

# CP English 11      October 15, 2014

**Learning target(s):** I can define words and follow grammar rules. I can analyze *Lord of the Flies*.

## **Agenda:**

- 1. FVQ
- 2. Ch. 10 discussion/ notes
- 3. Grammar

## **Homework:**

- 1. Grammar
- 2. Chapter 11
- 3. College Day – see yellow sheet

# Honors

# October 15, 2014

**Learning target(s):** I can define words and use proper grammar. I can analyze poetry.

## Agenda:

- 1. FVQ
- 2. Grammar
- 3. Poetry

## Homework:

- 1. Grammar
- 2. College Day
- 3. Reflections
- 4. 282-296 Notes due Thursday

# TP-CASTT

- **Title:** before you read the poem, what does the title suggest?
- **Paraphrase:** understand the poem on a basic level – what does it mean?
- **Connotation:** (really poetic devices) look for figurative language, prosody, and symbolism
- **Attitude:** What is the tone? How do you know?
- **Shift:** does the tone shift? Does the speaker? Does the topic?
- **Title:** does the title take on new meaning now? Is it ironic? Symbolic? Does it point you to a focal point in the poem?
- **Theme:** what is the author trying to tell us about life?

# Tally

- If you are keeping a daily record of anything (participation, listening, not falling asleep, etc.), remember to make a note of today's successes.

# AP Euro

October 15, 2014

**Learning target(s):**

**Agenda:**

- Library: work on Ch. 17 Extended ID

**Homework:**

- 1. 576-589 Quiz tomorrow
- 2. Ch. 17 Extended ID due Friday

# CP English 10

October 15, 2014

**Learning target(s):** I can identify sentence types. I can use vocabulary words. I can tell a story.

## **Agenda:**

- 1. Scavenger Hunt
- 2. Vocabulary: Derivatives & Finish Find the Example
- 3. Story time

## **Homework:**

- 1. College Day
- 2. Make a list of 4 true story topics (sad, funny, scary, life-changing, embarrassing, happy)

# Story Time

- Tell your group a true story – here are some suggested topics (keep it **school appropriate** – if I overhear your tale, I should not be offended or upset).
- A memory from elementary school
- How you broke your arm/leg/nose/etc.
- A funny misunderstanding
- A family adventure

# What makes a good story?

- Characters
- Clear setting
- Main conflict (a clear conflict)
- Tension of some sort
- A beginning, middle, and end (introduction, rising action, turning point, falling action, denouement)
- What else?