

Welcome to 7th Grade ELA

Dear 7th Graders and Parents,

Summer vacation is almost here! I hope that you make it a time to **Rest, Relax, Read, and above all Enjoy!**

Reading, like a sport, involves practice and skill. Real skill building occurs when children read for pleasure and when they explore books about topics that interest them.

Students entering seventh grade are asked to read:

7A: Maze Runner by James Dashner and **7G: City of Ember** by Jeanne DuPrau. After reading the novel, they should complete the given exam/writing project. This will be collected and graded during the first week of school and will count towards their first quarter ELA grade.

Please encourage your child to read a minimum of thirty (30) minutes per day. Have a great summer! I am looking forward to being your ELA teacher in September.

Sincerely,

Rose Scozzari

Mrs. Rose Scozzari

Name:
Date:

Incoming ELA 7A
Maze Runner

Section 1: Multiple Choice: Circle or highlight the correct answer.

1. What did Thomas find in the graveyard?
 - a. A ghostly figure that unfettered a riddle.
 - b. The grave of the boy who was cut in half.
 - c. A heavy door locked with a large chain.
 - d. A secret tunnel leading to a laboratory.
2. What does the banishment pole have at the end of it?
 - a. A spike made of steel.
 - b. A taser fashioned from a battery.
 - c. A collar made of leather.
 - d. A flag made by the boys.
3. Why is Newt no longer a runner?
 - a. He injured his leg the last time he was out.
 - b. He has a congenital heart condition.
 - c. He has asthma.
 - d. He was stung by a Griever.
4. Where did Minho and Thomas lead the Grievers that were chasing them?
 - a. To the Glade.
 - b. To the Deadheads
 - c. To the East Door
 - d. To the cliff
5. What was Minho's proposal for Thomas at the Gathering?
 - a. To replace Alby as the leader.
 - b. To make him keeper of the Runners.
 - c. To expel him from the Glade forever.
 - d. To place him in the jail for two weeks.
6. "The monster flew off the edge of the Cliff. Oddly, its battle cry cut off sharply instead of fading as it plummeted off the depths below." Define plummeted.
 - a. To fill with water
 - b. To fall rapidly
 - c. to roll slowly

7. Thomas came up with an ingenious idea to save Alby. What does ingenious mean?
- a. Great happiness
 - b. Strain and effort; hard work
 - c. disgusting; gruesome
 - d. Smart; resourceful; skill
8. When Theresa triggers the ending, what happens with the Glade Doors?
- a. They stayed closed.
 - b. They stay open.
 - c. They show a code.
 - d. They open at night and close at day.
9. What did Alby see Thomas doing when he was going through the changing?
- a. Thomas was kissing Theresa.
 - b. Thomas was helping the Creators.
 - c. Thomas was with his parents.
 - d. Thomas was best friends with Gally.
10. What did Minho and Thomas discover while throwing stones over the side of the Cliff?
- a. The stones bounced off a transparent force field.
 - b. An invisible hole a meters out.
 - c. The Cliff was only a few feet high.
 - d. A false horizon projected on the far wall.
11. Upon meeting the Creators, ____
- a. The children reunited with their parents.
 - b. The kids are safe at last.
 - c. More violence ensues.
 - d. Those that died in the Glade come back to life.
12. Extreme light and heat from the sun; caused the damage in the world.
- a. The Scourge
 - b. The Flare
 - c. The Curse
 - d. The Heat
13. Doctors were called _____
- a. Medjacks
 - b. Sloppers
 - c. Blood Housers
 - d. Map-Makers

14. Who set the map room on fire?
- a. Gally
 - b. Alby
 - c. Minho
 - d. Nobody knows
15. Where did the maps get hidden?
- a. By the dead heads
 - b. In the weapon room
 - c. in the homestead closet
 - d. In the cell
16. What was the letter that was formed by the map?
- a. B
 - b. C
 - c. D
 - d. F
17. What did the Gladers think was happening after the “Wicked” woman was shot?
- a. They were being kidnapped.
 - b. They were being murdered.
 - c. They were being rescued.
 - d. They were being placed back in the maze.
18. What was revealed in the epilogue?
- a. That Thomas was really evil.
 - b. Alby wasn’t actually dead.
 - c. The rescue was staged.
 - d. The maze never actually existed.
19. Why doesn’t Alby want to try and escape the maze/glade?
- a. He knows the world outside is destroyed.
 - b. He wants to keep everyone for company.
 - c. He is secretly working for the Creators.
 - d. He is comfortable in the maze and likes being the leader.
20. How did the Creators come up with the Gladers’ names?
- a. Their names were the names given to them at birth.
 - b. They guessed.
 - c. The Creators chose them from a book of names called the Sacred Book.
 - d. Their names were based on nicknames of famous scientists.

21. What did Thomas reveal to the other Gladers after going through the Changing?
- They are all highly intelligent orphans being put through a test.
 - An evil tyrant now runs most of the Western Hemisphere.
 - A great war had decimated most of the old world.
 - They were all imprisoned here as part of a sick game.
22. What did the rebels tell the Gladers was the purpose of the Maze?
- To determine if humans are ready to evolve.
 - To find minds capable of curing the Flare.
 - To weed out the strong to become leaders of the WICKED.
 - To find the strongest to repopulate the planet.
23. Why did Thomas intentionally throw himself on a Griever?
- To protect Theresa from being injured.
 - To save Chuck from being killed.
 - To get stung and hopefully recover memories.
 - To prove his theory that they could be hurt.
24. What word was written on the beetle blades?
- | | |
|-------------|-----------|
| a. Hopeless | c. Prison |
| b. Evil | d. Wicked |
25. Who is the Keeper of the Blood House?
- | | |
|------------|----------|
| a. Winston | c. Gally |
| b. Alby | d. Chuck |

Section 2: Projects: Choose ONE of the given projects to complete.

- 1) Map Making:** Create a detailed and labeled map of the Glade and the Maze. Use context clues from the book as well as inferences from the story in order to help you make the map. Your map should be neatly colored in and well labeled.
- 2) Diorama:** Create a diorama (3D model) of the Glade. Use context clues from the book as well as inferences from the story in order to

help you make your model. Your diorama should be neatly designed and well labeled.

- 3) **Board Game:** Design a board game to test fellow classmates' comprehension of the novel. Your game should include major plot points in your game. Think carefully about the look of the board and the rules for your game. Be creative! You may base your game off of an existing board game. Your game should include a written/typed set of rules, game pieces, and a board. We will play your game during class.

- 4) **Survival Guide:** Create a detailed survival guide for the new Greenies who arrive in the Glade. This should be written as if it were a handbook. You can select what information you think should be included, but some ideas are: map and location of various places, rules, roles of various people, where to sleep, eat, etc., any warnings about creatures, and a language dictionary for commonly used terms. Be creative and include illustrations!

- 5) **News Article:** Create a front page news article on any major event in the story. Be sure to include the following:
 - **Headline**
 - **Picture with a caption**
 - **The 5 W's and H:**
 - Who was in the event?
 - What happened?
 - When did it happen?
 - Why did it happen?
 - How did it happen?

Your article must be written like a newspaper. Your writing must be free of spelling and grammar mistakes.