

PLOT STRUCTURE: IN THE BEGINNING ...

The beginning of a book is sometimes called **THE EXPOSITION**. In this part of the book you meet the main character(s), learn the setting of the book, and find out the main (or first) problem. You might also find yourself asking questions or wondering certain things about the story.

Who is the main character in *The Eighth Day*? What do you know about him?

What other characters have you met?

What is the setting? _____

What seems to be the main character's problem in the book?

What questions do you have in your mind at the end of the first chapter?

PLOT STRUCTURE: THIS IS WHERE EVERYTHING CHANGES ...

In a book, after **THE EXPOSITION** comes **THE RISING ACTION**. You've met the main character, seen the setting, and learned about the main character's problem. Then something happens that changes the situation or makes the problem worse. This is the start of **RISING ACTION**, which will take up most of the book. The main character will try to solve the problem and fail – or the problem will get more complicated – or new problems will arise.

The first event in the **RISING ACTION** is usually the one that gets the whole story started.

Chapter 2 starts with Jax's birthday and a message from his mother's cousin Naomi saying she is no longer fighting Riley for custody. That makes the problem worse. Then, something really strange happens.

Describe what happens on the day after Jax's 13th birthday.

Does this event give you more questions to wonder about? Does it answer any of your previous questions? Do you have any predictions about what will happen next?

