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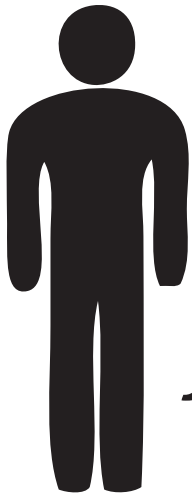
PERIOD \_\_\_\_\_

# THE GIVER

## CHARACTERS

### DIRECTIONS:

Fill up the organizer with quotes and details that show what that character is like (i.e. physical descriptions, inner desires, biggest fears, and important traits). Include the page numbers.



JONAS

PHYSICAL DESCRIPTION

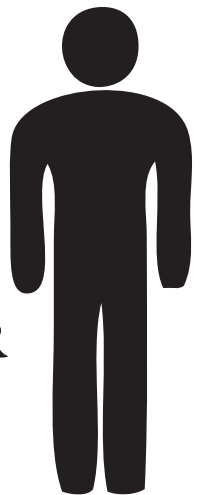
INNER DESIRES

IMPORTANT TRAITS

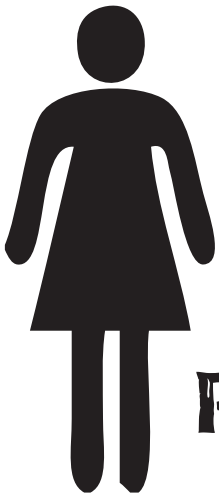

PHYSICAL DESCRIPTION

INNER DESIRES

IMPORTANT TRAITS

ASHER



**FIONA**

PHYSICAL DESCRIPTION

INNER DESIRES

IMPORTANT TRAITS

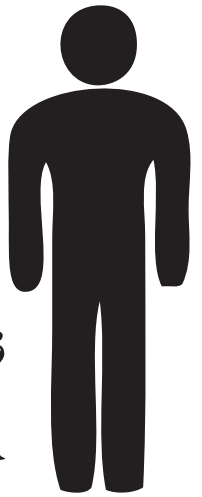
Vertical dashed lines for writing under the headers 'PHYSICAL DESCRIPTION', 'INNER DESIRES', and 'IMPORTANT TRAITS' for Fiona.

PHYSICAL DESCRIPTION

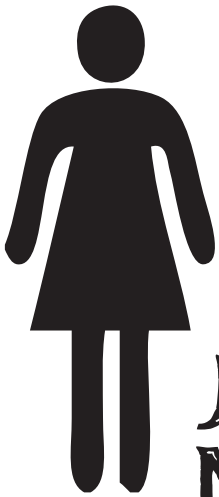
INNER DESIRES

IMPORTANT TRAITS

Vertical dashed lines for writing under the headers 'PHYSICAL DESCRIPTION', 'INNER DESIRES', and 'IMPORTANT TRAITS' for Jonas's Father.



**JONAS'S  
FATHER**



**JONAS'S  
MOTHER**

PHYSICAL DESCRIPTION

INNER DESIRES

IMPORTANT TRAITS

Vertical dashed lines for writing under the headers 'PHYSICAL DESCRIPTION', 'INNER DESIRES', and 'IMPORTANT TRAITS' for Jonas's Mother.

PHYSICAL DESCRIPTION

INNER DESIRES

IMPORTANT TRAITS

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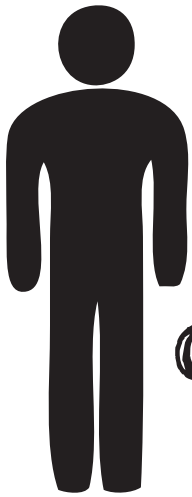
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PHYSICAL DESCRIPTION

