

Lit Pack

The Giver, *Lois Lowry*

Includes:

- Study Guide
- Discussion Questions
- Vocabulary Sheet
- Three Writing Prompts with Grading Rubric
- Cross-Curricular Projects: Math, Science, History, and Art
- Quiz (Interactive Graded)
- Resource Page
- Answer Keys



Introduction



Lois Lowry: Brief Biography

Lois Lowry is an American author known for her children's and young adult novels. Born on March 20, 1937, in Honolulu, Hawaii, Lowry spent much of her childhood traveling with her family due to her father's military career. She began writing professionally in her 30s, drawing from her experiences and imagination. Lowry has won numerous awards, including two Newbery Medals, for her books "Number the Stars" and "The Giver." Her stories often explore complex themes such as individuality, freedom, and the impact of society on human behavior. Lowry currently lives in Massachusetts and continues to write and speak about her work.

The Giver: Brief Summary

"The Giver" is about a boy named Jonas who lives in a very organized and controlled community. In this community, everyone follows strict rules, and life is planned out for each person. When Jonas turns twelve, he is chosen for a special job as the Receiver of Memory, where he learns about feelings, colors, and memories of the past. As Jonas discovers more, he begins to question whether his community's way of life is truly the best.

Reading Schedule

DETERMINE HOW MANY PAGES YOU WANT TO READ EACH DAY.

Write it down.

SUGGESTION

- Review the study guide first.
- Complete the KWL chart.
- Halfway through reading, choose your writing prompt.
 - Start drafting your writing project.
 - Complete the vocabulary practice.
- After reading the entire novel, take the quiz.
- Review the interactive vocabulary quiz if needed.
- Finish the final project.

Study Guide

Chapters 1-5:

Key Events: Introduction to Jonas, his family, and the community's rules; Jonas's feelings about the Ceremony of Twelve.

Themes: Conformity, Control, and Emotion.

Questions to Consider: What are some of the rules Jonas's community must follow? How does Jonas feel about the upcoming Ceremony?

Chapters 6-10:

Key Events: The Ceremony of Twelve; Jonas is selected to be the Receiver of Memory; Jonas meets The Giver for the first time.

Themes: Identity, Choice, and Power.

Questions to Consider: Why is Jonas's selection surprising to the community? What does Jonas learn from The Giver about his new role?

Chapters 11-15:

Key Events: Jonas receives his first memories; experiences pain and pleasure for the first time.

Themes: Memory, Pain, and Knowledge.

Questions to Consider: What kinds of memories does The Giver share with Jonas? How do these memories make Jonas feel?

Chapters 16-20:

Key Events: Jonas learns more about the past; he begins to see the flaws in his community.

Themes: Freedom, Individuality, and Rebellion.

Questions to Consider: How does Jonas's view of his community change? Why does Jonas start to feel differently about his life?

Chapters 21-23:

Key Events: Jonas makes a decision that could change everything; he escapes from the community.

Themes: Courage, Sacrifice, and Hope.

Questions to Consider: Why does Jonas decide to leave the community? What does Jonas hope to find outside?

Discussion Questions

1. What are the advantages and disadvantages of living in a community like Jonas's?
2. How does Jonas change throughout the story, and what causes those changes?
3. What role do memories play in shaping our identity and our society?
4. Why do you think the community chose to eliminate things like color and deep emotions?
5. Do you think Jonas made the right decision by leaving the community? Why or why not?

Vocabulary Sheet

1. **Community** - A group of people living together in a shared environment.
2. **Ceremony** - A formal event for a special occasion.
3. **Receiver** - A person chosen to receive and hold memories.
4. **Euphemism** - A mild or indirect word used to replace a harsh or direct one.
5. **Sameness** - The quality of being the same or very similar.
6. **Emotion** - A strong feeling, such as happiness, sadness, or anger.
7. **Release** - In the community, a term for when someone is sent away.
8. **Memory** - Something remembered from the past.
9. **Transgression** - An act that goes against a rule or law.
10. **Conformity** - Adjusting one's behavior or thinking to match the group.

