

*developed by Carol Cabrera & Kurt Schwartz*  
*The Humanities Half*

*Your task is to design a functioning roller coaster that showcases a deep understanding of literary devices and characterization featured in Harper Lee's classic novel To Kill a Mockingbird.*

- Symbol
- Setting
- Metaphor
- Simile
- Foreshadowing
- Foil

- Juxtaposition
- Point of view
- Tone
- Irony
- Hubris
- Imagery
- Conflict
- Alliteration
- Allusion
- Connotation
- Euphemism
- Flashback
- Mood
- Personification
- Suspense
- Oxymoron

### CHARACTERIZATION

*You and your team should also pick a character from To Kill a Mockingbird to watch slowly as we read and analyze the novel. Based on this character's journey, you will design the loops, bumps and turnarounds on your coaster (at minimum, you must feature 5). Your roller coaster ride will symbolize elements of the character's plot pyramid. You and your partner will get to decide which moments to feature (you must feature 5, but you can feature more!). Pick the moments that you believe are the most important in the ride of this character's journey!*

- Atticus Finch
- Jem Finch
- Scout Finch
- Tom Robinson
- Calpurnia
- Miss Stephanie Crawford
- Charles Baker Harris (Dill)
- Alexandra Hancock
- Maudie Atkinson
- Heck Tate
- John Hale Finch (Jack)
- Walter Cunningham Jr.
- Nathan Radley

### THEME

*You must name your coaster. This name should be based on a theme that you and your partner have pulled from To Kill a Mockingbird.*

### Roller Coaster Brochure

*A brochure for opening day of your ride should accompany your roller coaster. This report should completely explain the roller coaster you have designed together. It should:*

*\*name your roller coaster and explain the theme that your roller coaster showcases, provide an explanation of the different events, moments or passages, that lead you and your team to believe that the novel teaches this theme, and explain why this particular theme was chosen.*

*\*explain which 5 literary devices your roller coaster showcases, provide definitions for these devices, provide the passage from To Kill a Mockingbird where this device is located, and explain exactly how your roller coaster features this device.*

*\*explain the loops, camel backs and other features of your roller coaster, provide the passage from To Kill a Mockingbird that inspire this feature, and explain exactly how the roller coaster feature symbolizes this particular moment in the character's journey.*

*\*be designed in such a way that it appeals to a broad audience of people.*

*\*\*\*The best roller coasters synthesize all of the elements--the theme, the literary devices, the character--into one ride that makes sense together. Some questions to ask yourself might be: How do these literary devices and moments in the novel lead me to a deep understanding of this theme? How does this character's journey teach me a lesson worth taking with me into the real world? This might mean waiting a while and simply reading carefully and taking notes before you begin your designing!*

### **Project Timeline:**

*\*Subject to change*

**Class Structures**--This will be the first thing we will do in class on each day of the week. So be prepared, and be on time!

**\*\*MONDAYS:** History Bite/Current Events

**\*\*TUESDAYS:** Reading Quiz

**\*\*WEDNESDAYS:** Journaling

**\*\*THURSDAYS:** 15-20 Minutes of **Moral Compass Project** Silent Work time

**\*\*FRIDAYS:** Reading Homework Packet Due/Silent Sustained Reading

Aug 26-Aug 30	<b>**TKAM Chapters 1-6</b> <b>Aug 30-</b> Reading Quiz (1-4)
Sep 1- Sep 7	<b>**TKAM Chapters 7-13</b> <b>Sep 4-</b> Reading Quiz (5-7) <b>Sep 6-</b> Homework Reading Packet (1-11) #1 DUE
Sep 8- Sep 14	<b>**TKAM Chapters 14-26</b> <b>Sep 9-</b> Reading Quiz (8-14) <b>Sep 13-</b> Homework Reading Packet (12-22) #2 DUE

Sep 15-21	<b>**TKAM Chapters 27-31</b> <b>Sep 16-</b> Reading Quiz (15-28) <b>Sep 20-</b> Homework Reading Packet (23-31) <b>#3 DUE</b>
Sep 22- Sep 28	<b>Sep 23-</b> 5 Literary Devices Report DUE (Class Critique) <b>Sep 27-</b> 5 Characterization Moments Report DUE (Class Critique)
Sep 30- Oct 4	<b>Sep 30-</b> TKAM Design Plan/Sketch DUE <b>Oct 2-</b> TKAM Full Draft for Critique DUE <b>Oct 3-</b> TKAM Critique of Coasters <b>Oct 4-</b> TKAM Critique of Coasters
Oct 7- Oct 11	<b>Oct 9-</b> Final Coasters DUE <b>Oct 10-</b> Exhibition