INNER DESIRES

IMPORTANT TRAITS



GABRIEL

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PHYSICAL DESCRIPTION

INNER DESIRES

IMPORTANT TRAITS

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PHYSICAL DESCRIPTION

INNER DESIRES

IMPORTANT TRAITS



CHIEF  
ELDER

Vertical dashed lines for notes

PHYSICAL DESCRIPTION

INNER DESIRES

IMPORTANT TRAITS

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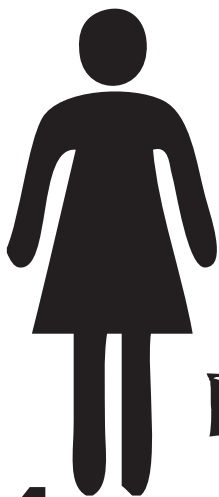


THE  
GIVER

PHYSICAL DESCRIPTION

INNER DESIRES

IMPORTANT TRAITS



ROSEMARY

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PHYSICAL DESCRIPTION

INNER DESIRES

IMPORTANT TRAITS

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PHYSICAL DESCRIPTION

INNER DESIRES

IMPORTANT TRAITS

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PHYSICAL DESCRIPTION

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# THE GIVER

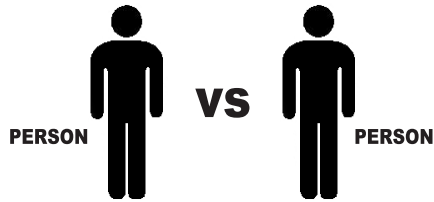


NAME \_\_\_\_\_

PERIOD \_\_\_\_\_

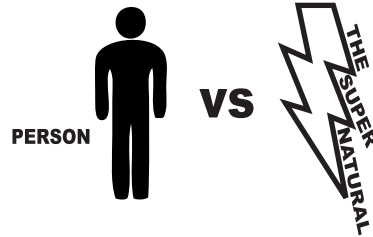
# CONFLICTS

**DIRECTIONS:** For each of the six types of conflict, describe scenes from the novel that match that type.

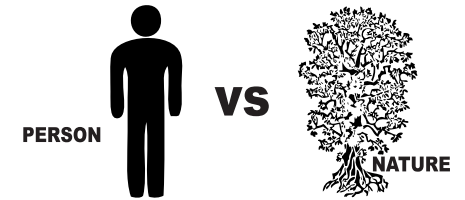


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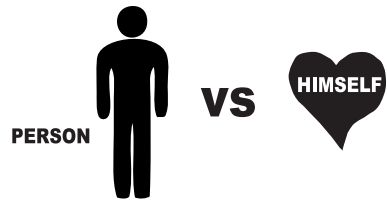
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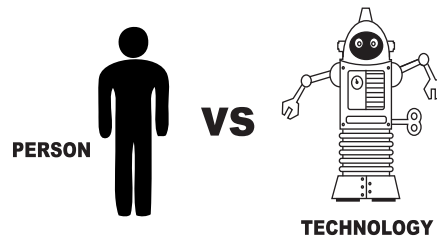
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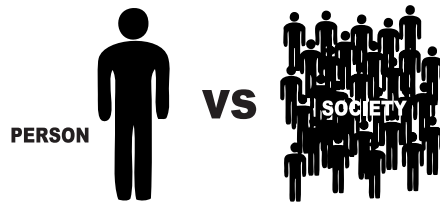