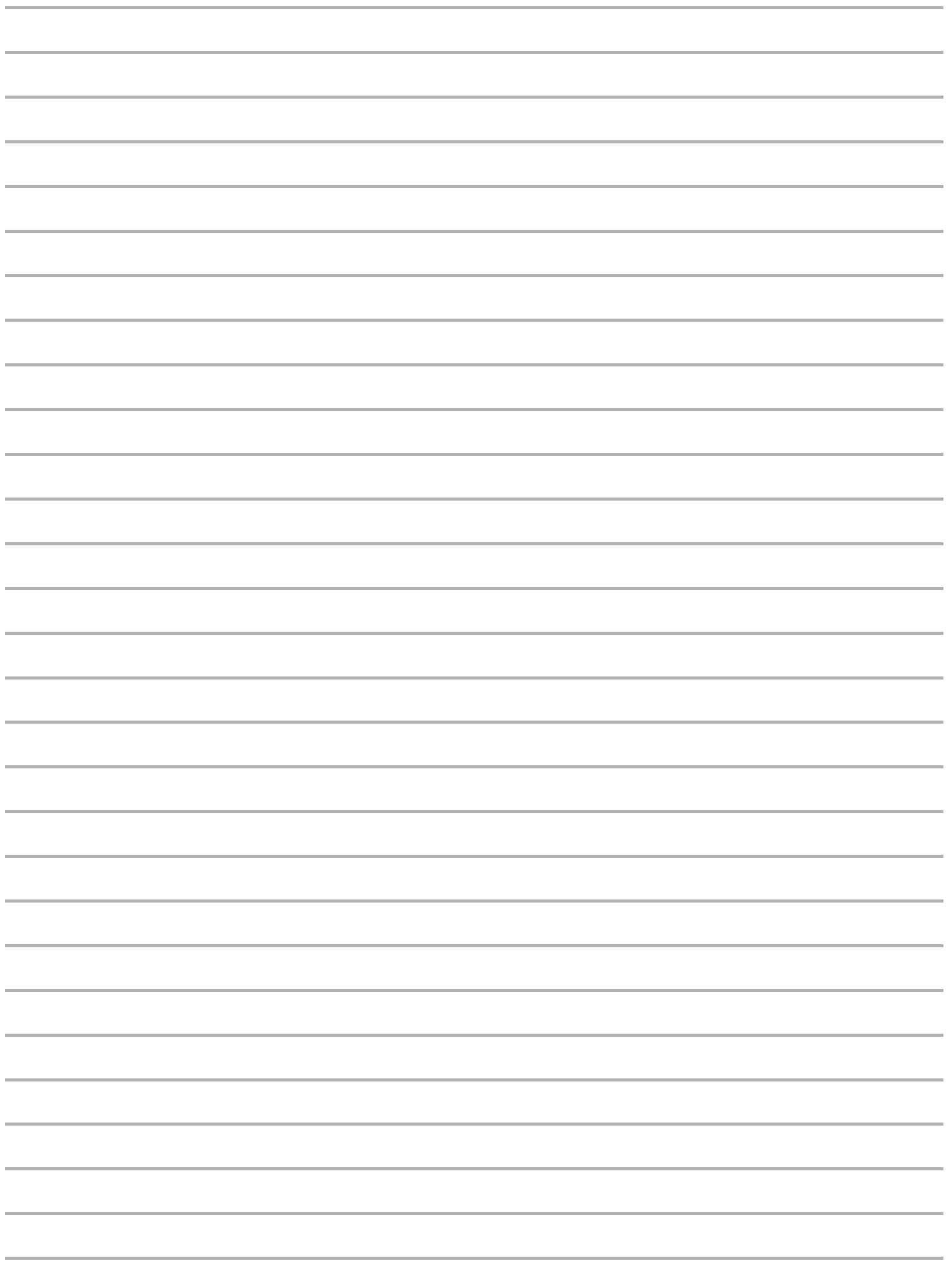
Vocabulary Practice

1. The idea of _____ means everyone looks and acts the same, without differences.
2. A _____ is something that is recalled or remembered from the past.
3. In Jonas's _____, everyone follows the same rules and routines to maintain order and control.
4. The society values _____, where everyone behaves in the same way and follows the community's expectations.
5. The _____ of Twelve is when each child is given their assignment for life.
6. A _____ is used to make something sound less harsh; for example, saying "release" instead of "death."
7. Jonas is chosen to be the _____ of Memory, which is a special role in his community.
8. In the community, when someone is _____, they are sent away, which is actually a term for something more serious.
9. Breaking a rule in Jonas's community is called a _____, which is not allowed.
10. Jonas experiences new feelings, or _____, for the first time when he receives memories from The Giver.

