

Quest to Learn School for digital kids

Calling all Q-dents!

We are thrilled to welcome you to the Quest to Learn community and want to kick things off with a summer challenge. Please read over and complete the TWO Missions described in this packet. Feel free to contact us if you have any questions!

Both Missions are required. Students should bring their projects with them on the first day of school.

What if I have questions about the Summer Challenge Missions?

Send us an email: Arana (ashapiro@q2l.org) or Rebecca (rrufo-tepper@q2l.org)

Mission Goal: Be part of the Homepage group that earns the most community points.

- At the start of the school year you will find out which Homepage group you are in.
- The group that starts the school year having earned the most summer challenge points will unlock a special reward for their group and the school.

For Mission #1, Challenge Points are earned by reading books and completing mini-quests. All students are required to complete at least one mini-quest for one book.

For Mission #2, Challenge Points are earned by solving math mysteries and answering the questions at the back of this packet. All students are required to solve at least 10 mysteries.

MISSION #1: INSTRUCTIONS

- _____ 1. **Select** at least ONE book from the reading list.

- _____ 2. **Read** your selected book. Parents may help students in reading the books, if needed.

- _____ 3. **Complete** ONE mini-quest. After reading the selected book, choose a mini-quest to complete. (See full mini-quest descriptions on the following pages.)
 - Write a ghost chapter
 - Make a game
 - Create a research project

- _____ 4. **Earn** bonus points! After reading your choice book and completing a mini-quest, you can earn additional points by reading ANOTHER book and completing ANOTHER mini-quest for the other book.

MISSION #1: READING LIST

Prices from www.amazon.com are given for your convenience. Grade levels are approximate – parents are encouraged to help their child select a book that is appropriately challenging. Students should use the reviews below to pick a book with a genre and plot that is appealing to them.

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Option #1: *Hatchet* by Gary Paulsen

Hardcover – 13.59 on www.amazon.com

Approximate level – Grade 6 and up

Review from *Publishers Weekly*:

When the pilot of a small, two-person plane has a heart attack and dies, Brian has to crash land in the forest of a Canadian wilderness. He has little time to realize how alone he is, because he is so busy just trying to survive. And learning to survive, to plan on food not just for a day but until he is rescued, only begins when he stops pitying himself and understands that no one can help him. He is on his own, without his divorced father, whom he was to visit, or his mother, whom Brian saw kissing another man before the divorce.

This is a heart-stopping story: it seems that at every moment Brian is forced to face a life-and-death decision, and every page makes readers wonder at the density of descriptive detail Paulsen has expertly woven together. Poetic texture and realistic events are combined to create something beyond adventure, a book that plunges readers into the cleft of the protagonist's experience.

Option #2: *Ender's Game* by Orson Scott Card

Paperback – \$6.99 on www.amazon.com

Approximate level – Grade 7 and up

From the Publisher:

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. His psychological battles include loneliness, fear that he is becoming like the cruel brother he remembers, and fanning the flames of devotion to his beloved sister. Is Ender the general Earth needs?

But Ender is not the only result of the genetic experiments. The war with the Buggers has been raging for a hundred years, and the quest for the perfect general has been underway for almost as long. Ender's two older siblings are every bit as unusual as he is, but in very different ways. Between the three of them lie the abilities to remake a world. If, that is, the world survives.

Option #3: *Julie of the Wolves* by Jean Craighead George

Paperback – \$5.99 on www.amazon.com

Approximate level – Grade 5 and up

From the Publisher:

To her small Eskimo village, she is known as Miyax; to her friend in San Francisco, she is Julie. When the village is no longer safe for her, Miyax runs away. But she soon finds herself lost in the Alaskan wilderness, without food, without even a compass to guide her.

Slowly she is accepted by a pack of Arctic wolves, and she grows to love them as though they were family. With their help, and drawing on her father's teachings, Miyax struggles day by day to survive. But the time comes when she must leave the wilderness and choose between the old ways and the new. Which will she choose? For she is Miyax of the Eskimos—but Julie of the Wolves.

Faced with the prospect of a disagreeable arranged marriage or a journey across the barren Alaskan tundra, 13-year-old Miyax chooses the tundra. She finds herself caught between the traditional Eskimo ways and the modern ways of the whites. Miyax, or Julie as her pen pal Amy calls her, sets out alone to visit Amy in San Francisco, a world far away from Eskimo culture and the frozen land of Alaska.

During her long and arduous journey, Miyax comes to appreciate the value of her Eskimo heritage, learns about herself, and wins the friendship of a pack of wolves. After learning the language of the wolves and slowly earning their trust, Julie becomes a member of the pack.

Option #4: *First Light* by Rebecca Stead

Paperback – \$6.99 on www.amazon.com

Approximate level – Grade 6 and up

Review from *Kirkus Reviews*:

With the impending threat of global warning as an ominous backdrop, teens from very different worlds find they have much in common. Twelve-year-old Peter and his parents leave Manhattan on a scientific expedition to Greenland where Peter's father and his assistant will study the effects of

global warming. After settling into the frozen world, Peter senses his parents share a secret, while he experiences migraines with strange visual effects.

