

Holy Family School
Grade 5
2026



Fifth Grade Summer Reading Project

Welcome incoming fifth grade students! This summer you will be completing a summer reading project. This project will be due on the Friday of the first week we return back to school. We will present these projects to the class, so be prepared to share your creativity with your peers.

Here are the directions for the summer reading project:

1. Select a book from the provided list to read and complete your book project over the summer.
2. After you finish reading the book, complete the Fiction Book Report page that is included in this packet.
3. Then select one of the following projects to complete on your book:
 - Book in a Box
 - Movie Poster
 - Graphic Chapter
 - Main Character 3-D
 - Mobile
 - Scrapbook
 - Board Game

Each project has a description and rubric in this packet to use as guidelines when completing the project.

4. Be sure to use proper grammar and spelling when completing this project.
5. This will count as your first grade for reading in the first grading period.

Here is a list of books to choose from and summaries of each one.

1. *Holes* by Louis Sachar

In this funny yet poignant story, a boy embarks on a personal journey that changes his life, as he spends the summer paying for a crime he didn't commit.

Stanley Yelnats, falsely arrested for stealing a pair of sneakers, is sentenced to serve time at Camp Green Lake, a juvenile detention facility in the middle of a Texas desert. Having never attended summer camp, Stanley naively believes this to be a new opportunity. He is soon faced with a group of unhappy, unaccepting campers (inmates) and an evil warden who uses the boys to dig holes in search of buried treasure.

As the summer progresses, Stanley makes some startling discoveries about himself, the true meaning of friendship, and the ancient curse that has haunted his family for generations. In a parallel story about Stanley's "no-good-dirty-rotten-pig-stealing-great-great-grandfather," the mystery of the curse is unveiled and Stanley, in his efforts to help a friend, suddenly finds himself in control of his own destiny and the fate of his unlucky family.

2. *Bridge to Terabithia* by Katherine Paterson

Bridge to Terabithia is an unforgettable story of friendship and loss by award-winning author Katherine Paterson.

Jess Aarons wants to be the fastest boy in the class, but when a girl named Leslie Burke moves into the neighbouring farm his life changes forever. Even though she runs faster than him, Jess begins to think Leslie might be okay - she's clever and funny and not a bit soppy. And it is Leslie who invents Terabithia, the secret country on an island across the creek where he can escape his troublesome family. The only way to reach Terabithia is by rope-swing where Jess and Leslie become King and Queen, defeating giants, sharing stories and dreams, and plotting against their enemies. They are invincible - until tragedy strikes. It is more dreadful than anything Jess had ever dreamed of, but as he struggles to cope with his grief and anger, he finds that his family value him more than he'd thought and that, still King, he could even save Terabithia for the future.

3. *The Homework Machine* by Dan Gutman

The four children, all fifth graders in Miss Rasmussen's class at Grand Canyon School, are as different as any four 11-year-olds could be, but they have one thing in common all are somewhat isolated from their peers. Sam's a newcomer and has had his share of school trouble before; Kelsey quietly carries her grief at losing her father; Judy's righteous sense of indignation constantly irritates others; and Brenton . . . well, he's another story entirely. Brenton is easily the smartest kid in school, so smart that even his parents and teachers have trouble keeping up with him. When Brenton and his three classmates are assigned to the same study group by their first-year teacher, the others discover that Brenton has created a time-saving gadget to do his homework for him. While the boy genius is perfectly capable of doing the homework himself, Sam, Kelsey and Judy could use the help.

Having perfect grades is something new for these three, and as they meet on a daily basis to do homework, they find that they're learning a lot about each other. Such a good thing can't last though, and when a mystery man starts trying to contact them, the kids start to get nervous. Soon there's an even scarier problem *why can't the Homework Machine be turned off?*

4. *The Unteachables* by Gordan Korman

The Unteachables are a notorious class of misfits, delinquents, and academic trail wrecks. Like Aldo, with anger management issues; Parker, who can't read; Kiana, who doesn't even belong in the class—or any class; and Elaine (rhymes with pain). The Unteachables have been removed from the student body and isolated in room 117.

