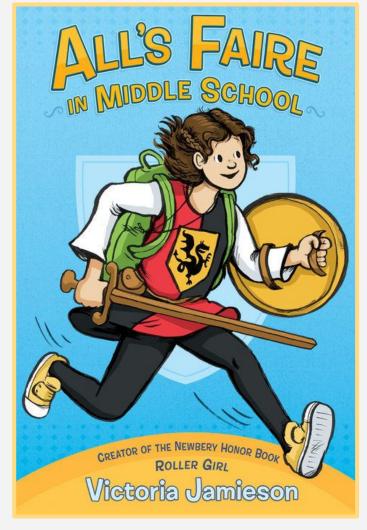


What do I need to do?

- Please choose I book from the following list to read over the summer.
- Most (if not all of these books) are available at the public library or can be found at your local bookstore. You may also want to check out Hoopla or Libby (2 FREE apps available for download). In addition, there will be several copies of the book available in the main office over the summer your parent/guardian is welcome to come in and sign one out for you. Books borrowed from SMS should be returned the first week of school.
- Your task is to read the book, complete the <u>Character Development Organizer</u>, and be prepared to share your character analysis at the beginning of the school year.
- Hard copies of the organizer will be available in the SMS office over the summer if you need one.
- Character analysis papers are due to your homeroom teacher by Friday, September 8th.



Eleven-year-old Imogene (Impy) has grown up with two parents working at the Renaissance Faire, and she's eager to begin her own training as a squire. First, though, she'll need to prove her bravery. Luckily Impy has just the quest in mind--she'll go to public school after a life of being homeschooled! But it's not easy to act like a noble knight-in-training in middle school. Impy falls in with a group of girls who seem really nice (until they don't) and starts to be embarrassed of her thrift shop apparel, her family's unusual lifestyle, and their small, messy apartment. Impy has always thought of herself as a heroic knight, but when she does something really mean in order to fit in, she begins to wonder whether she might be more of a dragon after all.

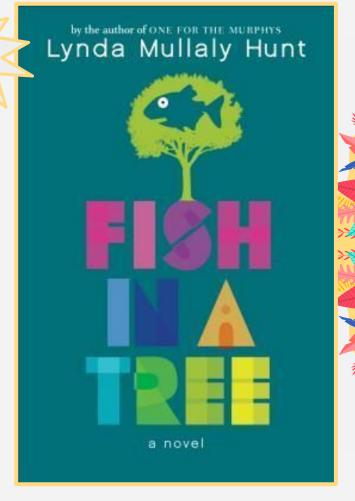
Graphic

Novel



Realistic Fiction

Ally has been smart enough to fool a lot of smart people. Every time she lands in a new school, she is able to hide her inability to read by creating clever vet disruptive distractions. She is afraid to ask for help; after all, how can you cure dumb? However, her newest teacher Mr. Daniels sees the bright, creative kid underneath the trouble maker. With his help, Ally learns not to be so hard on herself and that dyslexia is nothing to be ashamed of. As her confidence grows, Ally feels free to be herself and the world starts opening up with possibilities. She discovers that there's a lot more to her—and to everyone—than a label, and that great minds don't always think alike.





National Book Award-Winning Author of BROWN GIRL DREAMING

JACQUELINE WOODSON

Harbor Me



Realistic Fiction

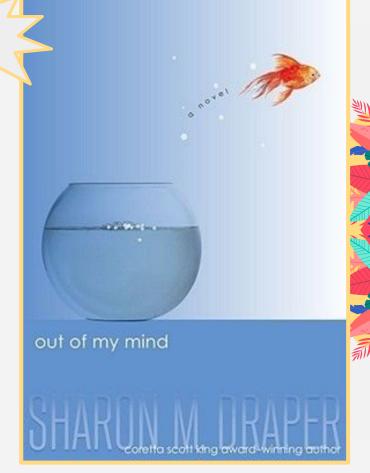
> It all starts when six kids have to meet for a weekly chat—by themselves, with no adults to listen in. There, in the room they soon dub the ARTT Room (short for "A Room to Talk"), they discover it's safe to talk about what's bothering them—everything from Esteban's father's deportation and Haley's father's incarceration to Amari's fears of racial profiling and Ashton's adjustment to his changing family fortunes. When the six are together, they can express the feelings and fears they have to hide from the rest of the world. And together, they can grow braver and more ready for the rest of their lives.



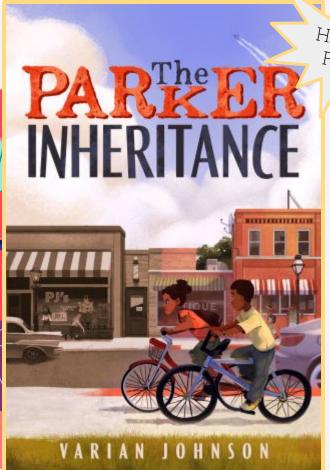


Melody is not like most people. She cannot walk or talk, but she has a photographic memory; she can remember every detail of everything she has ever experienced. She is smarter than most of the adults who try to diagnose her and smarter than her classmates in her integrated classroom the very same classmates who dismiss her as mentally challenged because she cannot tell them otherwise. But Melody refuses to be defined by cerebral palsy. And she's determined to let everyone know it somehow.