Meanwhile, below Greenland's surface, 14-year-old Thea lives in Gracehope, an amazing underground colony settled generations before by a persecuted group of people from England. Descended from Gracehope's original founder, Thea is convinced the future of her people lies above the ground. While Peter's visions draw him toward Gracehope, Thea's convictions draw her toward the light. As Peter struggles to figure out his parents' secret, Thea grapples with secrets in her own family.

Alternating between Peter and Thea's stories, this compelling contemporary ice-age mystery introduces two engaging characters whose personal courage is tested as they discover one another's worlds as well as the truth about themselves. A thoroughly enjoyable arctic adventure.

Option #5: *The Wreckers* by Iain Lawrence

Paperback – \$6.99 on www.amazon.com

Approximate level – Grade 6 and up

Review from *School Library Journal*:

In this novel set in 1799, 14-year-old John Spencer of London falls in love with life at sea on his first voyage as a passenger on his father's merchant sailing ship. He can't bear to think about plans for his desk-bound future in the family business. The young man's dreams and disappointments must be set aside when a furious storm claims the vessel and its crew. Washed onto a Cornish beach, John at first seems incredibly lucky, but soon finds that the ocean has delivered him into danger. The nearby village of Pendennis supports itself communally through the practice of "wrecking": tricking vessels onto the lethal coastal rocks, then looting the remains. However, the goods cannot be claimed if there are any survivors. As John uses his wits and his few sympathizers to plan an escape, he learns that his father may also be alive. He must overcome ever more perilous challenges if he is to save the man from a dreadful captivity.

Though most of the exciting, fast-paced action occurs on land, this is really a sea story in the grand tradition of sailors' yarns, full of cliffhanging moments and well-drawn, colorful characters. The author expertly weaves maritime lingo and details into the narrative, creating an entertaining and engrossing nautical adventure.

MISSION #1: MINI-QUEST LIST

Mini-Quest 1: Ghost Writer

In this mini-quest you are challenged to invent a ghost chapter inspired by the book you have selected. To write a ghost chapter, you must start by looking for a place in the story where you think there could be an extra chapter. You can imagine that this is a chapter that the writer forgot to put into the book somewhere, or it could be the chapter that you wish existed. It could be in the beginning, middle or end of the book. When writing a ghost chapter, the main rule is that your chapter should fit with the rest of the book.

Here are some things to keep in mind as you begin to write your chapter:

- Try to imitate the author's writing style as best as you can.
- Be consistent with the rest of the story. You must use the same characters, setting, and details that the author used.

Checklist of Elements:

Your ghost chapter must have the following elements:

- Title of Chapter and Chapter Number
- At minimum two pages of writing (if typed, double-spaced)

OR

Mini-Quest 2: Game Maker

In this mini-quest you are challenged to invent a game inspired by the book you have selected. The game can take any form. It can be a board game, a card game, a social game, a digital game, or anything in between. You can draw a game map, create game characters, write a game story, program game code, or design a game board. The only real rule is that your game should have rules, or else we won't know how it is played!

Here are some questions to **think** about before you begin designing:

- Who are you designing your game for? For one person or for many players?
- What is a conflict or dilemma in the story that you could design a game around?
- What is the core problem or obstacle your player must overcome?
- How does the design of your game board create a space for play?

Checklist of Elements:

Your game must have the following elements:

- Title
- Game description
- List of rules
- Game materials (anything you create that is part of the game: game board, character cards, special dice, game map, and so forth.)

OR

Mini-Quest 3: Investigator

In this mini-quest you are challenged to create a piece of media in paper or digital form that investigates and reports on a theme or issue in the book. This could come in one of many forms – for example: a poster, movie, podcast, powerpoint presentation, etc. Whatever medium you chose to present your work in, it must meet the following goals:

- Identify and describe at least one issue that appears in the book.
- Describe how these issues affect the characters in the book.
- Present research on current ideas that have been proposed to solve these types of problems.

Checklist of Elements:

Your piece of media must have the following elements:

- Title
- Visuals (photos or drawings)
- Text that addresses the three goals of the project.

MISSION #2: INSTRUCTIONS

- _____ 1. **Read** *40 Fabulous Math Mysteries Kids Can't Resist* by Marcia Miller and Martine Lee (Available for \$10.87 on www.amazon.com).
- _____ 2. **Solve** at least 10 math mysteries contained within the book. **Record** your answers. You are encouraged to solve as many mysteries as you like!
- _____ 3. **Complete** the attached response sheet and bring it with you the first day of school.

MISSION #2: RESPONSE SHEET

After solving at least 10 Math Mysteries from the book *40 Fabulous Math Mysteries Kids Can't Resist*, please answer the following questions in complete sentences on a separate piece of paper.

1. List the names of the Math Mysteries and record your answers.
2. How many Math Mysteries did you read?
3. How many Math Mysteries were you able to solve?
4. Which Math Mystery was the hardest? Explain why.
5. Which Math Mystery was the easiest? Explain why.
6. Which Math Mystery was your favorite? Explain why.
7. What is something you learned about math from solving these mysteries?
8. Write your own Math Mystery! (You should include the answer on a separate piece of paper).