

**Summer Reading for 2022-2023 School Year**  
Rising 9th Grade Summer Reading

***Percy Jackson's Greek Heroes* by Rick Riordan (ISBN-13: 978-1484776438)**

*Percy Jackson's Greek Heroes* features twelve delightful retellings of stories from Ancient Greek mythology. Narrated by the fictional Percy Jackson - the demigod protagonist of Riordan's *Percy Jackson & the Olympians* series - this book provides a very accessible introduction to the exciting world of Greek mythology. With Percy Jackson as your guide, you'll learn about the adventures of Perseus, Psyche, Phaeton, Otrera, Daedalus, Theseus, Atalanta, Bellerophon, Cyrene, Orpheus, Hercules (or Heracles), and Jason and his Argonauts. While this book may seem like a challenge at first (it's more than 500 pages long!), once you crack it open and start reading you'll find that it is an enjoyable read.

**Summer Reading Assignment Part I: Reading Guide (60 points)**

As you read *Percy Jackson's Greek Heroes*, you'll complete the first part of your summer reading assignment, a reading guide for the book. In Appendix A of this packet, you'll find lists of characters, settings, and monsters, as well as vocabulary that may be somewhat unfamiliar to some readers. These lists are divided up by chapter. They are designed to serve as tools to assist your comprehension and retention. While you complete this book, take the time to briefly describe each of these characters, settings, and monsters and define each vocabulary word for **six (6)** of the chapters. Additional chapters may be completed for 1 point of extra credit per chapter (for a total of 6 extra credit points, or a letter grade). For each item on each list, please write **one (1) complete sentence** describing or defining that term. This assignment is graded based on completion.

**Summer Reading Assignment Part II: Book Project (40 points)**

After you have completely read *Percy Jackson's Greek Heroes*, you will create an original project based off of the stories in this book. You may choose one of these three options:

**1. Author and illustrate a children's book:**

If you choose this option, you will write and illustrate a 10-page-long children's book. Your book should also have an illustrated cover with a title, the author's name, and the phrase "Adapted from Rick Riordan's *Percy Jackson's Greek Heroes*. Each page **must** include at least three and no more than five sentences and an original illustration. You may focus on retelling one story from *Percy Jackson's Greek Heroes*, a group of stories, or a character who appears in multiple chapters (like Medea). You could also create a

“bestiary” that highlights monsters and mythical creatures from the book. Be creative! Children’s books will be graded based on the quality of their adaptation of source material (that is, *Percy Jackson’s Greek Heroes*) and whether or not the assignment instructions have been followed. See Appendix B for the assignment rubric.

## **2. Create a board game:**

Build a board game based on *Percy Jackson’s Greek Heroes*. The game does not have to be based on the entire book - instead, you may choose to focus on a particular story or character. Using a file folder, colored paper, colored pencils, and markers, create a game board. Put the name of your game on the tab of the folder and decorate the inside so that it is a game board. Make it neat, colorful, interesting, and creative! Create at least 25 questions and answers for your game based on the book. The questions must be somehow incorporated into playing the game. Relate the format and purpose of your game to the book in some way - for example, the game might follow Jason and the Argonauts on their voyage to find the Golden Fleece. Write directions for your game that would make it perfectly clear how to play the game - your classmates will be playing this game when we start class in August! Type the directions and glue them to the back cover of the file folder. You should also include any game pieces (dice, game markers, etc.) that you will need to play the game. Make sure the content and difficulty of your game are appropriate for your classmates’ abilities (assignment adapted from the ReadWriteThink lesson “[Technical Reading and Writing Using Board Games](#)”). See Appendix B for the assignment rubric.

## **3. Write a play:**

Write a two- to five-minute-long play that retells one of the stories in *Percy Jackson’s Greek Play*. You should write dialogue for at least three characters. Your play should also have a clear beginning, middle, and end, and it should include instructions for staging (how the stage would be laid out), blocking (how actors enter and exit the stage and where they stand during their part of the play), and costuming (what actors would wear). The play should be able to be performed in front of a live audience. Use the script writing template (in Appendix C) to help you write your play. See Appendix B for the assignment rubric.

Your summer reading assignment is due the first full day of school (**August 18**). If you have any questions as you complete your summer reading assignment, please let Mr. Rouse ([andersonrouse@mcacademy.com](mailto:andersonrouse@mcacademy.com)) know as soon as possible! Don’t wait until the last minute!

