

**\*\*\*\*Students are required to select one of the texts below and complete a summary project. Project ideas are listed below. Projects are due by the first FULL week of school: September 2nd. (no exceptions)**

### **Fiction Novels**

- **Crispin: The Cross of Lead** by Avi

*Sometimes I ran, sometimes all I could do was walk. All I knew was that if the steward overtook me, I'd not survive for long....*

Crispin is a poor thirteen-year-old peasant in medieval England. Accused of a crime he did not commit, he has been declared a "wolf's head," meaning he may be killed on sight, by anyone. He flees his tiny village with nothing but his mother's cross of lead.

In the English countryside, Crispin meets a man named Bear, who forces Crispin to become his servant yet encourages him to think for himself. But as Crispin's enemies draw ever closer, he is pulled right into the fortress of his foes, where he must find a way to save their very lives.

- **King Arthur and His Knights of the Round Table** by Roger Lancelyn Green

King Arthur's stories are timeless tales that have been told countless times since the fifteenth century when Sir Thomas Malory introduced them in *Le Morte d'Arthur*. The basis for the upcoming film, this collection is retold by famed American poet and author Sidney Lanier. He imbues the legendary stories with action and adventure, accompanied by N. C. Wyeth's breathtaking illustrations.

Readers will enjoy the daring exploits of Arthur and his knights. You'll find the tale of how Arthur pulled the sword from the stone to become king of England and be introduced to his brave knights Sirs Launcelot, Gawaine, Tristram, Galahad, and more. Their search for the Holy Grail through the tragic final battle will thrill you and capture your imagination.

- **The Knight At Dawn: The Magic Treehouse** by Mary Pope Osborne

In *The Knight at Dawn*, Jack and Annie find peacocks for dinner and boys in skirts when the Magic Tree House transports them back to the Middle Ages for another wild adventure. In this second book in the series, inquisitive, notebook-carrying Jack and his animal-charming younger sister, Annie, find themselves in the middle of an enormous castle. They can hear the beginnings of a feast under way in the Great Hall. But Jack and Annie aren't exactly welcome guests! Surrounded by dangerous dragons, frightening dungeons, and hidden passageways, how will they find their way out?

- **The Runaway Princess (A Graphic Novel)** by Johan Troisanowski

Robin? Robin? Robin?! Where are you?

She couldn't have gone far. . . .

Princesses don't run away to have their own adventures. Right?

Princesses stay quietly and obediently at home. They would never want mermaids and swamps and pirates and getting kidnapped to be a part of their lives.

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**Not this princess!**

Adventures await when Robin (bored of princess-ing all the time) embarks on the best adventure of her life--meeting friends along the way as she travels through the magical landscape of her country. But her parents aren't so pleased--and they're coming to find her and bring her back to the castle, no matter how she feels about it!

### **Non-Fiction Texts:**

- ***The Renaissance Thinkers* by Diane C. Taylor**

*The Renaissance Thinkers with History Projects for Kids* introduces readers ages 10 through 15 to the biographies of five of the most influential scientists and philosophers of the Renaissance era, including Filippo Brunelleschi, Machiavelli, Copernicus, Thomas More, and Francis Bacon. All these men made huge leaps in philosophical and scientific thought and introduced concepts to the world that have resonated for centuries!

- ***National Geographic Kids Everything Castles: Capture These Facts, Photos, and Fun to Be King of the Castle!* By Crispin Boyer**

Young readers will be spellbound by this story of fierce battles, dark dungeons, secret passageways, and medieval characters, made all the more vivid by true tales from experts in the field. Fun facts and photos, including reenactment shots, illuminate the lives of the inhabitants and the fascinating histories of castles.

### **Project Options:**

- ***Comic Book:*** Create a comic book based on the novel you selected. Each page should be set up in a comic book format with illustration and captions. Your comic book should retell the main ideas of the story, including the main conflict and how the problem was solved.
- ***Diorama:*** Using a small box, such as a show box, design and build a diorama of your favorite scene from your book. Be prepared to discuss why you chose the scene and how it is important to the novel you chose.
- ***Book Report:*** Write a report about your book. Be sure to describe the setting, main characters, plot, and your opinion.
- ***Movie:*** Film yourself acting out your favorite scene with a friend or family member. Have fun with costumes, props, and set design!