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# THE GIVER

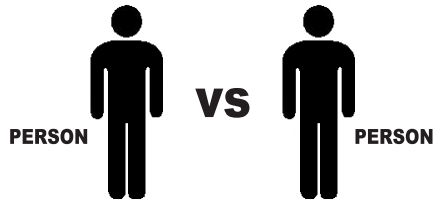


NAME KEY KEY KEY KEY

PERIOD \_\_\_\_\_

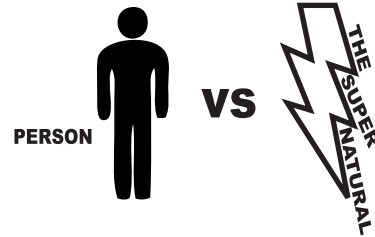
# CONFLICTS

**DIRECTIONS:** For each of the six types of conflict, describe scenes from the novel that match that type.

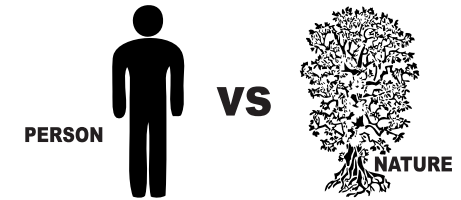


1. Asher gets frustrated with Jonas that he keeps talking to him about the playground war game. He thinks Jonas should just accept his apology and let things go.
2. Rosemary can't handle the pain the Giver gave her so she asks to be released.
3. Fiona and Asher ask Jonas what he's been learning at his job, but he can't tell them anything about it because his rules restrict what he can say.

4. Jonas's father euthenizes the new child. Neither of them see it as a conflict, but Jonas knows the truth about this horrific moment and the immense unknown conflict.
5. Jonas yells at the Giver when the Giver suggests that Jonas has to go back to his family dwelling the night he sees his father perform the release of the newchild.

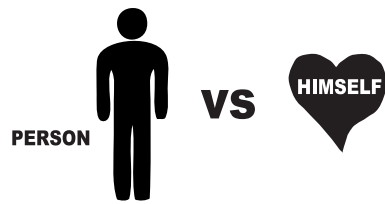


1. Jonas is frustrated that the memories have been taken from all the people. He's not sure how he and the Giver are able to hold all the memories, but apparently they can.

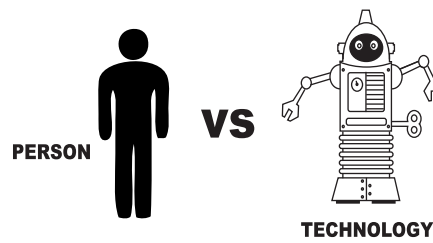


1. Hills and mountains were a problem because they made it difficult to transport goods between communities, so they went to sameness and flatness.
2. Jonas has a dream about Fiona in the bath tub, and he is sure that he wants her but knows that it is forbidden to take her. These stirrings cause quite the inner conflict.
3. Jonas is climbing the mountain and freezing from the snow. It seems he's going to die because the mountain is too large and too steep and the cold is too overwhelming.

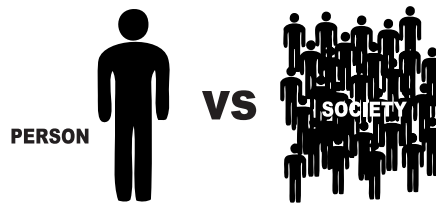




1. Jonas is very anxious about the upcoming Ceremony of Twelve. These emotions are bubbling around inside him and causing conflict.
2. Jonas isn't sure if he has the courage they say he has to be the Receiver of Memory, but a lot of his inner self wants to prove that he does.
3. Gabriel is having a hard time adjusting to being a newchild, crying and fussing and not weighing enough, and if he doesn't improve, he'll be released.
4. The Giver struggles inside himself about how to best train the new Receivers of Memory. He's very worried he'll mess up this huge social responsibility.

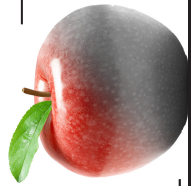


1. The Speaker sees everything that everyone is doing and comes on the loud speaker to tell them when they've done something to break a community rule.
2. Jonas realizes that he doesn't want to take the medication for the Stirrings anymore because it takes away feelings that he suspects are important to knowing real life.



1. Jonas is frustrated that society has taken away everyone's freedom of choice and, instead, assigns everything to everybody in the name of making things safer.

2. The airplane pilot takes a wrong turn and accidentally flies over the community, and he is eventually released for his careless mistake.
3. Every time Asher arrives late to class, he must stop and make the appropriate apology to his learning community.
4. Whenever anyone uses the slightly less accurate word in a situation, someone corrects him/her so they can learn precision of language and not confuse their community.
5. Jonas will likely be ostracized forever because of his choice at the end to leave for elsewhere, thereby sending all the powerful memories back for the society to deal with.