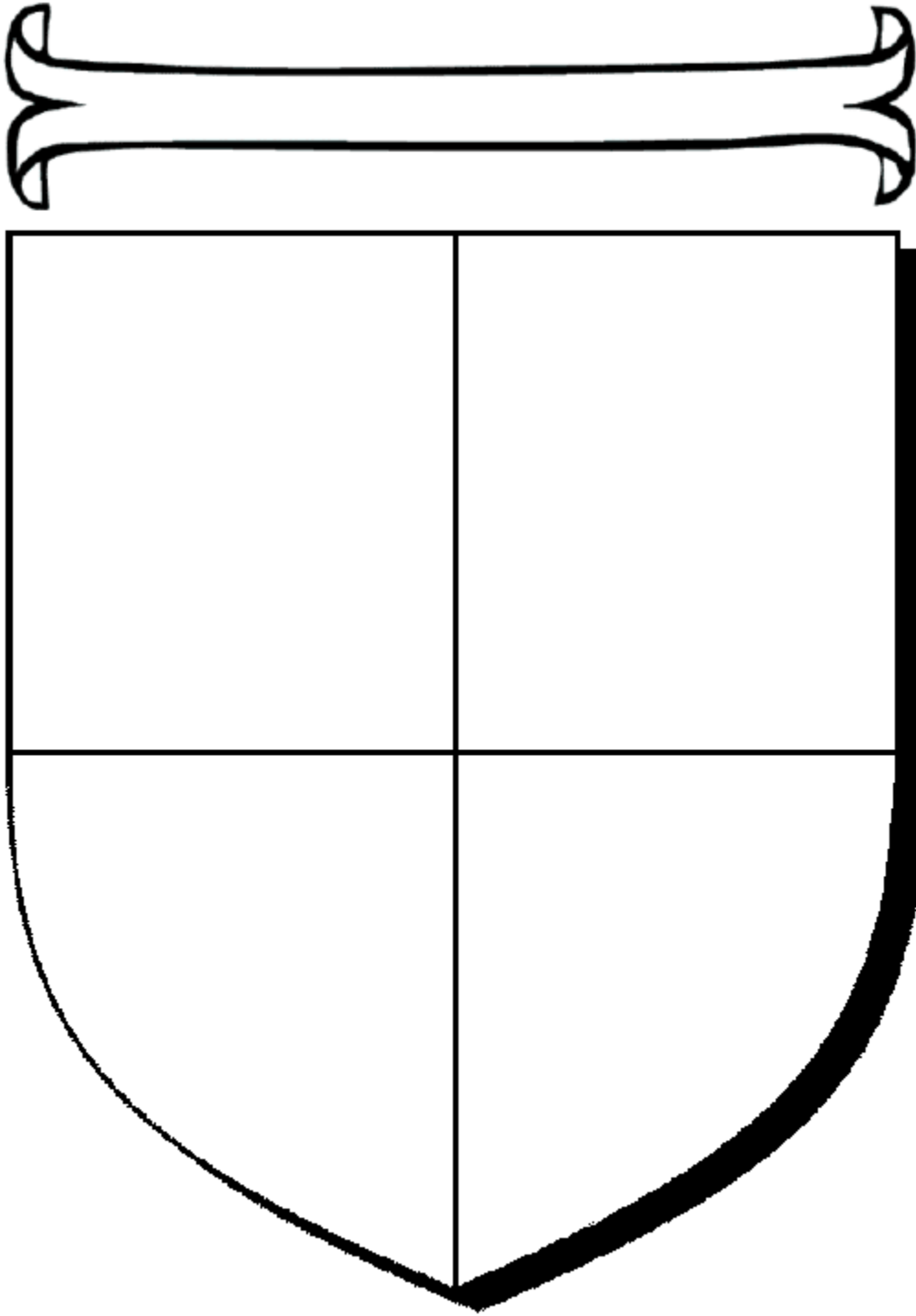
Design your Own Family Crest

HERALDRY is the art of designing family crests with symbols. Think about the things that are important to your family and, using the list of symbols below, choose at least four to design a crest for your family. Feel free to make up symbols of your own.

LION – courage
TIGER – fierceness
BEAR – protection of family
WOLF – leadership, persistence
HORSE – hardworking
LAMB – gentleness and patience
RABBIT – peaceful and shy
FOX – clever
GREYHOUND – vigilant and loyal
SPIDER – wise and hard-working
EAGLE – quick, decisive, spirited
WINGS – protective
FALCON – eager to pursue goals
OWL – vigilant and wise
PEACOCK – beautiful and proud
ROOSTER – always ready for battle
DOVE – loving and peaceful
TURTLE – invulnerable to attack
DRAGON – defender of treasure
HORNS & ANTLERS – strength
SCALLOP SHELL – many voyages
HEART – charity, kindness
HAND – faith and justice
LEG – strength, endurance
EYE – government, leadership
CROWN – royal authority
RING – faithfulness
PEN – writing, knowledge
AXE – military duty
CASTLE – solid and long-lasting
CROSS – religious

ANGEL – dignity and honor
SUN – glory, splendor, showy
MOON – quietly powerful
FIRE – intense
LIGHTNING – forceful
ROCK – safety and protection
SWORD – honorable in war
HORSE SHOE – lucky
WHEEL – fortunate
ANCHOR – solid, dependable
APPLE – cheerful and peace-loving
BAT – dark and full of chaos
CANDLE – spiritual
KEY – guardians
RAINBOW – good times after bad
VINE – strong, lasting friendship

YELLOW/GOLD – generous
SILVER – peaceful
BLACK – dependable
BLUE – loyal, truthful
RED – military
GREEN – hopeful, joyful
PURPLE – royal
BROWN – worthy, hard-working



KING ARTHUR LEGENDS

Learn more about the legends of King Arthur at

<http://www.earlybritishkingdoms.com/kids/> -- Click on Arthur on the sidebar

Fill the chart in with information you learn.

ARTHUR	MERLIN
THE LADY OF THE LAKE	EXCALIBUR
OTHER PEOPLE IN THE LEGENDS	OTHER PEOPLE IN THE LEGENDS

Directions for Bloodline Magic Quiz:

1. For each question, ask students to pick the answer which most closely matches what they would do in each situation.
2. At your discretion, you can allow them to choose 2, if they feel they would do both things.
3. Ask students to add up how many a's, b's, c's, and d's they selected and write that at the bottom.
4. The letter (or letters) most often selected indicates the talent(s) they would most likely have if they were a Transitioner.

Results:

A = Artisan ~ These students like to make things that will fix problems.

B = Inquisitor ~ These students are always seeking information.

C = Voice of Command ~ These students take charge and tell people what to do.

D = Sensitive ~ These students are always aware of what the people around them are feeling.

Adapted from an activity by Jennifer Johnson for Kreutz Creek Area Library

Antagonist = A character who opposes or is hostile to the protagonist or blocks the protagonist's goal

Name	Main Goal Of Character	Bad things this character has done to Jax or blocked his goals	Good things this character has done to Jax or helped Jax's goals.	Your Verdict: Bad, Good, or Neutral?
Riley				
Giana				
Terrance				
The Donovans				
Balin				
Wylit				