Their teacher is Mr. Zachary Kermit, the most burned-out teacher in all of Greenwich. He was once a rising star, but his career was shattered by a cheating scandal that still haunts him. After years of phoning it in, he is finally one year away from early retirement. But the superintendent has his own plans to torpedo that idea—and it involves assigning Mr. Kermit to the Unteachables. The Unteachables never thought they'd find a teacher who had a worse attitude than they did. And Mr. Kermit never thought he would actually care about teaching again. Over the course of a school year, though, room 117 will experience mayhem, destruction—and maybe even a shot at redemption.

5. *Fish in a Tree* by Linda Mullaly Hunt

Ally has been smart enough to fool a lot of smart people. Every time she lands in a new school, she is able to hide her inability to read by creating clever yet disruptive distractions. She is afraid to ask for help; after all, how can you cure dumb? However, her newest teacher Mr. Daniels sees the bright, creative kid underneath the trouble maker. With his help, Ally learns not to be so hard on herself and that dyslexia is nothing to be ashamed of. As her confidence grows, Ally feels free to be herself and the world starts opening up with possibilities. She discovers that there's a lot more to her—and to everyone—than a label, and that great minds don't always think alike.

6. *The One and Only Ivan* by Katherine Applegate

Ivan is an easygoing gorilla. Living at the Exit 8 Big Top Mall and Video Arcade, he has grown accustomed to humans watching him through the glass walls of his domain. He rarely misses his life in the jungle. In fact, he hardly ever thinks about it at all.

Instead, Ivan thinks about TV shows he's seen and about his friends Stella, an elderly elephant, and Bob, a stray dog. But mostly Ivan thinks about art and how to capture the taste of a mango or the sound of leaves with color and a well-placed line.

Then he meets Ruby, a baby elephant taken from her family, and she makes Ivan see their home—and his own art—through new eyes. When Ruby arrives, change comes with her, and it's up to Ivan to make it a change for the better.

Common Core Standards

Grade 3

Key Ideas and Details

- **RL.3.1.** Ask and answer questions to demonstrate understanding of a text, referring explicitly to the text as the basis for the answers.
- **RL.3.2.** Recount stories, including fables, folktales, and myths from diverse cultures; determine the central message, lesson, or moral and explain how it is conveyed through key details in the text.
- **RL.3.3.** Describe characters in a story (e.g., their traits, motivations, or feelings) and explain how their actions contribute to the sequence of events.

Craft and Structure

- **RL.3.4.** Determine the meaning of words and phrases as they are used in a text, distinguishing literal from nonliteral language.
- **RL.3.5.** Refer to parts of stories, dramas, and poems when writing or speaking about a text, using terms such as chapter, scene, and stanza; describe how each successive part builds on earlier sections.
- **RL.3.6.** Distinguish their own point of view from that of the narrator or those of the characters.

Integration of Knowledge and Ideas

- **RL.3.7.** Explain how specific aspects of a text's illustrations contribute to what is conveyed by the words in a story (e.g., create mood, emphasize aspects of a character or setting).

Production and Distribution of Writing

- **W.3.6.** With guidance and support from adults, use technology to produce and publish writing (using keyboarding skills) as well as to interact and collaborate with others.

Grade 4

Key Ideas and Details

- **RL.4.1.** Refer to details and examples in a text when explaining what the text says explicitly and when drawing inferences from the text.
- **RL.4.2.** Determine a theme of a story, drama, or poem from details in the text; summarize the text.
- **RL.4.3.** Describe in depth a character, setting, or event in a story or drama, drawing on specific details in the text (e.g., a character's thoughts, words, or actions).

Integration of Knowledge and Ideas

- **RL.4.7.** Make connections between the text of a story or drama and a visual or oral presentation of the text, identifying where each version reflects specific descriptions and directions in the text.

