

Expanding and Exploring Themes

An Internet WebQuest on The Giver

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Introduction

Novels and books are very similar in that that both are built in steps, they both require many skills, and they follow a design pattern. Design patterns for homes include Colonial, Contemporary, and Victorian just to name a few. Design patterns for novels include fiction, historical fiction, science fiction, fantasy, etc... . Within both homes and novels the design element is reflected throughout. In homes color scheme, moldings, roofing, and siding will distinguish the design. In novels genre, plot, characters, conflicts, and theme distinguish the design. Like homes that are designed with a mixture of different design features, novels often have multiple themes intertwined throughout the plot.

Identifying, understanding, and connecting to a theme can be challenging especially when multiple themes exist.

Task

How overwhelming would it be if you tried to build an entire home alone? Difficult right? It would be just as overwhelming to explore all of the themes found in a novel. Your task is to explore the themes of *The Giver* as a team. You have expressed a certain curiosity of one of the themes in *The Giver*. Your quest is to explore that theme on a deeper level and compare/contrast your findings to *The Giver* and present them to the class. You will have one computer lab day to explore your theme and gather information, and one computer lab day to create the end product. The in between stuff will be worked on in class. The deadline for the presentation will be determined by each group's progress. You always have the option of working on your project at home, or you can come to tutoring after school.

Process

First- Identify the theme you selected and write down a few notes on how that theme is present in *The Giver*. You may use any of the resources that we created throughout our readings.

Second- Read your task which is found under your assigned number. Make sure you understand how your theme exists within the novel. This is crucial for you to complete your task.

Third- Begin viewing and exploring the websites that are provided.

It would be wise to write down things you find important or useful to your task. Remember DO NOT copy word for word. You have to paraphrase. Some things can be used if you cite the sources in your presentation. All websites that are provided give permission for use as long as you do not publish your presentation without consulting them first. Remember when you are prewriting anything goes. Don't worry about organizing right now. You are only gathering information. Evaluating the information will come later.

Fourth- This is where you need to evaluate the information that you have gathered. This is also where you get a helpline. You have been assigned to a group. Once your information is gathered, your group will discuss your findings. It is important for you to get their feedback. You are responsible for the creation and presentation of the end product, but your teammates need to be apart of the decision making process. These themes are covered on the final test, so it is important that you understand each one of them. Remember this is like building a house! The architect has to meet with everybody that constructs the house, and the electrician and the dry-wall hangers have to work together. The electrician has to run the wiring before the dry-wallers hang the dry-wall, and the dry-wallers have to know where the outlets, lights, washers, dryers, etc... are going to be. Working cooperatively is a key factor of this assignment!

Fifth- Once you have met with your group, you need to create your end project with your resources cited. Please use your group members as much as you need to. Part of this task is to rely upon others for help when needed, and to help others when they need help. In the work place asking for help and helping is one of the many important components to having a successful career. I will be touching base with you frequently in order to monitor your progress.

Finally- Present your project to the class!

Phase 1 - Background Information

Utopia is one of the themes in *The Giver*. We discussed that utopia is a place of one's own creation that represents the perfect place to live. We all drew pictures of our Utopias, named them (remember mine was Belcher Island), and we shared what we included in our utopia and why. We also discussed how different Jonas's utopia was from ours. The main reason for the differences was because he didn't create it. It was created for him which resulted in him escaping or dying.

The websites listed below allow you explore what real people living in our world have created as utopias. As you view the sites think about how your theme and the other themes tie into these communities.

After you have explored Utopian Philosophy and gained an understanding of what utopia consists of, explore the remaining sites to compare and contrast Jonas's utopia to that of real world utopias. Remember this is a particular group of people's ideas and

opinions. This should enable you to see how a community like Jonas's would work in your world. As you explore each site keep notes on similarities and differences between Jonas's community and the community you are visiting.

- [Utopian Philosophy: How to Achieve it; Merging Reality and Utopia; and Views of What Utopia May Be Like](#)
- [The Acorn Community of Virginia](#)
- [The Farm in Tennessee](#)
- [Twin Oaks Community in Virginia](#)
- [Victory City- A City Under One Roof](#)

Phase 2 - Roles

There are four roles/persons per group. These roles were chosen because they each define important themes of The Giver. Together your group will have explored and connected to all of the themes. Not only should you discuss the themes and the projects as a group, but you should also confer with others who are working on the same theme project. This is not cheating. Working together to accomplish a task is our main goal. Here are the general instructions for all of you.

