Agenda Jan. 7-17

What to do:

1. Read Ender’s Game Chs. 1-6
2. Complete ONE Sticky Note per Chapter: A short summary or something important to the plot.
3. Complete Vocabulary Part 1. Follow the instructions given.
	1. Define all 20 words.
	2. Write a sentence with 10 of the words: circle the vocabulary word, underline context clues, box the prepositional phrase.
	3. Example: Jessica has the type of handwriting that is beautiful, and I would love to emulate it.
4. Appeal Notes.
5. Appeal Graphic Organizer for Chs. 1-6.
6. Chs. 1-6 TEST and Journal Due: January 17
7. Common Lit – Complete “Teenagers Who Don’t Get Enough Sleep are at Higher Risk for Mental Health Problems” – Due Thursday, January 16.
	1. **Remember, to get full credit for the open-ended responses, you must quote the text to support your answer!**

**DATES:**

* **Thursday, January 23 – Vocabulary Workshop Unit 3 Sets A & B Vocabulary Test**
* **Class day set aside for working on Dialectical Journal, Common Lit or Reading Chs. 1-6**
	+ **Thursday, January 16**