

Student Name:

Academies of Bryan Station
IT Academy
2018 Summer Reading Project

Step 1: Join the IT Academy Google Classroom page.

- ❖ After signing into your student account, go to classroom.google.com.
- ❖ Click the + button at the top right of the screen:



- ❖ Enter class code: **cyg1sf**

Step 2: Complete journal entries.

Each journal entry should include at least *three specific quotations* from the text and an in-text citation for every quotation. For example, from page 15:

Peter tells Ender, "I'm sorry, I'm your brother, I love you" (Card 15)

★ *Entries should be completed on the [Google form](#) (also located on Google Classroom)*

- Journal 1: Chapters 1-5 (Pages 1-53) -- How does Ender's childhood affect him personally? What elements of his childhood have helped shape him into the person that he is as he enters battle school?
- Journal 2: Chapters 6-12 (54-226) -- As Ender navigates through battle school, he makes questionable ethical decisions. In your opinion, is he justified in these decisions? Why or why not? Identify these decisions and share your opinion using textual evidence.
- Journal 3: Chapters 13-15 (227-324) -- At the end of the novel, Ender feels guilt/remorse about his interactions with the "buggers". Why? Would you feel the same? Explain with textual evidence.

Step 3: Choose at least 2 projects

Based on your classes and teachers that you will have next year, select two projects that you can complete. In addition to being a performance grade in your English classrooms, these projects can count as performance grades in your other IT classes. Each project should take 1-2 hours to complete.

Project #:	Content Areas:	Teacher Lead:	Project Description:
1	Social Studies, ROTC, Foreign Language	Shack	Create a Propaganda Poster
2	Math, Computer Programming	Lane	Develop a Battle School Game Design
3	Graphic Design, Art, Photography	Schentrup	Design a Battle School Logo
4	Biology, Chemistry	Coy	Save Humanity From Buggers
5	Communications, Intro to Media Arts, Digital Literacy	Horner	Film a Video Message