# THE GIVER

Climax



The most suspenseful moment

Name \_\_\_\_\_

Period \_\_\_\_

Event #3

Event #1

Event #2



Rising Action  
What events make the conflict worse?

Falling Action  
How do they start to fix the conflict?

Event #2

Event #1

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Conflict



What is the main problem?

Characters (who / background)

Setting (where/when)

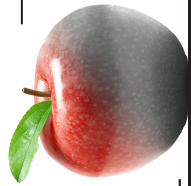
Resolution



How is the main conflict resolved?

Exposition





# THE GIVER

## Climax



The most suspenseful moment

Jonas is climbing the snow-covered hill and is about to die from exhaustion and cold. Jonas might have died and had his life flash before his eyes. He finds the sled.

Name **KEY**

Period \_\_\_\_\_

## Event #3

Jonas leaves the community at night, taking Gabriel on his bike.

## Event #1

Jonas gathers his strength and rides the sled down the hill with Gabriel.

## Event #2

Jonas watches his father euthanize the new child and gets very distraught.

## Event #1

Jonas receives the memory of a broken arm from The Giver.

**Rising Action**  
What events make the conflict worse?



**Falling Action**  
How do they start to fix the conflict?

## Event #2

Jonas slides into the village that is Elsewhere.

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## Conflict



What is the main problem?

Jonas realizes he's going to have to receive all the painful and joyful memories of all the communities, back and back and back, and he isn't sure that is the best thing for everybody. He feels like this has caused a bigger problem than it solved.

Characters (who / background)

Jonas is almost 12 years old, lives in an arranged family in a community that has fixed all the problems of normal societies.

Setting (where/when)

Their community is one of many futuristic communities engineered to get rid of pain & painful memories by taking away personal choice.

## Exposition

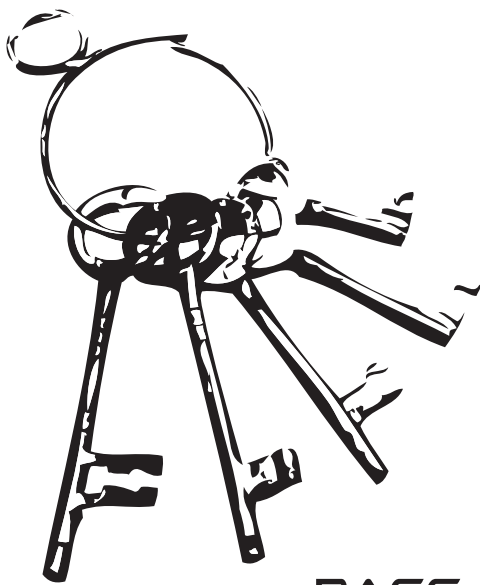


## Resolution



How is the main conflict resolved?

Jonas thinks he hears music coming from back in his community too, as they've just received all the memories they were meant to have, but perhaps it was only an echo.



NAME \_\_\_\_\_

PERIOD \_\_\_\_\_

# THE GIVER

## JOB ASSIGNMENTS

### DIRECTIONS:

Search for all the various job assignments that Jonas's community assigns to its citizens. In the name badge, write the job title. Write a short explanation of the job & the page number where you found it. Then write a short, thoughtful analysis of what would happen if the community didn't assign this job.