Grade 4 (continued)

Research to Build and Present Knowledge

- **W.4.9.** Draw evidence from literary or informational texts to support analysis, reflection, and research.
 - Apply *grade 4 Reading standards* to literature (e.g., “Describe in depth a character, setting, or event in a story or drama, drawing on specific details in the text [e.g., a character’s thoughts, words, or actions].”).

Grade 5

Key Ideas and Details

- **RL.5.1.** Quote accurately from a text when explaining what the text says explicitly and when drawing inferences from the text.
- **RL.5.2.** Determine a theme of a story, drama, or poem from details in the text, including how characters in a story or drama respond to challenges or how the speaker in a poem reflects upon a topic; summarize the text.
- **RL.5.3.** Compare and contrast two or more characters, settings, or events in a story or drama, drawing on specific details in the text (e.g., how characters interact).

Research to Build and Present Knowledge

- **W.5.9.** Draw evidence from literary or informational texts to support analysis, reflection, and research.
 - Apply *grade 5 Reading standards* to literature (e.g., “Compare and contrast two or more characters, settings, or events in a story or a drama, drawing on specific details in the text [e.g., how characters interact].”).

Grade 6

Key Ideas and Details

- **RL.6.1.** Cite textual evidence to support analysis of what the text says explicitly as well as inferences drawn from the text.
- **RL.6.2.** Determine a theme or central idea of a text and how it is conveyed through particular details; provide a summary of the text distinct from personal opinions or judgments.

Craft and Structure

- **RL.6.5.** Analyze how a particular sentence, chapter, scene, or stanza fits into the overall structure of a text and contributes to the development of the theme, setting, or plot.

Research to Build and Present Knowledge

- **W.6.9.** Draw evidence from literary or informational texts to support analysis, reflection, and research.
 - Apply *grade 6 Reading standards* to literature (e.g., “Compare and contrast texts in different forms or genres [e.g., stories and poems; historical novels and fantasy stories] in terms of their approaches to similar themes and topics”).

Fiction Book Report

Title:

Author:

Tell how the conflict was resolved.

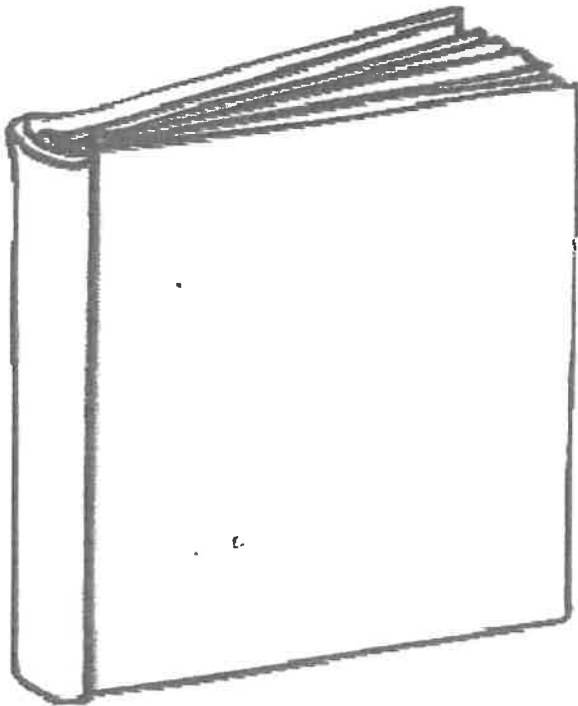
Describe the main conflict in this story.

GENRE

- realistic fiction
- historical fiction
- science fiction
- fantasy
- horror
- other

Name and describe the main character.

If I had to design a new cover for this book it would look like this:



setting

This story mostly takes place _____

Draw the main setting.

I rate this book:



By:

Book in a Box

The Project

Decorate a box to represent the book and fill it with objects that represent different parts of the book.