INSTRUCTIONS:

1. One person from each WebQuest team will explore one of the roles below.
2. Read through the files designated for your group. You can print out pages and underline the parts that you feel are important or cut and paste from the webpage into a word processor. We practiced this when we created our Odes.
3. Remember to include the URL of the page you take information from so you can return to it and use it as a citation.
4. Focus what you've learned into one presentation that answers the Big Quest(ion) or Task.

Presentation options: Power Point, Movie Maker, Word Document(chart, table, brochure, handout)If you would rather use a different option please discuss it with me first.

Role/Person #4 has to use Movie Maker

Person One:

- [End-of-Life Issues and Care](#)
- [The Kevorkian Verdict](#)
- [Dr. Kevorkian's Wrong Way](#)
- [NNDB Tracking the entire world: Terri Schiavo](#)

1. What are your thoughts about assisted suicide? Do you agree. disagree? Are you torn between the two?

2. How does Dr. Kevorkain compare to Jonas's father?
3. Looking at Terri Schiavo's story- what side would you have taken? Her family(parents,siblings) or her husband?
4. What are some reasons for assisted suicide?
5. Select the presentation option you wish to use.

Person Two:

- [Adolescent Rites of Passage](#)
- [Articles on Different Cultures Rites of Passage](#)
- [Hotlist on Rituals around the world](#)
- [Adolescent Rites of Passage](#)
- [Articles on Different Cultures Rites of Passage](#)
- [Hotlist on Rituals around the world](#)

Use these links to answer your questions.

1. Define Rites of Passage.
2. What are some of your generation's Rites of Passage? (like driver's license)
3. What are some Rites of Passage for other cultures, countries?
4. What are the Rites of Passage in *The Giver*?
5. Are there any similarities/differences between yours and Jonas's?
6. Select presentation option and create.

Person Three:

- [Euthanasia in severely ill newborns](#)
- [Euthanasia](#)
- [Euthanasia](#)
- [International Centre/Center for Bioethics, Culture, and Disability](#)
- [Hitler Signs an Order Authorizing Involuntary Euthanasia in Germany](#)
- [Hitler Begins Euthanasia Program](#)
- [Euthanasia Guidelines](#)

Use these links to answer the following questions:

1. What is Euthanasia?
2. After consulting with group member one, how is it similar/different to assisted suicide?

3. What are thoughts/feelings about euthanasia of animals and people?
4. What is the history of euthanasia? Where did it start? Who started it?
5. How does Euthanasia tie into The Giver?
6. Select presentation option and create

Person Four:

There are no web links for this role because you are to create a storyboard using movie maker that summarizes The Giver. We have discussed the themes that are in the novel, and your group members have explored them extensively. Your summarization needs to incorporate those themes. This doesn't require any research or web exploration. Here are a few examples to help: Birthdays are apart of The Ceremony which is part of the concept utopia, Apples represent that they do not see color.

Your instructions are as follows:

1. Check out class digital camera and take pictures of your surroundings that are in The Giver. (apple, bike, trees)
2. Once you have taken the pictures download them to your file by inserting the memory stick. Then open Movie Maker and upload the pictures. Once the pictures are uploaded begin creating your storyboard. The pictures need to be placed in the storyboard in black and white (People in The Giver only see black and white). We used Movie Maker when we created a class biography. If you need help refer to the Movie Maker handout in the class computer resource file. Your storyboard/movie needs to include captions with the pictures to summarize The Giver. BE CREATIVE!! You need to copy your movie into your file and onto a CD. Your Movie will be viewed on the Smartboard.

Phase 3 - Reaching Consensus

You have learned about themes from The Giver, how they are present in our world, and how they compare/contrast to that of the novel. You also learned how to work cooperatively to accomplish one goal. As part of your presentation you also need to be able to do explain how asking for help and helping others is beneficial, and you also need to be able to discuss if your understanding of the novel deepened through your assignment.

Conclusion

Whether your building a house, a study of novel themes, or tackling any task in like, it is easier to not only ask for help but to also divide the task into separate parts. Working together helps us to understand and respect others' thoughts and opinions, and in return we can better understand ourselves. How can you use what you've learned to see beyond the black and white of a topic or situation? What other parts of The Giver could still be explored? Remember, learning never stops.

CREATED BY AT&T
Filamentality

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<http://www.kn.att.com/wired/fil/pages/webthegiveje.html>
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