PAGE

JOB TITLE	#	DESCRIPTION	WHAT WOULD HAPPEN...
HELLO my name is			
HELLO my name is			
HELLO my name is			
HELLO my name is			
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JOB TITLE

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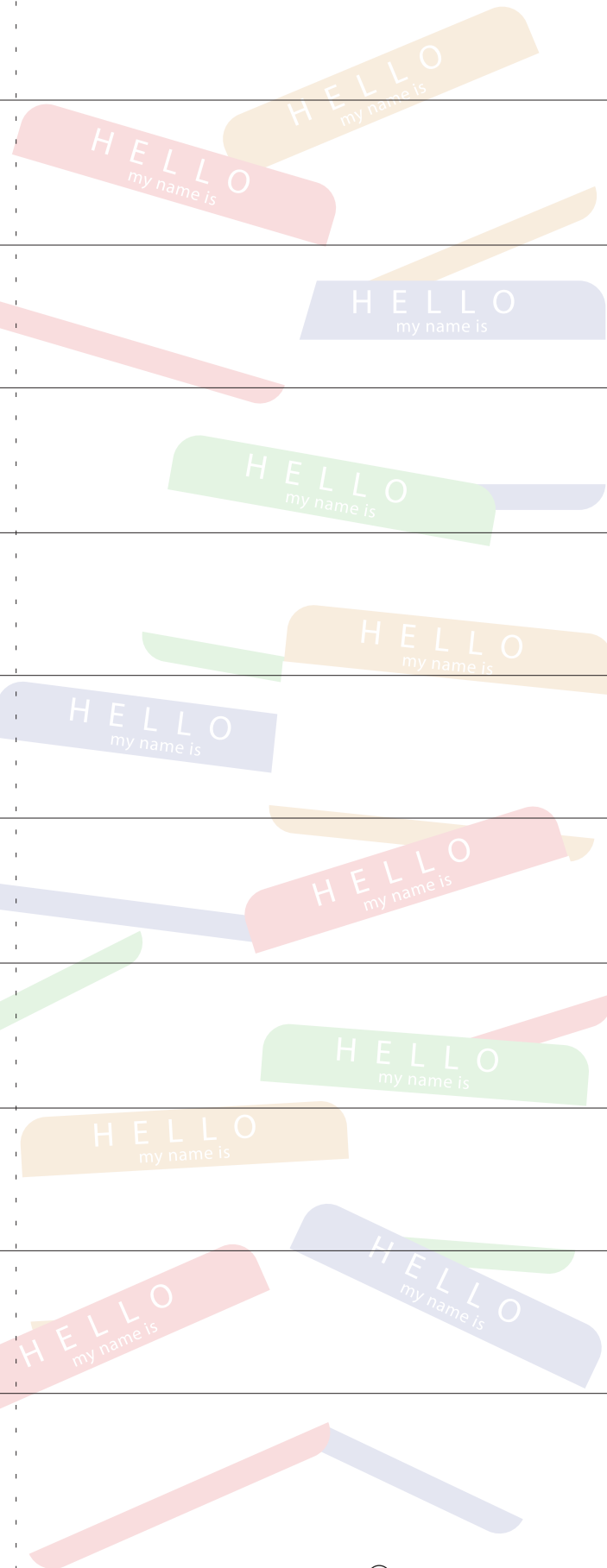
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JOB TITLE      #      DESCRIPTION      WHAT WOULD HAPPEN...

