

Abarat Calendar

Here is the reading and assignment calendar for Abarat. Please keep up with the reading as you will have a quiz every day. If you take notes while reading, you may use them on quizzes. Please refer to the attached assignment sheet for your writing assignments.

Monday, May 9	Receive books In class read 1-9 Assign pgs 10-53
Wednesday, May 11	Discussion on pgs. 10-53 Assign pgs. 54-93 Make sure you understand assignment #1
Friday, May 13	Hand in assignment #1 Discussion on pgs. 54-93 Assign pgs. 95-149 Make sure you understand assignment #2
Tuesday, May 17	Hand in assignment #2 Discussion on pgs. 95- 149 Assign pgs. 151-203 Make sure you understand assignment #3
Thursday, May 19	Hand in assignment #3 Discussion on pgs. 151-203 Assign pgs. 204-248 Make sure you understand assignment #4
Monday, May 23	Hand in assignment #4 Discussion on pgs. 204-248 Assign pgs. 249-303 Make sure you understand assignment #5
Wednesday, May 25	Grad project day Hand in assignment #5 Discussion on pgs. 249-303 Assign pgs. 303- 341 Make sure you understand assignment #6
Friday, May 27	Hand in assignment #6 Discuss pages 303-341 Assign pgs. 342-389 Make sure you understand assignment #7

Wednesday, June 1

Hand in assignment #7
Discuss pages 342-389
Assign pgs. 390-431
No final writing assignment!

Friday, June 3

Discuss pages 309-431
Your almanak is due.

***Abarat* Assignments**

Samuel Hastrim Klepp the Fifth is the author of *Klepp's Almenak*, an essential resource for Candy Quackenbush. It essentially provides information on many of the unique characteristic and characters of the Abarat. In it you can find maps, gaming rules, astrology, pictures of "New Animals," celestial events, recipes, articles, and many other wonderful documents that have to do with the Abarat. For this unit you will be creating your own almenak. Each day you will be assigned a number of pages to read and a topic to add to your almenak. This almenak will be composed of creative endeavors, most based on creatures and adventures you will encounter in Abarat, but you'll have lots of freedom. My goal is to have you experiment with different genres and approaches to a text and to have fun. With that in mind, please don't blow off the assignments and do something at the last minute. You still need to put your best effort into this assignment.

At the end of this unit, you will have your own almenak that should have a creative title, be bound in some form, and be full of interesting tidbits of information (anything in writing must be typed). Of course, be prepared to share everything.

1. The brothers John project distinctive personality traits. List your eight strongest traits and create a visual that presents each one of them. Write up a brief summary (in poem form?) of each trait and how it might manifest itself through your actions.
2. Shape sings a nursery rhyme while waiting for Christopher Carrion. It's a bit twisted. Examine traditional nursery rhymes, fairy tales and/or lullabies. Select one and see if you can discover its roots: what it means, when it was created, who it is about, why it became a tradition. OR, create your own nursery rhyme and discuss what it means, why it might be created, who it is about, etc.
3. Pux takes a traditional song and creates nonsense. Select your own well-known song and create nonsense lyrics to it. Please include the original lyrics so I can see what changes you've made.

4. Many of the creatures in the Abarat are cross species. Create several of your own cross species animals (no ligers please). You can combine two existing animals; create a totally new animal from scratch, and even combine animals with inanimate objects. Provide the essentials: what the creature eats, where it lives, how it raises its young, others? Also, include a visual depiction.
5. You finally get a real explanation concerning how the islands in Abarat are divided. Klepp says that, “on each island you’ll find all the things that our hearts and souls and minds and imaginations connect with that Hour” (205). Create your own sense chart for each hour of the day. You can identify feelings, dreams and aspirations, animals, natural objects, in short anything you want to connect with an hour, you may do so. Create a picture of a clock and place/draw the prominent symbol for each hour next to the hour. Focus on the day, not the night.
6. Vocabulary: attached is a list of vocabulary words taken from *Abarat*. For your viewing pleasure, I’ve included the page numbers. What do you do with these? Select at least 20 of them and use them in a story, poem, essay, scene, whatever. The words should be used correctly (that means you’ll have to look them up if you don’t have a definition), and please italicize them as you use them so I don’t have to play “word find.”
7. Free choice. Write a poem, create a story, record a song, write an essay, create a recipe, paint a picture, do anything you want to respond to the book.