Realistic Fiction







Historical Fiction

The letter waits in a book, in a box, in an attic, in an old house in Lambert, South Carolina. It's waiting for Candice Miller.

When Candice finds the letter, she isn't sure she should read it. It's addressed to her grandmother, after all, who left Lambert in a cloud of shame. But the letter describes a young woman named Siobhan Washington. An injustice that happened decades ago. A mystery enfolding the letter-writer. And the fortune that awaits the person who solves the puzzle. Grandma tried and failed. But now Candice has another chance.

So with the help of Brandon Jones, the quiet boy across the street, she begins to decipher the clues in the letter. The challenge will lead them deep into Lambert's history, full of ugly deeds, forgotten heroes, and one great love; and deeper into their own families, with their own unspoken secrets. Can they find the fortune and fulfill the letter's promise before the summer ends?



In middle school, words aren't just words. They can be weapons. They can be gifts. The right words can win you friends or make you enemies. They can come back to haunt you. Sometimes they can change things forever.

When cell phones are banned at Branton Middle School, Frost and his friends Deedee, Wolf, and Bench come up with a new way to communicate: leaving sticky notes for each other all around the school. It catches on, and soon all the kids in school are leaving notes—though for every kind and friendly one, there is a cutting and cruel one as well.

In the middle of this, a new girl named Rose arrives at school and sits at Frost's lunch table. Rose is not like anyone else at Branton Middle School, and it's clear that the close circle of friends Frost has made for himself won't easily hold another. As the sticky-note war escalates, and the pressure to choose sides mounts, Frost soon realizes that after this year, nothing will ever be the same.





New York Times Bestsellers SHANNON HALE and LEUYEN PH

Graphic Novel Shannon and Adrienne have been best friends ever since they were little. But one day, Adrienne starts hanging out with Jen, the most popular girl in class and the leader of a circle of friends called The Group. Everyone in The Group wants to be Jen's #1, and some girls would do anything to stay on top . . . even if it means bullying others.

Now every day is like a roller coaster for Shannon. Will she and Adrienne stay friends? Can she stand up for herself? And is she in The Group—or out?



Newbery Honor author Shannon Hale and New York Times bestselling illustrator LeUyen Pham join forces in this graphic memoir about how hard it is to find your real friends—and why it's worth the journey.

Joe and Ravi might be from very different places, but they're both stuck in the same place: SCHOOL.

Joe's lived in the same town all his life, and was doing just fine until his best friends moved away and left him on his own.

Ravi's family just moved to America from India, and he's finding it pretty hard to figure out where he fits in.

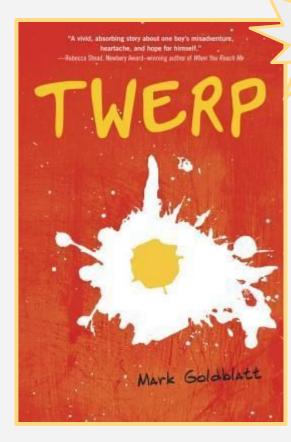
Joe and Ravi don't think they have anything in common -- but soon enough they have a common enemy (the biggest bully in their class) and a common mission: to take control of their lives over the course of a single crazy

week.





SAVE ME A SEAT



Realistic Fiction

It's not like I meant for him to get hurt. . . .

Julian Twerski isn't a bully. He's just made a big mistake. So when he returns to school after a weeklong suspension, his English teacher offers him a deal: if he keeps a journal and writes about the terrible incident that got him and his friends suspended, he can get out of writing a report on Shakespeare. Julian jumps at the chance. And so begins his account of life in sixth grade--blowing up homemade fireworks, writing a love letter for his best friend (with disastrous results), and worrying whether he's still the fastest kid in school. Lurking in the background, though, is the one story he can't bring himself to tell, the one story his teacher most wants to hear.



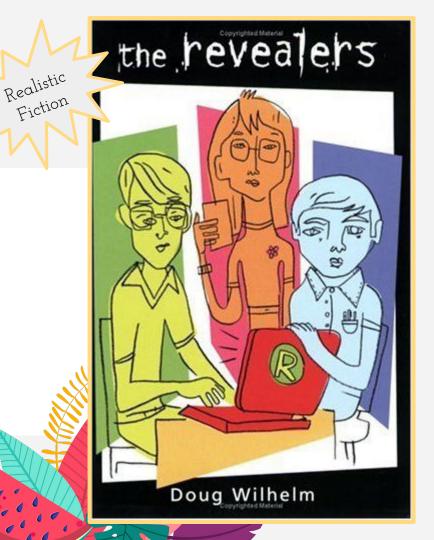
Throwing light on a dark problem

Parkland Middle School is a place the students call Darkland, because no one in it does much to stop the daily harassment of kids by other kids. Three bullied seventh graders use their smarts to get the better of their tormentors by starting an unofficial e-mail forum at school in which they publicize their experiences. Unexpectedly, lots of other kids come forward to confess their similar troubles, and it becomes clear that the problem at their school is bigger than anyone knew. The school principal wants to clamp down on the operation, which she does when the trio, in their zealousness for revenge, libel a fellow student in what turns out to have been a setup. Now a new plan of attack is needed . . .

This suspenseful story of computer-era underground rebellion offers fresh perspectives on some of the most enduring themes in fiction for young readers. "The Revealers" is a 2004 Bank Street - Best Children's Book of

the Year.





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