Answer key on the last page

Writing Prompts

- **Reflective Essay:** Imagine you are Jonas after receiving a powerful memory from The Giver. Write a diary entry describing your feelings and thoughts about the memory. What do you think this memory reveals about your community or the world beyond it? How does it change your perception of your life and the people around you?
- **Argumentative Essay:** In "The Giver," the community has chosen to eliminate pain, suffering, and strong emotions by controlling every aspect of life. Write an essay arguing whether this decision is beneficial or harmful. Use examples from the book to support your argument, and consider both the advantages and disadvantages of such a society.
- **Creative Writing:** Create a story set in a different community within the world of "The Giver." Describe the rules, customs, and values of this new society. How do they compare to Jonas's community? Include a main character who experiences a turning point or conflict that challenges their beliefs about their society.



Basic Grading Rubric

| Criteria | 5 Points | 4 Points | 3 Points | 2 Points | 1 Point |
|-----------------------------|--|--|--|---|---|
| Thesis Statement | Clear, original, and insightful; thoroughly addresses the prompt. | Clear and addresses the prompt; some originality or depth. | Present but may be unclear or partially addresses the prompt. | Unclear, missing, or does not address the prompt adequately. | Missing or does not address the prompt at all. |
| Introduction | Engaging and well-developed introduction; sets up the essay effectively. | Clear introduction; adequately sets up the essay. | Introduction present but may be basic or not well-developed. | Weak introduction; does not effectively set up the essay. | No clear introduction. |
| Evidence and Examples | Strong, relevant, and well-integrated evidence from the text or sources. | Adequate evidence from the text or sources; mostly relevant. | Some evidence present but may be insufficient or not always relevant. | Minimal evidence; may not be relevant or well-integrated. | Little to no evidence; not relevant to the thesis. |
| Analysis and Interpretation | In-depth and insightful analysis; clearly explains how evidence supports the thesis. | Solid analysis; explains how evidence supports the thesis but lacks depth. | Basic analysis; some connections between evidence and thesis but lacks depth. | Minimal or flawed analysis; does not adequately connect evidence to thesis. | Little to no analysis; connections between evidence and thesis are unclear or missing. |
| Organization | Well-organized with clear introduction, body, and conclusion; logical flow of ideas. | Mostly organized; some minor issues with flow. | Some organizational issues; ideas may be jumbled. | Poor organization; lacks clear structure; ideas are disjointed. | No clear organization; very difficult to follow. |
| Conclusion | Strong conclusion; effectively summarizes the essay and reinforces the thesis. | Clear conclusion; adequately summarizes the essay. | Conclusion present but may be basic or not well-developed. | Weak conclusion; does not effectively summarize the essay. | No clear conclusion. |
| Grammar and Mechanics | Virtually no grammatical, spelling, or punctuation errors. | Few grammatical, spelling, or punctuation errors; do not interfere with readability. | Noticeable errors in grammar, spelling, or punctuation that occasionally interfere with readability. | Frequent errors in grammar, spelling, or punctuation that interfere with readability. | Numerous errors in grammar, spelling, or punctuation that make the essay difficult to read. |
| Style and Tone | Engaging and appropriate style and tone for the audience and purpose. | Appropriate style and tone; may lack engagement. | Basic style and tone; may not always be appropriate for the audience and purpose. | Inconsistent style and tone; often inappropriate for the audience and purpose. | Inappropriate style and tone; not suitable for the audience and purpose. |

Rubric Guidelines

Step One: Utilizing ChatGpt or another AI software, copy and paste the rubric into the chat.

Step Two: Copy and paste the writing assignment into the chat.

Step Three: Copy and paste this statement (adjust as needed):

Provide feedback based on the rubric. Provide the feedback at a (enter grade level).

Note any grammar, content, or punctuation errors.

Step Four: Press enter.

Cross Curricular Projects

- Math: Create a budget for the community. Assume you are in charge of managing resources such as food, water, and shelter. How would you allocate resources to ensure everyone is taken care of?
- Science: Study the effects of climate and natural resources on societies. Discuss how the lack of these elements may have contributed to the strict rules in Jonas's community.
- History: Research a real-life society or time period where strict rules and conformity were enforced. Compare and contrast it with the society in "The Giver."
- Art: Draw or paint a scene from one of Jonas's memories that he receives from The Giver. Focus on using colors to represent the emotions of the memory.

