**Historian**

Create Rule Book of Jonas's World and Compare to Our World

**Project Description**

You are the community historian documenting rules and customs in Jonas’s world. Your first task is to review your notes and chapters 1 through 4 of Lois Lowry’s *The Giver* searching for rules and customs everyone observes in Jonas’s community. These could range from milestones observed when people reach certain ages to the criteria for being “released” from the community. Next, you will create a Book of Rules and Customs for Jonas’s community. You must cite the relevant page number from Lois Lowry’s *The Giver* where you find the rule or custom mentioned. Finally, you will write a paragraph comparing the rules and customs found in Jonas’s world to those found in our world.

**Required Artifacts:**

To successfully complete this project, you must submit the following project artifacts:

1. A completed Book of Rules and Customs for Jonas’s community based on your notes and textual evidence from Lois Lowry’s *The Giver*.
2. A well-formed paragraph consisting of a topic sentence, at least three supporting sentences, and a concluding sentence comparing the rules and customs of Jonas’s world to those found in our world.

**Project Due:** ____________________________

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**Cartographer**

Create Map of Jonas’s World and Compare to Our World

**Project Description**

You are the city cartographer, maker of maps. Your task is to review your notes and chapters 1 through 4 of Lois Lowry’s *The Giver* searching for clues as to what comprises Jonas’s community. What community buildings or residential buildings exist? How might the streets be laid out (remember everyone seems to ride bicycles)? Next, you will create a map depicting Jonas’s community including features discussed in the book. You may include items you imagine are in Jonas’s community but may not be mentioned explicitly; however, you must also include features mentioned in the book and cite the relevant page numbers where you find them mentioned. Finally, you will write a paragraph comparing Jonas’s world to our world.

**Required Artifacts:**

To successfully complete this project, you must submit the following project artifacts:

1. A completed map of Jonas’s community using evidence from the book and your own imagination. Wherever possible, cite page numbers from *The Giver* to record where a feature on your map is mentioned.
2. A well-formed paragraph consisting of a topic sentence, at least three supporting sentences, and a concluding sentence comparing Jonas’s world to our existing world.

**Project Due:** ____________________________

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City Designer
Create Map of Your Utopia and Compare to Jonas’s World

Project Description

You are a city designer envisioning your own Utopia. To start, consider what buildings and structures are included in your existing community. How do they function? What changes would you make to create your own ideal society? Next, draw a map of your Utopia, labeling features in your ideal community with descriptions of their function. Finally, write a paragraph comparing your Utopian society to the community Jonas inhabits using your notes and chapters 1 through 4 of Lois Lowry’s The Giver. In your comparison paragraph, you must cite relevant page numbers where you find examples of the features you discuss from the novel.

Required Artifacts:

To successfully complete this project, you must submit the following project artifacts:

1. A completed map of your Utopian community based on analyzing your current community and using your imagination to determine what changes are required to get to your ideal community.
2. A well-formed paragraph consisting of a topic sentence, at least three supporting sentences, and a concluding sentence comparing your Utopian community to the one Lois Lowry created for Jonas to inhabit in The Giver.

Project Due: ________________________________

Legislator
Create Rule Book for Your Utopia and Compare to Jonas’s World

Project Description

You are a legislator making laws and establishing customs for your own Utopia. First, consider the rules and customs that you must observe at home, at school, and in your current community. Next, determine what changes you would make to those rules and customs in your ideal community. Then, create a book of rules and customs governing your Utopia. Finally, write a paragraph comparing the rules and customs of your Utopian society to those found in Jonas’s world using your notes and chapters 1 through 4 of Lois Lowry’s The Giver. In your comparison paragraph, you must cite the relevant page numbers where you find examples of the features you discuss from the novel.

Required Artifacts:

To successfully complete this project, you must submit the following project artifacts:

1. A completed Book of Rules and Customs for your Utopian community based on your analysis of existing rules and customs and your imagination.
2. A well-formed paragraph consisting of a topic sentence, at least three supporting sentences, and a concluding sentence comparing the rules and customs of your Utopia to those found in Jonas’s world.

Project Due: ________________________________