

UNIT OVERVIEW

I Want to Go Home

OVERVIEW

This novel study provides teachers with a highly structured format for teaching language arts, as students develop a love for reading longer materials, like novels. Various areas such as reading comprehension, vocabulary development, spelling, grammar, and writing are all entwined in this integrated approach, eliminating the need for teaching these skills separately. Activities are divided into three main sections:

1) Chapter Questions

For each chapter, students answer a thorough set of questions requiring answers in complete sentences. Reading comprehension is key as students must read and understand the *entire* book, in order to answer the questions. (One major strength of the novel study approach is that students *must understand* the novel or they will be unable to do the required assignments.)

2) Vocabulary and Language

Each chapter also includes activities dealing with such things as word meanings, use of the dictionary, spelling, parts of speech, syllables, antonyms/synonyms, punctuation and grammar.

3) Writing and Creativity

In this section, students apply what they have learned about language and grammar skills to write more effectively. Creative writing is the focus of this less-structured segment, allowing teachers more opportunity to incorporate their own ideas into developing creative writing skills. A puzzle activity is incorporated into this section to add more variety to the lessons.

STORY SUMMARY

I Want to Go Home

Rudy Miller is sent to Camp Algonkian, by his parents, on the advice of his school counsellor. Mike Webster is sent to Camp Algonkian, by his parents, as a reward for getting top marks in school. Both boys don't want to be at camp and plan various escapes. None of the escapes succeed.

A beaver is building a dam across a creek on Algonkian Island. When the rains come, the dammed-up creek creates a natural disaster by flooding the camp.

Rudy's parents offer to take him home but Rudy declines the offer. How could home compare to the excitement of escape? Even if the escapes were successful, the boys would return to try again!



ABOUT THE AUTHOR

I Want to Go Home

Gordon Korman

Gordon Korman was born on October 23, 1963 in Montreal, Quebec. He received a B. F. A. in 1985 from New York University. His memberships include: Writers Union of Canada; Canadian Society of Authors, Illustrators and Performers; Canadian Authors Association; and the Society of Children's Book Writers. His writings have won many awards, among which are the Air Canada Award, the Children's Choice Award, the International Reading Association 1986, and the American Library Association Best Book Award for Young Adults 1990.

His first book, "This Can't Be Happening at Macdonald Hall", was written as a seventh-grade English assignment. By the time he entered high school, Mr. Korman was a best-selling author. His books have been inspired by things that have happened in his own life, and these life experiences are the support guidelines for his writings. His books have slapstick humour, zany settings and fun-filled escapades. There are highly energetic characters and authority figures to break up the fun. Many of his books are written for pre-adolescents and adolescents to show that kids' concerns are important. Everywhere he goes, he collects pieces of information that are stored for future books. Books written by Gordon Korman include:

This Can't Be Happening at Macdonald Hall, 1977.
Go Jump in the Pool, 1979.
Beware the Fish!, 1980.
Who is Bugs Potter?, 1980.
I Want to Go Home, 1981.
Our Man Weston, 1982.
The War with Mr. Wizzle, 1982.
Bugs Potter: Live at Nickaninny, 1983.
No Coins, Please, 1984.
Don't Care High, 1985.
Son of Interflux, 1986.
A Semester in the Life of a Garbage Bag, 1987.
The Zucchini Warriors, 1988.
Radio Fifth Grade, 1989.
Losing Joe's Place, 1990.
Something Fishy At Macdonald Hall, 1991.
The Twinkie Squad, 1992.
The Toilet Paper Tigers, 1993.
Why Did the Underwear Cross the Road?, 1994.
The Chicken Doesn't Skate, 1996.
Save Macdonald Hall, 1996.
The 6th Grade Nickname Game, 1997.
Liar, Liar, Pants on Fire, 1997.

CHAPTER 2

Questions

A) Describe the wake-up call.

B) What was the day's sports event going to be?

C) What was for breakfast?

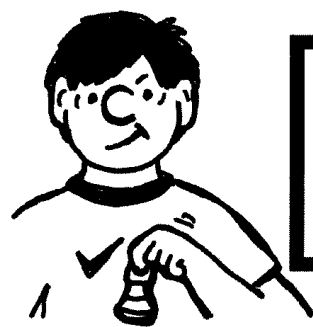
D) What are three things a camper grows up with?

E) What was Webster's punishment?

CHAPTER 2

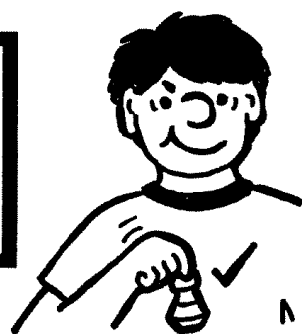
Writing And Creativity

A) Draw who was on the podium at Camp Algonkian Island.



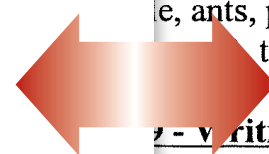
CHAPTER 9

Questions



A) Select the correct response.

- | | |
|--|---------------------------|
| 1. _____ If Rudy won the chess game | A-U-Build Crafts |
| 2. _____ The boys planned to escape on a | B-Ralph |
| 3. _____ Class A player with 1800 rating | C-camp director for a day |
| 4. _____ Pierre's order | D-Lumberyard |
| 5. _____ The boys hid here | E-could go home |
| 6. _____ He was in the small shop | F-sailboat |
| 7. _____ The boys were making this in | G-Rudy |
| _____ arts and crafts | H-Chip |
| 8. _____ Number of whistle blasts if | I-tie racks |
| _____ boys spotted | J-sixteen |
| 9. _____ Number of counsellors in | K-seven |
| _____ pursuit of the boys | L-to get change |
| 10. _____ Why Rudy went into the store | M-three |
| 11. _____ Number of moves to win match | N-to ask directions |
| 12. _____ The winner of the chess match | O-less than twenty |



ANSWER KEY

8 - Questions

to each other 2. supply boat 3. he swam to the boat 4. leftovers 5. on his face 6. pea up and beef stew 7. Harold Greene 8. three 9. no one wants them 10. Miller in kitchen

8 - Vocabulary and Language

udent response - include a reminder of the Food Rules.
ached, heard, knew, tore, shouted, helped, carried, pulled.
udent response.

8 - Writing And Creativity

four o'clock 2. potato peeling 3. cardboard box 4. sock
ndry, detail, motor, cook, dam, IV, day, dock, shout, splash, Webster.
answer: MORE PRODUCTIVE DAYS

9 - Questions

C, 2 - F, 3 - B, 4 - A, 5 - D, 6 - H, 7 - I, 8 - M, 9 - J, 10 - N, 11 - O, 12 - G.

9 - Vocabulary and Language

usually black and white 2. pawn, knight, bishop, king, queen, castle (rook) 3. the
ponent's king is captured
with Frank 2. across the mess hall, to the head counsellors 3. to the door 4. towards the
occer field 5. in the direction of the equipment room 6. at the other side of the island
e, ants, pine, lift, inch, name, golf Answer: SAPLING
than 3. their 4. supposed 5. take

9 - Writing and Creativity

NNE, NE, ENE, E, ESE, SE, SSE, S, SSW, SW, WSW, W, WNW, NW, NNW.
ailboat
udent response. This is an excellent group assignment. Consensus needed to pick out top
elve.

