8th Grade ELA



Mr. Forster/Mrs. Ingalls

2nd Marking Period Assignments

Name:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
Hour:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

RDW- Week One: Writing the Folktale

**Directions:** After reading*If People Could Fly* write a Folktale. Your folktale should follow the normal parameters of an RDW, but it may be longer if you like. Remember to begin with a proper heading (including a unique title) and make sure your RDW is a full page in length or 250 words if they are typed. Typed RDWs should be in 12-point font and double spaced. Use and underline/highlight at least two prepositional phrases in your writing.

Be sure to include at least one element of a Folktale:

 -Everyday, vivid character/s with larger than life qualities
 -Links to a real time period/event
 -A solution to a problem (often solved in an adventurous & humorous way)
 -Exaggerated details that convey a lesson to the reader

 -May involve magic of some kind—wishes are granted, magic objects are found, etc.

 -Animals, plants, and sometimes even machines have many human characteristics, such as the

 ability to think and talk.

 -The good characters in Folk Tales have a problem to solve. The characters often use trickery

 to defeat a monster or foe, or to complete a quest (task).

 -Explain a natural phenomenon or custom.

Select one of the following issues for a character to resolve, or phenomena to explain:

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| --- | --- | --- |
| Natural WorldExplain why the suns rises and sets.Explain why leaves change color.Explain why the sky is blue.Explain why birds fly and fish swim.Explain thunder and lightning.Explain why it snows.Explain the changing of seasons.Explain how the Great Lakes came to be.Explain how rivers were formed.Explain the stars. Explain how the moon changes shape. | ConflictOvercome missing the school bus.Overcome the fear of asking for a first date. Overcome the challenge of a difficult school subject.Overcome forgetting lunch at home.Overcome problems with a bully.Overcome being grounded from technology. | HumanityExplain how words were invented.Explain why people dance.Explain where music came from.Explain where war came from (or how it was ended).Explain why we have pets.Explain how sports came to be.Explain who invented school.Explain why humans fear the dark. |

**The Legend of Sleeping Bear**
Years and years ago, in the great forest that covered the place that is now named Wisconsin, lived Mishe Mokwa (Mother Bear) and her two cubs. One day, a roaring fire swept through the woods, burning everything from horizon to horizon and driving Mishe Mokwa, her cubs and all the animals before it. Soon they came to a place where they could go no further, the great Lake Michigan.

Like all bears, Mishe Mokwa and her cubs were powerful swimmers, and at her urging they plunged into the lake. Mishe Mokwa knew there would be no food after the fire was spent, so she kept the light and smoke of the fire behind them and swam east. Now bears are powerful swimmers, and Mishe Mokwa and her cubs were fat from the bounty of the forest so they were able to swim through that day and through the night. Somewhere in the dark she lost them.

Late in the next day, she sighted the tall white dunes of Michigan. When she reached the shore and looked back, her cubs were nowhere to be seen. She called to them with no answer, finally climbing the dunes to look back. As the sky turned red with sunset, she saw her cubs struggling far offshore through the cold waters. Her heart broke as first one and then the other slipped beneath the waves.

Heartbroken and exhausted, she lay upon the dune for days and days, watching the places where her cubs had perished. Gitche Manitou was moved by her sorrow and faithfulness and raised two islands, North Manitou and South Manitou to celebrate the bravery of the cubs. Knowing that her heart would never mend, Gitche Manitou laid a slumber upon Mishe Mokwa and drew the sand over her like a blanket.

 **H**are looked out over his field. If he was going to have food to eat, he would have to plant a crop. But if he was going to plant a crop, he'd have to clear the field first. That was a lot of work — more work than Hare wanted to do.

Hare was a clever animal, so he soon had an idea. He dragged a length of rope behind him and lay in wait in the bushes outside his field. A big African elephant came lumbering along. Hare bet the elephant he could beat him in a tug-of-war. The large elephant laughed at the idea, coming as it did from such a small animal. He scooped up the rope with his trunk. Hare picked up the other end and scampered through the bushes and across his field. There he hid behind another row of bushes.

Soon enough a muddy hippopotamus waddled by. Hare dared the hippo to beat him in a tug-of-war. The proud hippo picked up the rope with his teeth. Hare hopped into the bushes and gave the rope a tug. When the elephant and the hippo felt the rope move, they each pulled hard. The powerful animals dragged the rope, back and forth, back and forth, until night fell. Each time the rope moved, it plowed another row in clever Hare's field.

*Africa did not develop one overall myth system because Africa itself does not have one people, one history. Its different peoples speak more than 1,000 languages and its myths are just as vast and varied. Stories about wily animal tricksters like Hare or Anansi the Spider, are particularly popular in this region of the world.*