## **Appendix A: Reading Guide**

### **Chapter 1: “Perseus Wants a Hug”**

#### **Characters, Settings, and Monsters:**

Perseus:

Argos:

Acrisius:

Danaë:

The Oracle of Delphi:

Dictys:

Polydectes:

Medusa:

Andromeda:

#### **Vocabulary:**

Asylum:

Prophecy:

Bronze:

Languish:

Mangle:

Sanctuary:

Demigod:

Hors d’oeuvres:

Petrify:

Chiton:

Amphibian:

Discus:

## **Chapter 2: Psyche Ninjas a Box of Beauty Cream**

### **Characters, Settings, and Monsters:**

Psyche:

Aphrodite:

Eros:

Zephyrus:

Demeter:

Hera:

Persephone:

The River Styx:

Charon:

Cerberus:

### **Vocabulary:**

Clamor:

Pious:

Pilgrimage:

Spire:

Villa:

Sternum:

Ambrosia:

Shrine:

Filigree:

Parapet:

Drachma:

Stygian:

Ichor:

Gossamer:

### **Chapter 3: Phaethon Fails Driver's Ed**

#### **Characters, Settings, and Monsters:**

Phaethon:

Clymene:

Helios:

Zeus:

Ganymede:

#### **Vocabulary:**

Nymph:

Horizon:

Armageddon:

## **Chapter 4: Otrera Invents the Amazons (with Free Two-Day Shipping!)**

### **Characters, Settings, and Monsters:**

Otrera:

The Black Sea:

Artemis:

Ares:

Amazons:

Hippolyta:

Penthesilea:

### **Vocabulary:**

Agora:

Dowry:

Trifecta:

## **Chapter 5: Daedalus Invents Pretty Much Everything Else**

### **Characters, Settings, and Monsters:**

Daedalus:

Perdix:

The Acropolis:

Crete:

Minos:

Pasiphaë:

The Minotaur:

The Labyrinth:

Icarus:

### **Vocabulary:**

Commute:

Curlicue:

Pinion:

## **Chapter 6: Theseus Slays the Mighty - Oh, Look! A Bunny Rabbit!**

### **Characters, Settings, and Monsters:**

Theseus:

The Peloponnese:

Aethra:

Periphetes:

Perigune:

Phaea:

The Crommyonian Sow:

Sciron:

Cercyon:

Procrustes:

Medea:

Androgeus:

The Marathonian Bull:

Ariadne:

Phaedra:

### **Vocabulary:**

Grovel:

Sackcloth:

Isthmus:

Fragile:



## **Chapter 7: Atalanta vs. Three Pieces of Fruit: The Ultimate Death Match**

### **Characters, Settings, and Monsters:**

Atalanta:

Iasus:

The Kalydonian (Calydonian) Boar:

Meleager:

Hippomenes:

### **Vocabulary:**

Oracle:

Massacre:

Cubit:

Mellifluous:

Jubilant:

## **Chapter 8: Whatever It Is, Bellerophon Didn't Do It.**

### **Characters, Settings, and Monsters:**

Bellerophon:

Corinth:

Glaucus:

Pegasus:

Anteia:

Lycia:

Iobates:

The Chimera:

Tartarus:

Anatolia:

Philonoe:

### **Vocabulary:**

Mosaic:

Bridle:

Crevice:

Periscope:

Plummet:

## **Chapter 9: Cyrene Punches a Lion\* (\*No Actual Lions Were Harmed In the Making of This Myth)**

### **Characters, Settings, and Monsters:**

Cyrene:

Thessaly:

Apollo:

Chiron:

Aristaios:

Idmon:

Thrace:

Diomedes:

### **Vocabulary:**

Titan:

Pummel:

Conquest:

Craggy:

Entice:

Laurel:

Paragon:

Oleander:

## **Chapter 10: Orpheus Takes a Solo**

### **Characters, Settings, and Monsters:**

Orpheus:

Maenads:

The Nine Muses:

Calliope:

Eurydice:

The Furies:

Sisyphus:

Tantalus:

Elysium:

### **Vocabulary:**

Post-apocalyptic:

Lyre:

Repertoire:

Luminous:

## **Chapter 11: Hercules Does Twelve Stupid Things**

### **Characters, Settings, and Monsters:**

Hercules/Heracles:

Mycenae:

Alcmene:

Thebes:

Eurystheus:

Iphicles:

Megara:

Iolaus:

The Nemean Lion:

The Hydra:

The Erymanthian Boar:

The Ceryneian Hind:

The Stymphalian Birds:

Augeas:

Geryon:

Iberia:

Antaeus:

Prometheus:

Atlas:

Deianeira:

Nessus:

### **Vocabulary:**

Glum:

Hawk (*verb*):

Mottled:

Dissonant:

Cornucopia:

## **Chapter 12: Jason Finds a Rug that Really Ties the Kingdom Together**

### **Characters, Settings, and Monsters:**

Boeotia:

Helle:

Phrixus:

Chrysomallos:

Hellespont:

The Golden Fleece:

Colchis:

Pelias:

Jason:

Argus:

The *Argo*:

Hylas:

The Boreads:

Lemnos:

Cyzicus:

Gegenees:

Amycus:

Harpy:

Medea:

Talos:

### **Vocabulary:**

Altar:

Capsize:

Yoke (*noun*):

Keel:

Summit:

