**STUDENT PACKET** 

**GRADES 6-8** 



# When You Reach Me

Rebecca Stead



**READ, WRITE, THINK, DISCUSS AND CONNECT** 

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#### NOTE:

The trade book edition of the novel used to prepare this guide is found in the Novel Units catalog and on the Novel Units website. Using other editions may have varied page references.

Please note: We have assigned Interest Levels based on our knowledge of the themes and ideas of the books included in the Novel Units sets, however, please assess the appropriateness of this novel or trade book for the age level and maturity of your students prior to reading with them. You know your students best!

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#### Note to the Teacher

Selected activities, quizzes, and test questions in this Novel Units<sup>®</sup> Student Packet are labeled with the following reading/language arts skills for quick reference. These skills can be found above quiz/test questions or sections and in the activity headings.

**Basic Understanding:** The student will demonstrate a basic understanding of written texts. The student will:

- use a text's structure or other sources to locate and recall information (Locate Information)
- determine main idea and identify relevant facts and details (Main Idea and Details)
- use prior knowledge and experience to comprehend and bring meaning to a text (Prior Knowledge)
- summarize major ideas in a text (Summarize Major Ideas)

**Literary Elements:** The student will apply knowledge of literary elements to understand written texts. The student will:

- analyze characters from a story (Character Analysis)
- analyze conflict and problem resolution (Conflict/Resolution)
- recognize and interpret literary devices (flashback, foreshadowing, symbolism, simile, metaphor, etc.) (Literary Devices)
- consider characters' points of view (Point of View)
- recognize and analyze a story's setting (Setting)
- understand and explain themes in a text (Theme)

Analyze Written Texts: The student will use a variety of strategies to analyze written texts. The student will:

- identify the author's purpose (Author's Purpose)
- identify cause and effect relationships in a text (Cause/Effect)
- identify characteristics representative of a given genre (Genre)
- interpret information given in a text (Interpret Text)
- make and verify predictions with information from a text (Predictions)
- sequence events in chronological order (Sequencing)
- identify and use multiple text formats (Text Format)
- follow written directions and write directions for others to follow (Follow/Write Directions)

# **Critical Thinking:** The student will apply critical-thinking skills to analyze written texts. The student will:

- write and complete analogies (Analogies)
- find similarities and differences throughout a text (Compare/Contrast)
- draw conclusions from information given (Drawing Conclusions)
- make and explain inferences (Inferences)
- respond to texts by making connections and observations (Making Connections)
- recognize and identify the mood of a text (Mood)
- recognize an author's style and how it affects a text (Style)
- support responses by referring to relevant aspects of a text (Support Responses)
- recognize and identify the author's tone (Tone)
- write to entertain, such as through humorous poetry or short stories (Write to Entertain)
- write to express ideas (Write to Express)
- write to inform (Write to Inform)
- write to persuade (Write to Persuade)
- demonstrate understanding by creating visual images based on text descriptions (Visualizing)
- practice math skills as they relate to a text (Math Skills)

## Name \_\_\_\_\_

#### When You Reach Me Activity #1 • Prereading Use Before and After Reading (Prior Knowledge/Making Connections)

# Anticipation and Reaction

**Directions:** Consider the following statements before you read the novel. Place a checkmark in one of the boxes to show whether you agree or disagree with each statement, and provide your reasoning. After you have completed the novel, mark your response again. Provide an explanation if your opinion has changed.

Statement	Response Before Reading	Response After Reading	
"It's crazy the things a person can pretend not to notice" (p. 18).	<ul><li>you agree with the statement</li><li>you disagree with the statement</li></ul>	<ul><li>you agree with the statement</li><li>you disagree with the statement</li></ul>	
"A person can't miss something [s/he] never had" (p. 28).	<ul><li>you agree with the statement</li><li>you disagree with the statement</li></ul>	<ul><li>you agree with the statement</li><li>you disagree with the statement</li></ul>	
"Sometimes you never feel meaner than the moment you stop being mean" (p. 144).	<ul><li>you agree with the statement</li><li>you disagree with the statement</li></ul>	<ul><li>you agree with the statement</li><li>you disagree with the statement</li></ul>	
"the secret of traveling through timeis a thing so incredible that most people would consider it a miracle" (p. 193).	<ul><li>you agree with the statement</li><li>you disagree with the statement</li></ul>	<ul><li>you agree with the statement</li><li>you disagree with the statement</li></ul>	

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Name \_\_\_\_\_

#### When You Reach Me Activity #6 • Vocabulary Invisible Things– Things That Make No Sense

# Vocabulary Scramble and Definitions

precious	circulation seizures triumphant	jailbird construct mystified	epilepsy teleportation insane			
Directions: Unscramble the vocabulary words using the definitions as clues.						
1	upsorcei	valued; beloved				
2	blajirid	prisoner				
3	pahnttmuir	rejoicing over success; v	ictorious			
4	sirezuse	attacks; convulsions				
5	nesain	senseless; without reason	n			
6	peltainrootte	instantly moving from o	ne place to another			
7	geomirshmap	copies created by a prin inked stencils	ting machine that uses			
8	desmitify	bewildered; confused				
9	scorncutt	a complex idea or theor	у			
10	luccainoirt	valid use as currency				
11.	ascifitujoint	good reason; explanatio an action	n that defends			
12	motas	smallest portion of an el of matter	ement; basic units			
13	seeppily	disorder of the nervous	system			

# Things You Protect–Parting Gifts

- 1. What does Wheelie do that frightens Miranda? Why does Wheelie behave as she does?
- \*2. Do you think Marcus is responsible for the accident?
- 3. Why won't Mom allow the police to talk to Marcus?
- 4. Whom does Miranda try to forget? Why can't she forget?
- 5. What is the last proof?
- 6. Who accompanies Mom to The \$20,000 Pyramid?
- 7. Who is "the magic thread" (p. 189)?
- 8. How much money does Mom win?
- 9. What is Miranda and Richard's secret plan?
- 10. What does Miranda find under the mailbox?
- 11. What do Miranda and Sal do when they pass the laughing man's mailbox?
- \*12. What will Miranda say when she hands Marcus the letter? What is the significance of this?

# **Foreshadowing Chart**

Foreshadowing is the literary technique of giving clues to coming events in a story.

**Directions:** What examples of foreshadowing do you recall from the story? If necessary, skim through the chapters to find examples of foreshadowing. List at least four examples below. Explain what clues are given, and then list the coming event that is suggested.

Foreshadowing	Page #	Clues	Coming Event

# **Sequencing Events**

**Directions:** In the boxes below, illustrate main events throughout the story in the order they occurred in the novel. Write an explanation for each illustration on the corresponding line below the boxes.



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