

NAME: _____



Activity One

Book Review

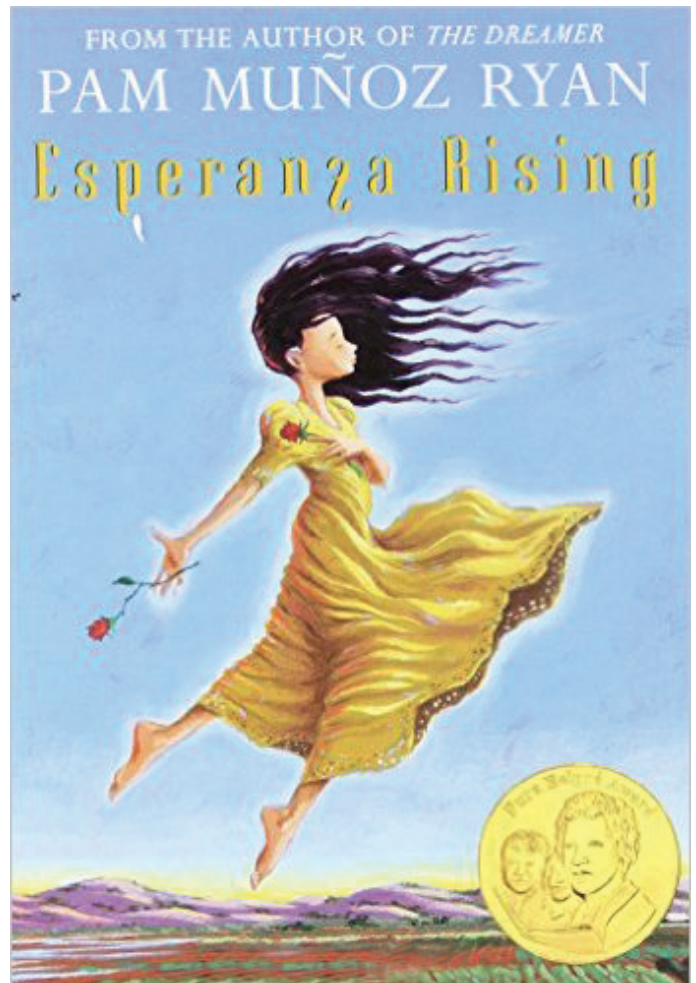
Now that you've finished reading *Esperanza Rising*, it's time to decide what you thought of the book. Did you like the story? Explain why you did or didn't.

A book review gives your opinion. It gives examples from the book to explain why you feel the way you do. The review also has a short summary of the story. Make sure not to give away the ending. It will also give some of the themes and major events that happen.

Your first sentence should tell the reader whether or not you liked the book. The next paragraphs should use examples and facts to back up your opinion.

The last paragraph gives the reader a summary of your points. It gives your opinion again. Is this a book you would suggest to a friend?

Make sure you explain and use clear reasons why you do or don't like the book. The finished product should be at least one typed, double-spaced page in length.



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Activity Two

Reporting the Facts



At the beginning of the story, Esperanza is living with her parents at El Rancho de las Rosas. Her world is changed forever when her father is killed. A short time later, El Rancho de las Rosas burns to the ground.

This leaves Esperanza, her mother and Abuelita without a home. It leaves workers like Miguel, Hortensia and Alfonso without jobs. All of them decide to leave Mexico and find new lives in California.

All of these events would be big news in the city where Esperanza lived. Imagine you are a newspaper reporter. Your job is to report on these events. You must write three short news articles describing what happened.

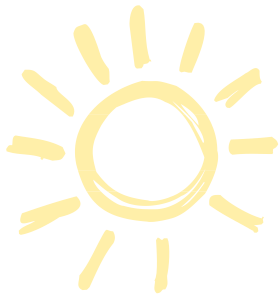
One report should be on the murder of Esperanza's father—Sixto Ortega. As a rich ranch owner, this would have been big news. The next article should be on the fire. The last article should be on the disappearance of Esperanza and her mother—Ramona Ortega. It should also have some information about what Tio Luis and Tio Marco did to find them.

