

LEARNING *Characters*

SHARING *TO KILL A MOCKINGBIRD* THROUGH NEWS & NARRATION



A Matter of Style

For this project, the appearance of your newsletter is crucial to earning a high score. The impact of your newsletter's appeal is critical, and the overall style of your project must be consistent.

Spend time ensuring that your work represents the best quality your group can create.



✧ *Making a Difference* ✧

*Throughout *To Kill a Mockingbird*, Scout observes characters making a difference in the lives of others. She sees people (and the entire town) changing all around her, centered on events her father is in control of. Meanwhile, people in the community keep trying to control her. How does Scout cope with these competing forces?*

BEING MR. UNDERWOOD

In *To Kill a Mockingbird*, Mr. Underwood was responsible for telling the neighborhood about everything that happened in Maycomb and the rest of the world.

As a newsletter publisher, it will be your job to accurately tell about significant events from the story. You must decide which stories belong on the front page and which are less important.



As an editor, you must present the news honestly, truthfully, factually, and completely. In this project, you will need to

“report” on interactions between Scout and the community around her—quote conversa-

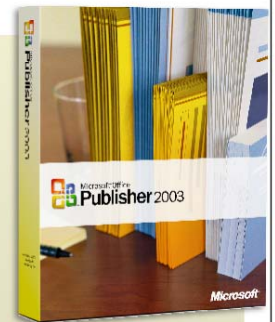
tions from the story, refer to situations in the book, and present events as accurately as a reporter could.

Project Goals

*Your group of 3-4 students will create a document in Microsoft® Publisher that portrays events from *To Kill a Mockingbird* by focusing on things Scout learned.*

- A complete four-page publication
- Articles about ten characters
- Graphics that support the writing
- Consistent style throughout
- Clear and correct writing style
- Integration of ten vocab words

Using the built-in templates from Publisher will allow you to focus on your writing without worrying about the layout.



PROJECT *Rubric*



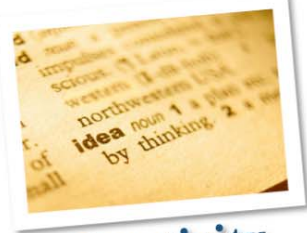
Style



Unity



Clarity



Creativity

	STYLE	UNITY	CLARITY	CREATIVITY
A	Newsletter is appropriate, professional, and balanced. Design principles are evident throughout. Each page looks clean, organized, and thoughtful; all pages fit together as a whole.	All aspects of the project belong together and work toward a single goal. Articles sound alike and ideas flow from one page to the next; text styles all match; graphics are cohesive	Grammar, spelling, sentence structure, and word choice ensure the articles are easy to read and understand; points are made effectively. The topic of each article is easy to identify.	Articles are fresh and original with a unique approach to the material. Characters are shown in an interesting way that shows a clear understanding of the content of the novel.
C	An attempt at deliberate style is obvious, though not completely effective. Pages have intentional design behind them, and templates are used to an extent.	Page designs are more alike than they are different; articles clearly belong together, though some aspects don't match. Stories sound different from one another.	Occasional spelling, grammar, or mechanics errors are noticeable but do not adversely hinder the effectiveness of the writing; points are still made well.	Group members clearly are attempting to be expressive, though in predictable or emulative ways; project is well-crafted but not exceptional; does not stand out.
F	Newsletter is haphazardly created with no unity or visual theme; text is placed arbitrarily with no regard to appearance and design.	Articles clearly came from different sources and do not combine to form a single entity; page designs are unlike one another.	Language usage causes problems in readability and effectiveness; grammar, spelling, & mechanics errors make reading difficult.	Project is unoriginal or forced; no evidence of personal influence from members of group. NOTE: Plagiarism results in a zero.