## Appendix B: Project Rubrics

### Children's Book Rubric

	8 points	6 points	4 points	2 points	1 point
<b>Cover</b>	The cover is neatly executed, relates to the story, and entices readers to pick up the book. Includes all required elements.	The cover is neatly executed and relates to the story. Includes all required elements.	The cover relates to the story. Includes all required elements.	The cover is missing one of the required elements.	The cover is missing two or more of the required elements.
<b>Adaptation of source material</b>	The book creatively adapts the source material.	The book adapts the source material.	The book incompletely adapts the source material.	The book includes inaccuracies in its adaptation.	The book does not adapt the source material.
<b>Text</b>	Each page includes more than three neatly written complete sentences.	Each page includes three neatly written sentences.	Each page includes three sentences.	Some pages include less than the required three sentences.	Pages include only one sentence.
<b>Illustrations</b>	The illustrations are neatly executed & present the plot throughout all areas of the book.	The illustrations present the plot in a majority of areas throughout the book.	The illustrations relate to the book's plot.	The illustrations somewhat relate to the book's plot.	The illustrations do not relate to the book's plot.
<b>Grammar &amp; Spelling</b>	The text is free of grammar & spelling errors.	The text is mostly free of grammar & spelling errors.	The text has some grammar & spelling errors.	Grammar & spelling errors impede understanding.	Grammar & spelling errors make understanding impossible.

### Board Game Rubric

	8	6	4	2	1
<b>Design</b>	Everything is neatly created and directions were followed completely	Game board is excellent but some parts are a little sloppy.	Game board is complete but 1 or 2 elements are missing and it could be neater	Most of the directions were ignored and the board is sloppy.	There is a game board but it is not colored and no extra efforts were made at creativity.
<b>Questions</b>	There are 25 questions and answers, and they are well incorporated into the game	A couple of questions or answers are missing or incorrect.	Some questions are missing OR one could play the game without answering most questions	Half of the questions are missing OR questions are hardly used in the game.	Many questions are incorrect or missing and very few are required to play the game.
<b>Format &amp; Propose</b>	The purpose of the game relates directly to the novel and the game board represents the theme	The purpose closely relates to the novel and the game board somewhat represents the theme.	The purpose partially relates to the novel and the game board doesn't clearly represent a theme.	The purpose slightly relates to the novel but does not represent a theme.	It is unclear what the purpose and theme of the game are from the appearance.
<b>Directions</b>	Directions make it perfectly clear how to play the game. They are neatly typed with minimal grammatical errors.	Directions are typed but have 2-3 minor grammatical errors. They are somewhat unclear or 1 step is missing.	There are more than 3 errors. Directions are unclear and 2-3 steps could be added to clarify.	Errors in grammar interfere with understanding of the directions. Much revision is needed.	Complete revision needed. Many steps are missing or incomplete and it is very difficult to understand how to play the game.
<b>Content &amp; Difficulty</b>	Questions and rules of play are of an appropriate level-- not too difficult and not too easy.	Rules of play are age appropriate but some questions are too easy or too difficult.	Game is a bit too simple for the grade level and some questions are too easy.	Game is very simple and most questions are too easily answered.	Game is not appropriate for the grade level and questions are too easy or too difficult.



## Play Rubric

	8	6	4	2	1
<b>Adaptation of Source Material</b>	The play creatively & accurately adapts the source material.	The play accurately adapts the source material.	The play omits key details from the source material.	The play includes inaccuracies in its adaptation.	The play does not adapt the source material.
<b>Characters</b>	Main characters are named, and the dialogue gives the audience a strong understanding of each character's traits.	Main characters are named, and the dialogue gives the audience an understanding of each character's traits.	Main characters are named, but the dialogue gives the audience an incomplete understanding of the character's traits.	Some characters are named, and the dialogue fails to give the audience an understanding of the characters.	No characters are named.
<b>Clear Performance Directions</b>	The play script provides clear directions for performance.	The play script provides mostly clear directions for performance.	The play script provides somewhat clear directions for performance.	The play script provides some direction for performance, but they are vague.	The play script provides no directions for performance.
<b>Connections &amp; Transitions</b>	Connections between events are clearly expressed and appropriate. The play flows smoothly.	Connections between events are usually clear. The play mostly flows smoothly.	Connections between events are clear some of the time.	Connections are unclear. The play is somewhat choppy.	There are no connections or transitions in the play between scenes.
<b>Format</b>	The script is clearly formatted with no spelling or grammar errors.	The script is clearly formatted, with minor errors in spelling and grammar.	The script is formatted, but it may be unclear. Errors in spelling and grammar are present throughout.	The script is unclear. Errors in spelling and grammar impede understanding.	The script has no format. Spelling and grammar errors make understanding impossible.

## Appendix C: Script Writing Template

**Directions:** Write a two- to five-minute-long play that retells one of the stories in *Percy Jackson's Greek Play*. You should write dialogue for at least three characters. Your play should also have a clear beginning, middle, and end, and it should include instructions for staging (how the stage would be laid out), blocking (how actors enter and exit the stage and where they stand during their part of the play), and costuming (what actors would wear). The play should be able to be performed in front of a live audience.

**Play Title:**

**Setting:** Where does your play take place?

**Characters:** Who are your play's characters? Describe their appearance, personality, and motivations.

**Conflict:** What is the primary conflict or struggle of your play? What is the primary type of conflict in this play (character vs. self, character vs. character, character vs. nature, character vs. supernatural, character vs. technology, character vs. society)?

**Stage Directions:** Describe in detail what is going on during each scene of your play. Use [brackets] to place your stage directions in the script (see the next page).

Character	Dialogue (What the character says)