

Unit 5 Topic: How We Choose to Act  
By Jessica Collins Boateng (Brown Summit Middle School, NC)

**Unit 5 Objective:** This year we have been focusing on choice and the impact of choice in the stories that we read, as well as our personal lives. During this unit, students will be reading Collins's Hunger Games. As we read, we will discuss and critically analyze the relationship that exists between choices and consequences, as well as behavior and motives. During our discussions and follow-up activities, we will employ (use) a variety of literacy skills and strategies, including questioning, predicting, connecting, synthesizing, and inferring. These strategies will allow students to analyze the story and the author's use of literary elements from a deeper, varied perspective, while examining the characters' choices from a standpoint many of us could never imagine—*survival of the fittest!*

**Step 1 → Unit Essential Questions:**

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**Step 2 → Bookmark:** By the end of the novel, students will have completed their bookmark. This will count as a quiz grade. During each reading and THROUGHOUT the book, students will be responsible for jotting down their thoughts under the appropriate category.

**Create →** Fold a piece construction paper, creating FOUR panels. Write your name on the back.

**Keep track →** Label the four panels with following headings:

**Panel 1-** Questions      **Panel 2-** Connections      **Panel 3-** Predictions/Inferences      **Panel 4-**Vocabulary

**Step 3 → Layer Project-- Directions:** Included on this handout, you will find a list of activities. During this unit you will **individually** work on the assignments. This unit sheet will function as your check grade sheet, as well. Mrs. Boateng will initial each completed assignment once it is checked and found to be satisfactory. You should work on this unit during our class time **ONLY**. Your unit work will be kept in folders and taken up each day at the end of class. **Read each assignment description carefully before beginning.** This unit is worth a total of 100 points and counts as a project grade.

**\*Deadline for Unit Completion: May 12<sup>th</sup>**

**Layer C:** Complete **THREE** of the following activities. (10 points each)

- 1.) \_\_\_\_\_ **Author's purpose (change in setting):** Before the games start, Katniss goes from the Remake Center to the Training Center to the Arena. Describe each setting. What is the author's purpose in including these three settings? What is the significance? Explain fully! (Half page)
- 2.) \_\_\_\_\_ **Isn't it ironic?:** "Irony" is defined as an event or attitude in a story plot that is different from what the reader expects. There are several examples of irony in Hunger Games. Find TWO of these examples and discuss your thoughts and feelings about each in a half a page to three quarters of a page long. What is the significance of the use of irony? How do you feel as the reader after having expected one thing to happen and the opposite occurring instead?

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- 3.) \_\_\_\_\_ **Dialogue:** Create a dialogue (conversation) that the red-headed Avox and Katniss may have with one another. Their conversation should be at least 1 page long and should mention something about their lives and thoughts about the Capitol's laws.
- 4.) \_\_\_\_\_ **Character Sketch:** Complete a sketch of Effie, Haymitch, OR Cinna. Draw a picture of one of these characters, including character traits that are described in the text. Include a paragraph that discusses the character's role and importance in the story.
- 5.) \_\_\_\_\_ **Venn diagram:** Compare and contrast the way of living and beliefs of those who live in the districts and those who live in the Capitol. After completing the diagram answer the following question: How do the differences impact the choices that are made by individuals? (In other words, how do the differences in the two cultures affect their choices and behavior?)

**Layer B:** Complete TWO of the following activities. (20 points each)

- 1.) \_\_\_\_\_ **Journal Entry:** Think of three important choices that Peeta made during the course of the book. Create a journal entry for EACH choice, documenting what leads up to the choice, the events surrounding the choice, and the consequences of the choice. Each journal entry should be at least 3 quarters of a page to a full page long. You must put yourself in Peeta's shoes and create journal entries that are reflective (NOT A SUMMARY) and from his perspective.
- 2.) \_\_\_\_\_ **Book Cover:** Using a piece of blank paper, create a new book cover for the book based on your reading. You must include a title cover and a back cover that summarizes and previews the story. An illustration for the cover is required and should be reflective of the book's theme. Remember, the cover should not give the story away!
- 3.) \_\_\_\_\_ **Create a rap/song/poem:** The song/poem should be 12 to 16 lines long. In your song/poem, take on the perspective of the Careers. Think about their possible thoughts and motives for the choices that they make. Include this in your song/poem.
- 4.) \_\_\_\_\_ **Literary Element Guide:** Create a six to seven page mini-book that includes a title page and ONE picture per page. On each page, discuss a literary element that is included in the book-- i.e., suspense, irony, flashback, imagery. (Include at least 5 literary elements.) Discuss how the particular element is used in the book by either writing an excerpt that shows the use of the element OR discussing the impact of the element/device in the story. The picture should illustrate a part of the story in which the element/device is used.

**Layer A:** Complete ONE of the following activities. (30 points)

- 1.) \_\_\_\_\_ **Hunting/Survival Guide:** Research the following topics: dehydration, survival in the wilderness, hunting, and natural remedies. Create a wilderness survival guide as if you were Katniss or Gale that is 8 to 10 pages long. You should include a title page, at least 5 pictures, and tips for survival in the wilderness. Use specific examples from the text to explain the survival tips.
- 2.) \_\_\_\_\_ **Become a Gamemaker:** Re-create the Hunger Games as a board game. In addition to building the board game, you must include a game guide—at least a page to a page and a half long-- that explains the instructions for the game, such as the number of players, the minimum age of the players, how to play and how to win, and rating. You must also include a reflection—at least half a page-- that discusses your thoughts about the humanity of such a game and compares this game to others that have violence and promote questionable/controversial ideas to the audience.
- 3.) \_\_\_\_\_ **3-D Model:** Create a 3-D model of the arena, Capitol, OR district 12. The model should include at least 4 different types of materials. Be sure to refer to the text and incorporate the author's description of the particular setting in your model. Include a reflection—at least 3 quarters of a page long-- in which you discuss and answer the following:
  - a. Describe your model.
  - b. What was the significance of this setting in the story? (What important events happened here and why were these events important?)
  - c. What is the author's purpose in including such a setting? Explain.
  - d. What can we conclude about the author's beliefs about government based on her inclusion of this setting in her novel? Explain.

**Total:** \_\_\_\_\_