

St. Peter Claver Regional Catholic School

Rising 6th Grade

Summer Reading 2020

Summer Reading Assignment:

1. Read three books (***Holes***), and two chosen selections from the list below)
2. Complete Graphic Organizers for each of the three books
3. Be prepared for a test on *Holes*, and an in-class writing assignment on your two chosen books during the first week of school.

*You will be reading three books this summer, one required book, which is enclosed, and two books chosen from the selections listed below. You will also find graphic organizers included in this packet. The graphic organizers will help you order your thoughts and understanding of the book. The graphic organizers will also help you prepare for your **summer reading assessments** which will take place during the first full week of school. You will have a test covering your required reading, and in-class writing assignments, covering the two additional books chosen from the selections below.*

Required Selection: *Holes*, by Louis Sachar

Holes is a 1998 young adult novel written by Louis Sachar and first published by Farrar, Straus and Giroux. The book centers on an unlucky teenage boy named Stanley Yelnats, who is sent to Camp Green Lake, a juvenile corrections facility in a desert in Texas, after being falsely accused of theft. The plot explores the history of the area and how the actions of several characters in the past have affected Stanley's life in the present. These interconnecting stories touch on themes such as racism, homelessness, illiteracy, and arranged marriage.

Please choose two other books from the selection below:

***Enders Game*, by Orson Scott Card**

In order to develop a secure defense against a hostile alien race's next attack, government agencies breed child geniuses and train them as soldiers. A brilliant young boy, Andrew "Ender" Wiggin lives with his kind but distant parents, his sadistic brother Peter, and the person he loves more than anyone else, his sister Valentine. Peter and Valentine were candidates for the soldier-training program but didn't make the cut--young Ender is the Wiggin drafted to the orbiting Battle School for rigorous military training. Ender's skills make him a leader in school and respected in the Battle Room, where children play at mock battles in zero gravity. Yet growing up in an artificial community of young soldiers, Ender suffers greatly from isolation, rivalry from his peers, pressure from the adult teachers, and an unsettling fear of the alien invaders.

***The Romeo and Juliet Code*, by Phoebe Stone**

During World War II, eleven year old Felicity is sent from London to Bottlebay, Maine to live with her grandmother, aunt, uncle, and a reclusive boy. He helps her decode mysterious letters that contain the truth about her missing parents.

The Angel Experiment, by James Patterson

Six unforgettable kids, with no families, no homes, are running for their lives. Max Ride and her best friends have the ability to fly. And that's just the beginning of their amazing powers. But they don't know where they come from, who's hunting them, why they are different from all other humans, and if they're meant to save mankind...or destroy it.

The Hobbit, by J. R. R. Tolkien

Tolkien's famous saga, the prelude to the Lord of the Rings, has all the ingredients of fantasy and adventure; dwarves, elves, goblins and trolls, a fearsome dragon, a great wizard, a perilous quest and a dramatic climax. At the center is the unsuspecting hero Bilbo Baggins, a home loving unambitious Hobbit who is suddenly thrust into the biggest, indeed the only adventure of his life.

Little Women, by Hugh Lofting

Grown-up Meg, tomboyish Jo, timid Beth, and precocious Amy. The four March sisters couldn't be more different. But with their father away at war, and their mother working to support the family, they have to rely on one another. Whether they're putting on a play, forming a secret society, or celebrating Christmas, there's one thing they can't help wondering: Will Father return home safely?

Heat, by Mike Lupica

Twelve-year-old Michael Arroyo lives in the shadows of Yankee Stadium, home of his heroes, but a place that might as well be on a different continent since he can't afford to see the inside. He also lives in the shadows of his Bronx neighborhood, hiding from the bill collectors and the officials who would separate him from his seventeen-year-old brother if they knew the two boys were living on their own. Baseball is Michael's only salvation, along with his dream of playing in the Little League World Series—until a rival accuses Michael of being older than the league limit. With no parents and a birth certificate that is stuck in his native Cuba, the shadows in Michael's life grow darker. But that is when heroes emerge, and for Michael, heroes don't come any bigger than the Yankees.

Flush, by Carl Hiaasen

Noah's dad has a little problem with anger control. He tried to stop the *Coral Queen* casino boat's illegal dumping . . . by sinking the boat. But his bold protest fizzles: within days the casino is back in business, and Noah's dad is behind bars and out of action. Now Noah is determined to succeed where his father failed. But even though pumping raw sewage into the waters of the Florida Keys is both gross and against the law, turns out it's near impossible to catch the flusher—especially when he's already bamboozled the prosecutors, the local press, and even the Coast Guard. But Noah's got a few allies. There's his little sister, Abbey, an unreformed childhood biter; Lice Peeking, a half-soused ex-mate of the *Coral Queen* who is willing to testify . . . for a price; and Shelly, a bighearted bartender with even bigger biceps. Okay, so the odds aren't good. But Noah has an ace up his sleeve—a plan so crazy it just might stop the pollution, save the beaches, and prove to the world that it's the owner of the *Coral Queen*, and not his dad, who is full of . . . crud.

Lilly's Crossing, by Patricia Giff

When Lily meets Albert, a refugee from Hungary, during the summer of 1944, they begin a special friendship. However, Lily and Albert have both told lies, and Lily has told a lie that may cost Albert his life.

The Chronicles of Narnia, by C.S. Lewis (or choose any one of the following)

The Lion, the Witch, and the Wardrobe

Narnia is a land frozen in eternal winter, always winter, but never Christmas, a country waiting to be set free. Four siblings step through a wardrobe door and into the magical land of Narnia, a land enslaved by the power of the White Witch. But when almost all hope is lost, the return of the Great Lion, Aslan, signals a great change . . . and a great sacrifice. Follow Peter, Susan, Edmund and Lucy as they explore a world filled with magic, dwarves, spirits and talking animals!

Prince Caspian

Back in Narnia, where animals talk, where trees walk, where a battle is about to begin, the Pevensie children find themselves helping a prince denied his rightful throne. An army is gathered in a desperate attempt to rid his land of a false king. But in the end, it is a battle of honor between two men alone that will decide the fate of an entire world.

The Voyage of the Dawn Treader

On board a ship sailing in search of the end of the world, King Caspian meets two of his old friends in a most unexpected way. Back in Narnia, where a dragon awakens, where stars walk the earth, where anything can happen, the Pevensie children are back on a voyage that will take them beyond all known lands. As they sail farther and farther from charted waters, they discover that their quest is more than they imagined and that the world's end is only the beginning.

The Horse and His Boy

It's the Golden Age of Narnian history. The four kings and queens of Narnia are in the midst of their reign. Travel back to Narnia where horses talk, where treachery is brewing, where destiny awaits. On a desperate journey, two runaways meet and join forces. Though they are only looking to escape their harsh and narrow lives, they soon find themselves at the center of a terrible battle. It is a battle that will decide their fate and the fate of Narnia itself.

The Silver Chair

It's a dark time in Narnia where giants wreak havoc, where evil weaves a spell, and where enchantment rules. Through dangers untold and caverns deep and dark, a noble band of friends is sent to rescue a prince held captive. But their mission to Underland brings them face-to-face with an evil more beautiful and more deadly than they ever expected.

The Last Battle

Narnia is where loyalty is tested, where all hope seems lost. During the last days of Narnia, the land faces its fiercest challenge—not an invader from without but an enemy from within. Lies and treachery have taken root, and only the king and a small band of loyal followers can prevent the destruction of all they hold dear in this, the magnificent ending to The Chronicles of Narnia.