The Details

- You can use a shoebox, oatmeal canister, coffee can or other similarly sized container for this project.
- Decorate your box to go with the book. You can draw pictures yourself or use pictures from magazines or the internet. Be sure to include the title and author of the book on the box as well as your name.
- Find at least 8 different objects. You can use pictures if the object you want to use is too big to fit inside your box.
- For each object, make a note card that includes the name of the object at the top and a paragraph about how the object is an important part of the book.

Tips for Success

- ✓ As you read the book, keep a list of ideas for objects that you might want to use for this project.
- ✓ If you use pictures, glue them onto cardboard backings to make them more durable and appealing.
- ✓ Try to find at least one object for each chapter of the book.

Name _____ Due Date _____

Title of Book _____

Movie Poster Book Project

The Project

Pretend the book is going to be made into a movie. Create a movie poster to promote the movie.



The Details

- Use a large piece of poster board for your poster.
- Your poster should include the following elements:
 - The title of the book in large letters and the author of the book.
 - A picture of an important scene from the book (do not duplicate the front cover of the book.)
 - A brief summary of the book, that will make people want to see the movie, but does not give too much away.
 - The names of the actors that will play the main characters (you can use real actors or you can make up names.)
 - 2-3 brief comments from critics (you can make these up.)

Tips for Success

- ✓ Look at movie posters, DVD covers, and advertisements to get ideas.
- ✓ Plan out your poster first so you will have room for everything.
- ✓ Use bright colors.
- ✓ You can write directly on the poster or type the elements out on the computer and cut out and glue the printouts to your poster board.

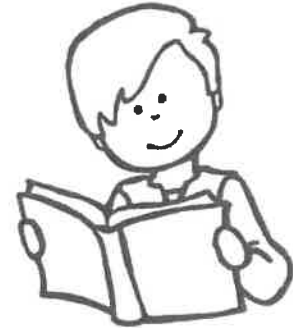
Name _____ Due Date _____

Title of Book _____

Graphic Chapter Book Project

The Project

Choose a chapter from the book and present it as a graphic novel (comic strip style).



The Details

- Present your graphic chapter in book format with a front cover, several pages and a back cover.
- The front cover should include the title of the book and chapter, name of the author, and a large picture of an important scene.
- The pages should tell the story in frames with pictures, captions, and thought and speech bubbles.
- The back cover should include an *About the Author* paragraph about you (not the author of the book).

Tips for Success

- ✓ Try to choose a chapter that will not be too hard to draw, with several different scenes and characters.
- ✓ Plan your graphic novel out ahead of time. Decide what will go in each frame and on each page before you begin to draw and write.
- ✓ Consider using a computer to make the comic frames. You could make a chart for the frames or use the *shapes* tool.
- ✓ You do not have to include all the dialogue in the chapter – just enough to tell the story.
- ✓ Be sure you accurately reflect the settings and characters. If the author says the main character has curly hair, draw her that way.

Name _____ Due Date _____

Title of Book _____

Main Character Book Project

The Project

Make a 3-D model of the main character of the book and write an interview with the character.



The Details

- Use clay, wire, fabric, Paper Mache, or another medium to make a realistic model of the main character of the book.
- Write 8 questions that an interviewer might ask your main character. For example, if you read *Charlie and the Chocolate Factory* you might ask questions like, "How did you feel when you found the last Golden Ticket?" and "Why did you decide to take Grandpa Joe to the chocolate factory?"
- Answer each question writing in the voice of the character.

Tips for Success

- ✓ As you read the book, write down questions that you might want to use for your interview.
- ✓ Try to make your questions open-ended so that they take more than a word or two to answer. For example, instead of asking, "Was it hard to be so poor?" it would be better to ask, "What were some of the ways that being poor was hard on your family?"
- ✓ Try to make the answers to the interview questions sound like the main character. If there is a phrase the character repeats often, use it in the answers. If the character speaks with an accent, then try to write using that accent.

