

THE GIVER – ILLUSTRATED QUOTATION

Assignment: Create An Illustration Based on a Scene & Meaningful Quotation

DIRECTIONS: Choose a scene from the list below. Then, complete these steps:

1. Read the page(s) given to refresh your memory of the event.
2. Locate a passage or quotation from the text that represents a key idea from the scene in a meaningful way.
3. Make a detailed drawing of the event. Be sure to include background in your drawing to make it look complete.
4. Label your illustration with a direct passage or quotation from the page that best represents the event. (Save space for your writing BEFORE you draw.)

✓ YOU MAY CHOOSE ONE TECHNIQUE:

- ___ A. Draw in pencil and shade your picture various tones of black, white, gray, and brown to emphasize the lack of color in the community
- ___ B. Draw in pencil and then divide your drawing like *The Giver* cover:
Shade half in color and half in black, white, and gray tones

SCENE CHOICES:

- PLANE FLYING OVER THE COMMUNITY (p. 1-2)
- THE APPLE CHANGED (p. 24)
- YOUNG ASHER AND THE DISCIPLINE WAND (p. 54-55)
- JONAS SEES THE BOOKS IN THE ANNEX ROOM (p. 74)
- THE CEREMONY OF TWELVE (p. 50-52)
- JONAS RECEIVES FIRST SLED MEMORY (p. 81)
- GABRIEL RECEIVES MEMORY OF THE SAIL (p. 116)
- JONAS RECEIVES MEMORY OF WARFARE (p. 118-119)
- THE GAME OF GOOD GUYS AND BAD GUYS (p. 133)
- JONAS WATCHES A RELEASE (p. 149)
- JONAS IN THE GIVER'S ROBE IN ANNEX ROOM (p. 155)
- THE ESCAPE ON FATHER'S BICYCLE (p. 166)
- SEARCH PLANES WITH HEAT SENSORS (p. 168-169)
- THE FINAL DOWNHILL RIDE (p. 179-180)

My quotation will be: _____

GRADING:

<u>Full page drawing</u> shows background & action	20	_____
Shading / Coloring shows detail and effort	10	_____
<u>Quotation</u> is accurate/represents scene well	5	_____
All <u>lettering</u> is neat and easy to read	<u>5</u>	_____
Total	40	