Each article should:

- be at least 250 words,
- have an opening sentence that describes the who, what, when, where, why, and how of the story,
- have interviews with characters from the book,
- have interviews with a character you make up.

Look up some examples of news articles online or in your local community newspaper for help.

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Activity Three

Esperanza's Journey



Esperanza's life changes in a big way after her papa dies and her home is burned. She must start her new life in the United States. First she needs to travel from Aguascalientes, Mexico to southern California.

Get together with a classmate. Use a computer or other map to find Aguascalientes. Think of the route Esperanza and the others would have to take to get to California.

Use what you find to make your own map. This map will show Esperanza's route from Mexico to the camp in California.

Use information from the original map to make your own map as close as possible. Use lakes, rivers, mountains, and railway lines.

The group used different ways to travel in order to get to California. Make sure the map shows how they traveled through each area. Did they walk? Did they drive? Use details from the book to help.

If you're not sure of the details, use your best guess. Be creative and use lots of detail in your map drawing.



Map of California



Map of Mexico

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Activity Four

Alternate Ending



At the end of the book, Miguel lets everyone know that he traveled to Mexico with Esperanza's money to bring Abuelita back to California. Later, Esperanza and Miguel lay on the ground. They feel the heartbeat of the earth. Esperanza imagines flying high above the valley. She thinks about her new life. She tells Isabel, "Do not ever be afraid to start over."

Now, imagine your job is to write a different ending to the book. Start your ending at the end of the second last chapter. This was when Esperanza finds out her money orders are all gone.

From there, you can be as creative as you want. Where did Esperanza's money go? Will Miguel ever come back? Does Abuelita still find her way to California? It will be up to you to answer all of these questions.

Your new ending should:

- have an ending to Esperanza's story,
- show what happened to Esperanza's money orders,
- have at least two new characters,
- have an exciting event.

The finished product should be at least two typed, double-spaced pages.



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Activity Five

Esperanza Rising Again



Were you happy with the end of *Esperanza Rising*? Did you want to hear more of Esperanza's story? Can you think of what might happen to her years in the future?

Here's your chance. You will write a short story that will be a sequel to the original book.

Your story can pick up where *Esperanza Rising* left off. Or you can set your story in Esperanza's future. Whether it is 10, 15, or 20 years in the future—it's up to you.

Your story should keep in mind the time period. It should use some of the same themes and settings as the original book. The story should let the reader know what happened to Mama, Abuelita, Alfonso, Hortensia, and Miguel.

The story should mention some of the changes in Esperanza's life. For example, has Esperanza gotten married? Had children? What does she do for work? Did Esperanza ever learn to speak English? What other goals has she set for herself?

Your story should answer all of these questions. The finished product should be at least two typed, double-spaced pages in length.



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Activity Six

Board Game



If you have ever played *The Game of Life*, you'll know it's all about choices and events that happen during life. If you don't know anything about the game, read about it online. Come up with your own board game based on *Esperanza Rising*. Use the rules and ideas from *The Game of Life*.

Some of the basic game play should be similar to *Life*. You could also have some rules, actions or other elements from other games. You could also come up with some rules, actions or other elements of your own. The game should be played by at least four players.

Get into groups of four to design the game board and rules. Come up with some fun rules for your new game. Build your game board out of cardboard. Decorate it as you see fit. It should have elements from the book. Be creative.

When you're done, get together with another group. Talk about the rules. Talk about the different features of each other's games. Then, trade games and play a couple of rounds.

After the games, get together as a class. Talk about some of the differences and similarities found in the games.

Your board game should:

- be playable by at least four players,
- use artwork from *Esperanza Rising*,
- have at least one original rule or feature,
- have a bonus trivia element using details from the book.