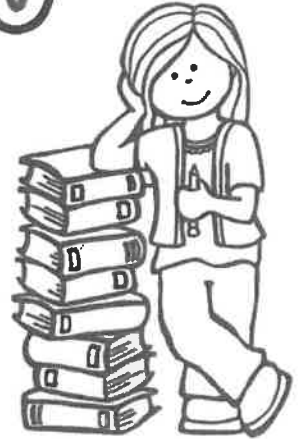
Name _____ Due Date _____

Title of Book _____

Mobile Book Project

The Project

Create a mobile using the four story elements of your book.



The Details

- Your mobile will have 5 parts: title and author, setting, characters, plot, and theme.
- Use the title and the author to decorate the part of your mobile that the other parts will hang from.
- For each part, find one or more small objects or pictures to represent that part of the story.
- For each object or picture, make a 3x5 note with a paragraph explaining why that object or picture is important to the story.
- Tie or tape the object and the note card to a piece of string or thread and hang it on your mobile. You can have several objects and note cards on one string – for example, if your story has 3 main characters, you could have 3 objects and 3 cards on one string. Use a different string for each story element for a total of 4.

Tips for Success

- ✓ A wire hanger makes a good mobile. A stick will also work or pair of sticks tied to together in a cross.
- ✓ If you use pictures, glue them to a cardboard backing. You could put two pictures back to back.
- ✓ Try to place your strings so that your mobile balances evenly.

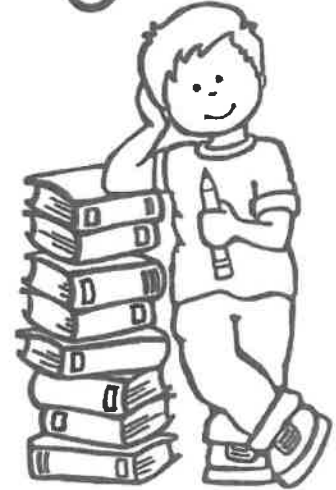
Name _____ Due Date _____

Title of Book _____

Scrapbook Book Project

The Project

Pretend you are the main character of the book. Make a scrapbook with items and pictures that are important to your life and to the story.



The Details

- Make your book at least five pages long.
- Include at least 20 items and/or pictures.
- For each item or picture, include a caption explaining what it is and why it is important.
- Decorate the front cover. Be sure to include the name of the main character.

Tips for Success

- ✓ As you read the book, keep a list of ideas for things to include in your scrapbook. For example, if you read *Charlie and the Chocolate Factory*, you might include: A picture of your family, the Golden Ticket, a Wonka Bar Wrapper, a picture of an Oompa Loompa, a list with the names of the other children who got to go on the tour etc.
- ✓ One way to organize your scrapbook is to do a page for each chapter.
- ✓ You can get pictures from magazines and the internet, or you can draw them, or take pictures with a camera and print them out.

Name _____ Due Date _____

Title of Book _____

Board Game Book Project

The Project

Create a board game based on your book.



The Details

- Your board game should incorporate the setting, characters, and plot of your book. Your game should include:
 - A board that is used to play the game. Include the title of the book and the author somewhere on the board.
 - Markers, cards, spinner, dice, and anything else needed to play the game.
 - Instructions explaining how the game is played.

Tips for Success

- ✓ Poster board makes a good game board. You could also use the inside of a large file folder.
- ✓ Be sure to plan your game board out before you begin drawing.
- ✓ The easiest way to incorporate parts of the story is to include them on the board. Players can advance spaces for good things that happen and go back spaces for bad things.
- ✓ You can also use cards and the markers to incorporate story elements.
- ✓ You will need to devise a method for moving from start to finish. Consider dice, cards, or a spinner.
- ✓ Be sure your directions are sequential and easy to understand.

Name _____ Due Date _____

Title of Book _____

Name _____

Book Project Notes

Use this form to keep track of important ideas, thoughts, questions, and words while you read the book. If you fold it in half and in half again, it makes a handy bookmark. That way you will always have your notes nearby.

Title _____

Pg.# _____

Pg.# _____

Pg.# _____

Pg.# _____

Pg.# _____

Pg.# _____

Pg.# _____

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