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- Read chapters 9, 10, and 11.
- Create maps for each chapter.
- Do your best to include the 6 checkpoints in your maps.
- Make your maps colorful and interesting. What connections do you see?
- Dig through the text. Treat this assignment like a treasure hunt.

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1. Contrasts & Contradictions:

When a character does something that contrasts with what you'd expect or contradicts his earlier acts or statement, STOP and ask, "Why is the character doing that?" The answer will help you make predictions and draw inferences about plot and conflict.

Example: In chapter 6, Pip does not "confess" his sin to Joe. In earlier chapters, Pip tells us over and over that he loves Joe.

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2. Words of the Wiser

When a character (probably older or wiser) takes the main character aside and offers serious advice, STOP and ask, "What's the life lesson and how might it affect the character? This lesson is probably a theme of the story.

Example: Chapter 7, Joe speaks about his own father to Pip and tells Pip that no matter what faults lie in his father's deeds that there was still good in his heart. Joe sees goodness in people despite tough times.

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3. AHA Moment:

When a character realizes, understands, or finally figures out something, STOP, and ask yourself, "How might this change things?" If it is about a problem, it tells you something about the conflict; if it is a life lesson, it tells you something about the theme.

Example: In chapter 5, the convict confesses to stealing the pie. Pip can't believe it.

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4. Again and Again:

When you notice a word, phrase, or situation mentioned over and over, STOP and ask yourself, "Why does this keep happening again and again?" The answer will tell you about the theme and conflict, or will foreshadow what might happen later in the story.

Example: By chapter 8, images of chains, locks, keys, and prisons appear again and again.

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5. Memory Moment:

When the author interrupts the action to tell you about a memory, STOP, and ask yourself, "Why might this memory be important?" The answer will tell you about the theme and conflict, or will foreshadow what might happen later in the story.

Example: In chapter 8, Pip recalls a visit to see a wax figure and a vision of a corpse. Miss Havisham jars these memories loose from Pip's mind.

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6. Tough Questions:

When a character asks himself a very difficult question, STOP and ask yourself, "What does this question make me wonder about?" The answer will tell you about the conflict, and help you think about what might happen later in the story.

Example: In chapter 6, Pip wonders whether he should confess his theft to Joe. Pip weighs out the pros and cons in his head.

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