

The Giver Packet Instructions

1. The Character List:
 - As you read through the book, make notes about the characters you are learning about.
 - Write down any information you deem pertinent.
 - Make sure you write down the page number the information is found on.
 - You should be detailed and thorough. If you need more room, attach sheets of binder paper.
 - For the last section (other minor characters), put the page number and character name in the right hand column before writing your description.
2. The Setting List:
 - As you read through the book, make notes about the settings you read about.
 - Write down any information you deem pertinent.
 - Make sure you write down the page number the information is found on. (Page #'s are listed, but only the page # the setting is first mentioned)
 - You should be detailed and thorough. If you need more room, attached sheets of binder paper.
3. The Rule List:
 - The world where Jonas lives is governed by rules. As you come across one in your reading, record it in the right hand column with the page number where it first appears.
4. The Ceremony List:
 - Lowry's book describes annual December ceremonies when children receive new privileges and responsibilities as they grow up. As you come across a description of the new privileges and responsibilities associated with each age, record them below with the page numbers where they first appear in the story.
5. The Ritual List:
 - Lowry includes other rituals besides the annual ceremonies of different ages. As you come across them in the story, write a description of what the ritual includes and a rationale for it (why the community observes it).
6. Jonas' Rules:
 - The rules Jonas receives as Receiver in Training (page 68) are listed on this chart. As you read, write down Jonas' reaction to each rule.
7. Good/Evil List:
 - As you read, make a list of things in Jonas' society that are good and a list of the things that seem evil or harmful. Include the page number.
8. Turning Points:
 - After you finish the book, decide where you think the story line shifts direction. These shifts are called turning points.
 - List each turning point in the left hand column, and your reasoning for your choice in the right hand column.

Character Name	Characteristics/Information about Character
Jonas	
Lily	
Asher	

Father	
Mother	
Gabriel (Gabe)	
The Committee of Elders	
Benjamin	
Fiona	

The Old	
Roberto the Old	
Caleb	
Pierre	
The Chief Elder	
The Receiver of Memory (the Giver)	

The Childless Adults	
Rosemary	
Katharine	
Other minor characters: Katya, Yoshika, Andrei, Larissa, Edna, Phillipa, Thea, Bruno, Roberto, Fritz, Harriet, Madeline, Inger, Isaac, the Attendant, Tanya	

Setting and page # it is first mentioned	Description
The Childcare Center (2)	
The Nurturing Center (12)	
The Hall of Open Records (17)	
The House of the Old (22)	
The Rehabilitation Center (26)	
The small factories (27)	
The office buildings (27)	
The play areas (27)	
The Central Plaza (27)	

The Auditorium (27)	
Food Distribution (27)	
The Bathing Room (28)	
The Releasing Room (32)	
Elsewhere (43)	
The Annex Entrance to the House of the Old (68)	
The Annex Room where The Giver lives	
The Storehouse	

Rule Number	Description of the Rule with the Page Number
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	

16	
17	
18	
19	
20	

The Ceremony	Describe What Happens
Ones	
Twos	
Threes	
Fours	
Fives	
Sixes	
Sevens	
Eights	
Nines	
Tens	
Elevens	
Twelves	

The Ritual	Description and Rationale
The Sharing of Feelings (4)	
Release of the Elderly (7)	
Release of a newchild (7)	
The Ceremony of Release (32)	
The telling of dreams (34)	
The Ceremony of Loss (44)	
The Murmur-of- Replacement Ceremony (44)	
The Matching of Spouses (48)	

The Rule	Jonas' Reaction
<p>Go immediately at the end of school hours each day to the Annex entrance behind the House of the Old and present yourself to the Attendant</p>	
<p>Go immediately to your dwelling at the conclusion of Training Hours each day.</p>	
<p>From this moment you are exempted from rules governing rudeness. You may ask questions of any citizen and you will receive answers.</p>	
<p>Do not discuss your training with any other member of the community, including your parents and Elders.</p>	
<p>From the moment you are prohibited from dream telling.</p>	
<p>Except for illness or injury unrelated to your training, do not apply for any medication.</p>	
<p>You are not permitted to apply for release.</p>	
<p>You may lie.</p>	

Good	Evil
1.	1.
2.	2.
3.	3.
4.	4.
5.	5.
6.	6.
7.	7.
8.	8.
9.	9.
10.	10.

Turning Points	Your Reasons
1.	1.
2.	2.
3.	3.
4.	4.
5.	5.