. Decide which scenes or pictures from the novel a character would want to remember. Then draw several of these "photos" for an album page or write about which pictures the character would want in his or her album. For instance, in *Freak the Mighty* by Rodman Philbrick (1993, Scholastic), Max would want a picture of himself



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- opening the Christmas present Kevin made for him, a picture of Kevin on his shoulders, and a picture of Kevin bursting in to save him from his brutal father.
9. A character alphabet. Choose a character you liked and then create sentences based on the alphabet scheme that demonstrate your knowledge of the character.
 10. Create a character's room. We learn a lot about people by what they keep in their closets, what they have on their walls, what they select to put in a room. Select a character you know well and create a living room, bedroom, kitchen, or some other room that would mean a lot to the character. Draw it or write about it, making sure to include an explanation of why you designed the room as you did.
 11. CD collection. Design a CD collection for a character you know well, being sure that the collection includes music that expresses as many aspects of the character as you are aware of.

HAPPY READING

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