

Guided Giver Project

A utopia is defined as an ideally perfect place. In the novel *The Giver*, Jonas lives in a utopian world designed to provide food, shelter and safety to the people of the community. If you had to design your “perfect world”, what would it look like? What would life be like for the people who live in your community?

What would be special about your community that would make other people want to join it?

You are going to be designing your own utopian world. Your project will include information about the following areas. Under each category, you must supply enough information to inform others of your community and entice them to join.

INSTEAD OF WRITING A COLLABORATIVE ESSAY, THIS SHEET IS YOUR ESSAY. THAT MEANS THAT YOU WILL NEED TO ANSWER IN COMPLETE SENTENCES. ***IT WILL BE GRADED AS A FORMAL WRITING ASSIGNMENT.***

Government: Every community needs laws, otherwise there would be chaos. Fill in the blanks below with COMPLETE sentences. Name **5 rules or laws**:

Who makes the laws?

How are the laws enforced?

Is your community a **democracy**? A **dictatorship**? A **monarchy**? Or some other form of government? Explain. LOOK THESE WORDS UP!

What happens when a person in the community breaks a law?

Education: School is a way of preparing kids to be successful members of the community.

What will school be like in your community?

What will be taught and what subjects will be required?

How will education serve the community?

How will schools in your community be different from schools in your community now?

Family: Think about the families in your utopian community. What are families going to be like in your community?

Are the families going to be:

Matriarchal – Controlled by the mothers of the family?

Patriarchal – Controlled by the father of the family

Neither matriarchal or patriarchal--explain what

How many kids ? _____

Is it regulated? Why or why not?

Does everyone in each family live in the same dwelling? Why or why not?

Housing: Neighborhoods/Individual family dwellings. What are the neighborhoods like in your community? Do people live in separate houses? In townhouses? In apartments? In tents? Describe the dwellings in your community. Are all of the houses the same or different? Explain why you chose to design the houses this way.

Employment: Think about the jobs people must have to help your community function. Choose 3 important jobs to describe.

Job #1:

What is the function of the job?

Who are the type of people chosen for the job?

How are people chosen for the job?

How are people trained for the job?

Include a picture of what a person employed in this job might look like (uniforms, etc).



Job #2:

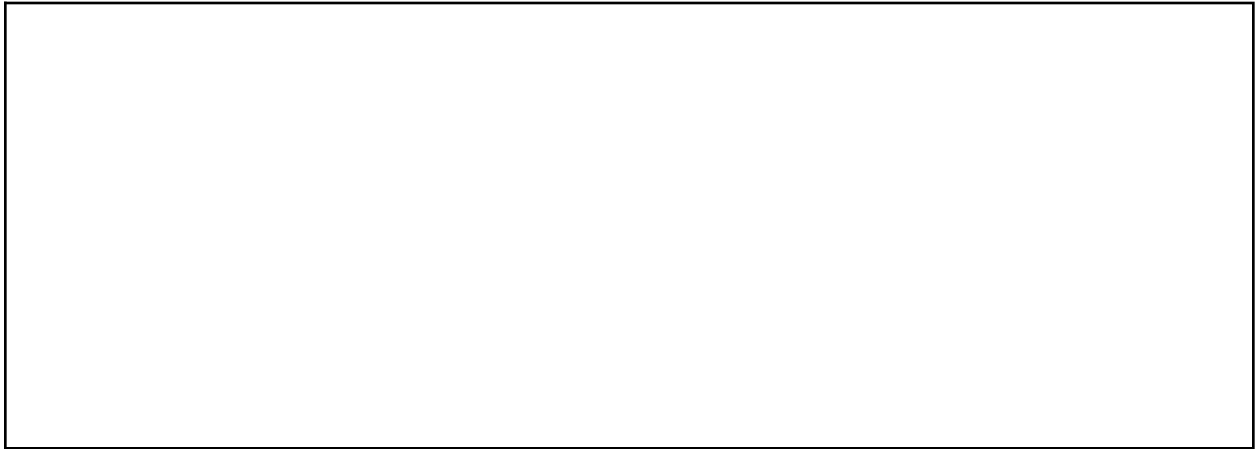
What is the function of the job?

Who are the type of people chosen for the job?

How people are chosen for the job?

How are people trained for the job?

Include a picture of what a person employed in this job might look like (uniforms, etc).



Job #3:

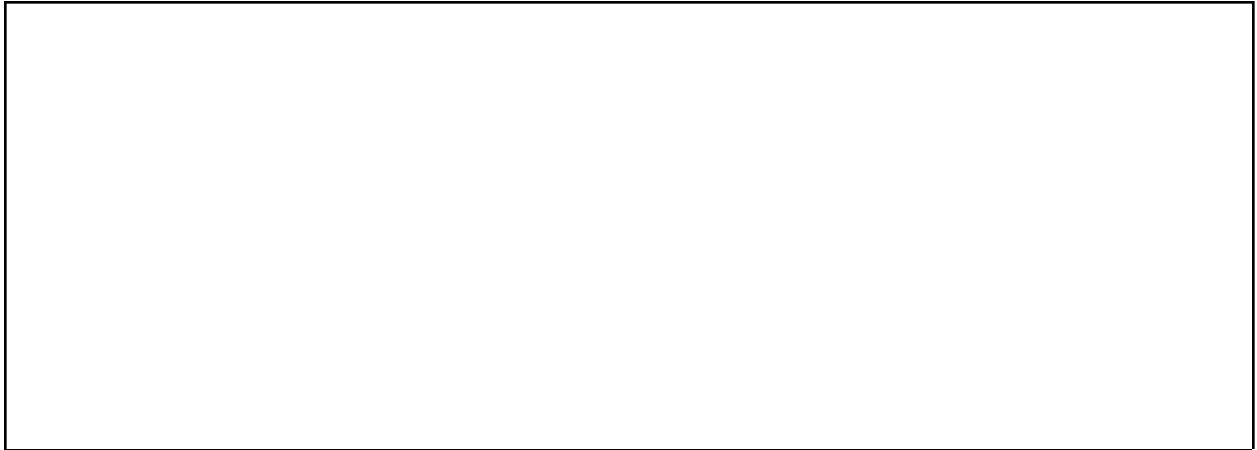
What is the function of the job?

Who are the type of people chosen for the job?

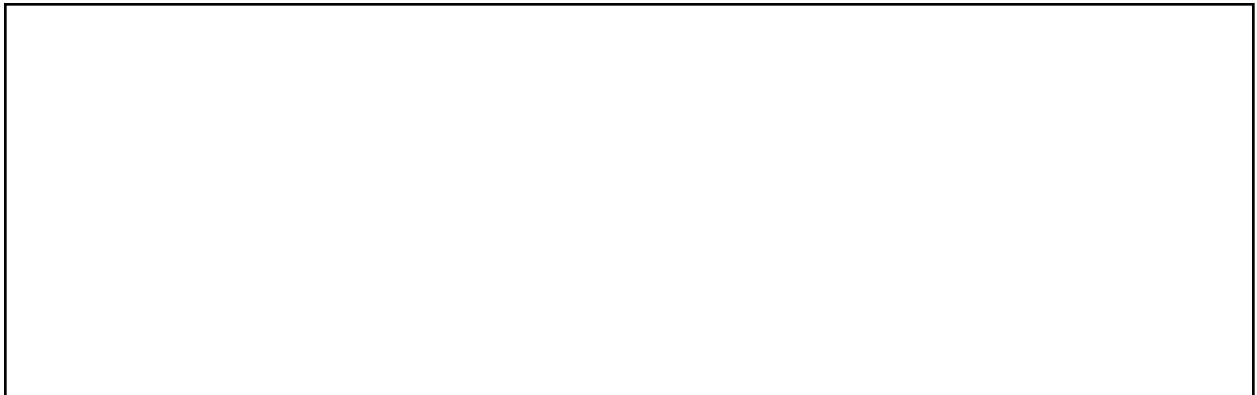
How are people chosen for the job?

How are people trained for the job?

Include a picture of what a person employed in this job might look like (uniforms, etc).



Money: Is there a system of money in your community? If the answer is **yes**: Draw a picture of your money (coins and paper money) What is your money called?



If the answer is **no**: Why don't you have money?

How do you "pay" people for their jobs?

How do people get what they need to survive?

Transportation:

How do people get around in your community?

Is there a system of mass transit? Why or why not?

REMEMBER, IF YOUR COMMUNITY IS VERY LARGE, YOU SHOULD HAVE A WAY FOR PEOPLE TO GET AROUND QUICKLY!!!!

Environment/Climate:

Think about where you would have your community built. What is the climate like in your community? Tropical? Arctic? Do the seasons change?

Are there animals in your community? What kinds? Are they pets or wild? If no animals, explain why.

Recreation:

What is recreation like in your community?

How much time do most people spend on recreation each week?

What do people do for fun in your utopian community?

Does the government control how people spend their free time?

How is this different from the way people spend their free time in the community that you live in now?

Technology:

How does your community view technology?

Are they technologically advanced? Why?

Do the people live a more simple life? Why?

Additional Information:

Name of your community:

Design a flag for your community. Think about color symbolism.



Draw an overview map of your community on the next page. Make sure to label:

- Houses
- Schools
- Business district (stores, etc.)
- Roads
- Government buildings
- Areas for recreation
- Any additional areas that are important for your community

Name of Community:



Key: (Show the symbols you used to draw the above map with details)

For example:

Tree: ^^^^^^^^^^^

- Houses
- Schools
- Business district (stores, etc.)
- Roads
- Government buildings
- Areas for recreation
- Any additional areas that are important for your community

PRESENTATION INFORMATION:

Barring a medical excuse, *there are no extensions*, as this project is differentiated to help you succeed.

You will need to use either Powerpoint or Prezi to create a presentation. You will have a slide for each category that you worked on. That means:

slide 1: title of your community w/creative picture and your name

slide 2: Gov't slide

slide 3: Education slide

slide 4: family slide

slide 5: housing slide

slide 6: employment slide

slide 7: money slide

slide 8: transportation slide

slide 9: environment/climate slide

slide 10: recreation slide

slide 11: technology slide

slide 12: flag slide

slide 13: map slide

YOU MAY HAVE MORE, BUT YOU CAN'T HAVE LESS.

Important: use pictures and also make sure that you are not text heavy. It is a BIG problem to read these slides! Use bullets and phrases, not sentences. It is likely a 5-7 minute presentation.