

Name: \_\_\_\_\_ Date: \_\_\_\_\_ Period: \_\_\_\_\_

**Summer Reading Assignment**  
**Jupiter High School – 9<sup>th</sup>Grade English Language Arts**  
(All courses: English 1, Pre-AICE English Language, AICE English General Paper)

\*Submit Summer Reading Assignments to English Language Arts teachers in order to receive credit. \*

**Part 1:** Read **one** of the novels below and complete all questions.

- *How the Garcia Girls Lost Their Accent* by Julia Alvarez
- *A Walk in the Woods* by Bill Bryson
- *Everything, Everything* by Nicola Yoon

Title:	
Author:	
Publisher:	

**Directions:** Respond to the following questions using **complete sentences**. Responses should demonstrate command of the conventions of standard English (capitalization, punctuation, sentence structures, etc.). Include **textual evidence** where required.

1. Describe the setting. If more than one setting was involved, be sure to include all details.

2. Describe the main character and explain his/her importance to the story.

3. Which of the characters was your favorite? What sets this character apart from the others?

4. Which scene did you enjoy most? Describe the events, the characters present, and their respective roles in the scene.

5. Determine the theme. What is the message of the book? Support your response with specific details.

6. Summary - Write an objective summary of the plot, explaining the primary conflict and all key events.

7. What was the author's purpose for writing this text? Consider the message, plot, and context and be specific.

8. Compose an alternate ending to the text. Try to use the author's style of writing.

## Part 2: Mythical Makeover: Unveiling Archetypes in Greek Myths

**Mission:** Embark on a quest through the captivating world of Greek mythology. Choose a Greek myth that piques your interest. Then, delve deeper by analyzing the characters, settings, and symbols within the story through the lens of archetypes.

### 1: Myth Selection

- Explore various Greek myths! You can find them online or in libraries. Some popular choices include:
  - Pandora's Box
  - The Labors of Hercules
  - Icarus and Daedalus
  - The Underworld and Persephone
  - The Trojan War
- When choosing your myth, consider what interests you most. Does it have a thrilling adventure, a powerful hero, or a thought-provoking message?
- Your selected myth:

### 2: Archetypal Analysis

#### Character Archetypes:

1. Identify the main characters in your chosen myth.

2. Analyze each character using the provided list of archetypes.

3. Explain how each character's actions and motivations align with their archetype.

4. Are there any characters who embody multiple archetypes? How does this complexity add to the story?

**Setting/Situational Archetypes:**

1. Describe the key settings or situations within your myth.

2. Analyze these settings/situations using the provided list of archetypes.

3. Explain how the setting or situation contributes to the overall story and reinforces its themes.

4. Are there any recurring settings or situations? How do they create a sense of structure or foreshadow events?

**Symbolic Archetypes:**

1. Identify significant symbols within your myth. This could be objects, creatures, events, or even colors.

2. Analyze these symbols using the provided list of archetypes.

3. Explain what each symbol represents and how it adds meaning to the myth.

4. Are there any symbols with multiple interpretations? How does this ambiguity enrich the story?

**Further Archetypal Analysis:**

1. Identify any connections between the archetypes in your chosen myth and archetypes found in modern literature or movies:

2. Discuss the significance of archetypes in understanding universal themes and human experiences:

**Archetypes**

**Character Archetypes**

<u>Archetype</u>	<u>Motivation</u>	<u>Descriptors</u>	<u>Example</u>
The Everyman	Connect with others	The good old boy, regular guy/girl, the person next door, the working stiff, the solid citizen, the good neighbor, the silent majority	Dr. John Watson from <i>The Adventures of Sherlock Holmes</i>
The Jester		The fool, trickster, joker, practical joker, comedian	Tigger from <i>The House at Pooh Corner</i>
The Lover		The partner, friend, intimate, enthusiast, sensualist, spouse, team-builder	Romeo from <i>Romeo and Juliet</i>
The Hero	Leave a mark on the world	The warrior, crusader, rescuer, superhero, the soldier, dragon slayer, the winner, the team player	Aragorn from <i>Lord of the Rings</i>
The Magician		The visionary, catalyst, inventor, charismatic leader, shaman, healer, medicine man	Merlin from <i>The Sword and the Stone</i>
The Rebel		The rebel, revolutionary, wild man, the misfit, iconoclast	Viktor Frankenstein in <i>Frankenstein</i>
The Caregiver	Provide structure to the world	The saint, altruist, parent, helper, supporter	"Marmee" March from <i>Little Women</i>
The Creator/Artist		The artist, inventor, innovator, musician, writer, dreamer	Pippi Longstocking from <i>Pippi Longstocking</i>
The Ruler		The boss, leader, aristocrat, king, queen, politician, role model, manager, administrator	Macbeth from <i>Macbeth</i>
The Explorer	Yearn for paradise	The seeker, iconoclast, wanderer, individualist, pilgrim	James from <i>James and the Giant Peach</i>
The Innocent		He or she is inexperienced, with many weaknesses, and seeks safety with others	Dorothy from <i>The Wonderful Wizard of Oz</i>
The Sage		The expert, scholar, detective, advisor, thinker, philosopher, academic, researcher, thinker, planner, professional, mentor, teacher, contemplative	Mary Poppins from <i>Mary Poppins</i>

### Setting/Situation Archetypes

<u><i>Archetype Setting/Situation</i></u>	<u><i>Description</i></u>
The Garden	A place of purity; cultivation
The Forest	Represents fertility, home of the Great Mother, symbolically primitive
A Tree	Represents life and knowledge
A Cave	Turning inward; deep down where a character delves into himself, becomes invisible
A Mountain	The highest peak; place to gain greatest insight
A River	A place of reflection or rebirth; crossing borders or new territory
The Sea	Vast, alien, chaotic, dangerous; waves may symbolize measures of time and represent eternity or infinity
An Island	A place of isolation; a small world unto itself; microcosm
Battle of Good and Evil	Good ultimately triumphs
Death and Rebirth	Shows the circle of life
Innate Wisdom vs. Educated Stupidity	A character will have intuition and knowledge that is better than those in charge
The Initiation	A character matures and takes responsibility
The Journey	The hero confronts trials along the way
The Quest	The search for someone or something
The Task	Something that must be done
The Small Town	This is where everyone knows everyone and judges them, so it represents intolerance

### Symbol Archetypes

<u><i>Archetype Symbol</i></u>	<u><i>Description</i></u>
River	Life, flow of time
Wheel	A complete cycle
Water	Purification
Rising Sun	Birth, beginning
Setting Sun	Death, ending
Circle	Unity
Snake	Evil
Light	Hope, renewal
Dark	Despair, ignorance
Fire	Knowledge, rebirth