Quiz

Interactive Graded

1. What is Jonas's special assignment?

- a) Teacher
- b) Giver
- c) Receiver of Memory
- d) Leader

2. What is the significance of the Ceremony of Twelve?

- a) It's a birthday celebration.
- b) It's when children receive their job assignments.
- c) It's when families are created.
- d) It's when the community celebrates its leaders.

3. What does Jonas learn about his community as he receives memories?

- a) It is the best place to live.
- b) It has a dark and hidden past.
- c) It is built on wealth and prosperity.
- d) It is very modern and advanced.

4. What is the first memory The Giver shares with Jonas?

- a) A snow-covered hill
- b) A sunny day
- c) A rainbow
- d) A thunderstorm

5. Why is Jonas's community free of pain and suffering?

- a) Because of advanced technology.
- b) Because memories of pain have been erased.
- c) Because everyone takes medicine.
- d) Because it is a wealthy society.

6. What does Jonas decide to do at the end of the story?

- a) Become a leader
- b) Leave the community
- c) Destroy the community
- d) Return the memories

7. What is the main theme of "The Giver"?

- a) The importance of following rules
- b) The value of memories and emotions
- c) The power of wealth
- d) The dangers of technology

Answer key on the last page

Additional Resources

- "The Giver" Movie Adaptation – Watching the film can provide visual context and spark discussions on differences between the book and movie.
- Lois Lowry's Author Website – Offers interviews, insights, and additional materials about "The Giver."
- Study Guide for "The Giver" on SparkNotes – Provides summaries, analyses, and quizzes for each chapter.
- TED-Ed: "Why Dystopias Matter" – A short video explaining the importance of dystopian stories.

Bonus Activity

Objective:

You will create a unique utopian community, reflect on the challenges of creating a "perfect" society, and write about your ideas.

Materials Needed: Chart paper or poster board; Markers, colored pencils, or crayons; Laptop or tablet (optional, for research and digital design); Writing paper or digital document

Activity Instructions:

1. Introduction:

- Think about what makes a community or society "perfect."
- Brainstorm qualities you think would make a society ideal (e.g., fairness, equality, safety).
- Reflect on how "The Giver" portrays a utopian society and how it differs from real-world communities.

2. Designing Your Utopian Community:

- Use the "Utopian Community Guidelines" handout to guide your design process.
- Create a visual representation of your community (map, diagram, etc.) on chart paper or digitally. Write a brief description outlining the rules, values, and structure of your community.

3. Reflection:

- Write a brief reflection addressing the following questions:
 - What was challenging about designing a "perfect" society?
 - What did you learn from creating your community?
 - How does your community compare to Jonas's community in "The Giver"?

Bonus Activity

(Continued)

4. Wrap-Up:

- Review your work and make any final adjustments. If possible, share your design and reflection with a family member or friend for feedback.

5. Optional Homework:

- Write a paragraph describing whether you would like to live in your own designed community or Jonas's community from "The Giver," and why.

Assessment:

- Creativity and thoroughness in the community design and description.
- Insight and depth in the reflection writing.
- Ability to critically analyze the challenges and benefits of your utopian society.

Extensions:

- Research historical or modern societies that had utopian or dystopian elements and compare them to your designed community.
- Create a multimedia presentation or digital model of your community for additional creativity.

Bonus Activity

(Continued)

Utopian Community Guidelines Handout:

Designing Your Utopian Community

1. Rules and Laws:

- What rules will govern your community?
- How will these rules ensure fairness and safety for everyone?

2. Leadership:

- How is leadership chosen or appointed in your community?
- What are the responsibilities of the leaders?

3. Work, Education, and Recreation:

- How is work organized in your community?
- What does the education system look like?
- What recreational activities are available to the citizens?

4. Conflict and Emotions:

- How does your community handle conflicts between people?
- How are emotions managed or expressed in your community?
- Are there any unique roles or systems in place to manage emotions and conflicts?

5. Unique Features:

- Does your community have any special roles or titles, such as a “Receiver of Memory”?
- Are there any other unique aspects or features of your community that make it special?

Vocabulary Answer Key

1. Sameness
2. Memory
3. Community
4. Conformity
5. Ceremony
6. Euphemism
7. Receiver
8. Release
9. Transgression
10. Emotion

Quiz Answer Key

1-c

2-b

3-b

4-a

5-b

6-b

7-b