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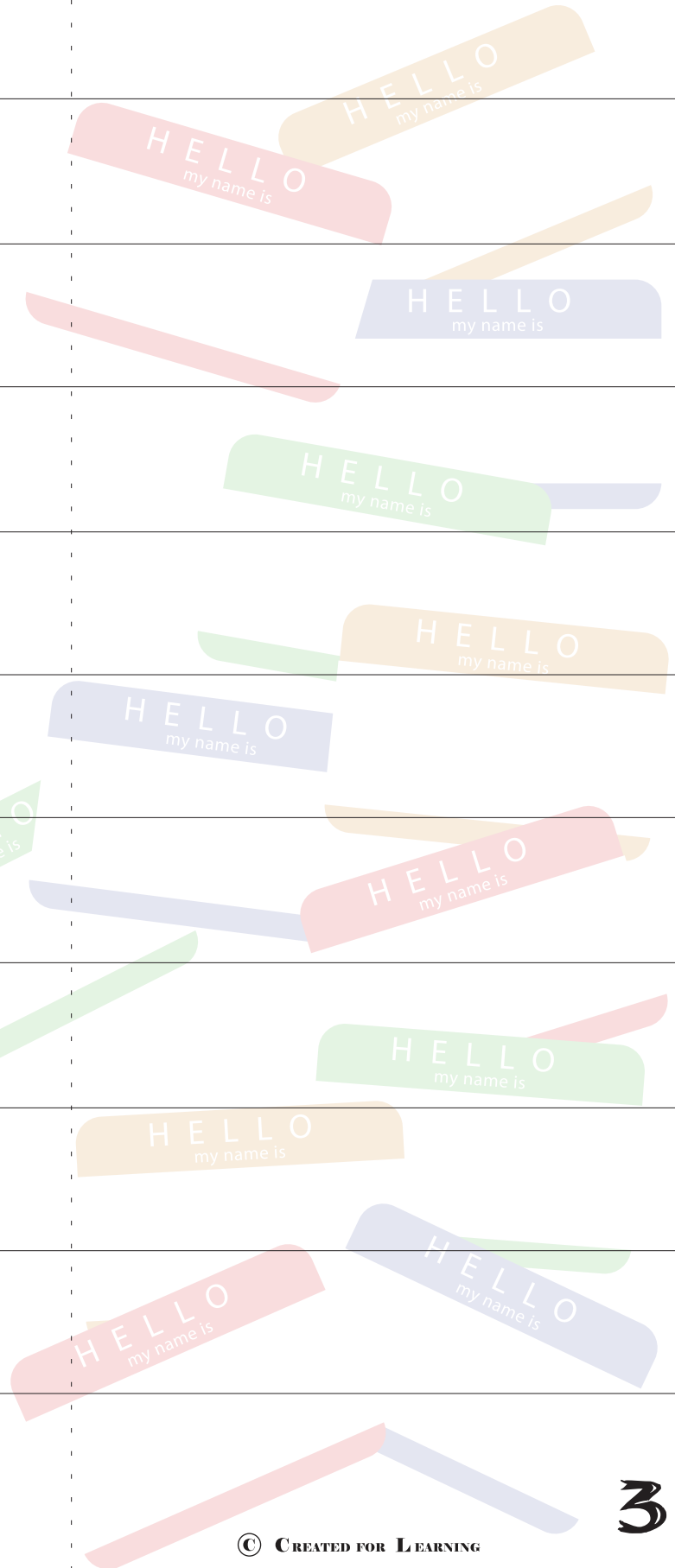
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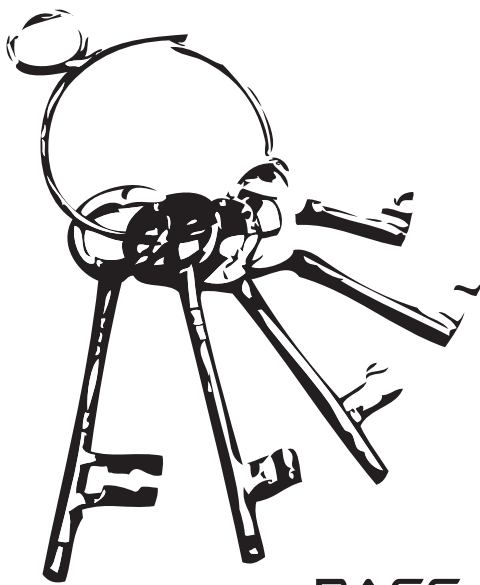
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# THE GIVER

# KEY

## JOB ASSIGNMENTS

### DIRECTIONS:

This suggested answer key is just to get you started. There are probably more than we listed here. The learners will describe the jobs differently and will give different effects for what would happen. These differences make great starting points for discussions that you or learners can lead.

### PAGE

JOB TITLE	#	DESCRIPTION	WHAT WOULD HAPPEN IF THE COMMUNITY DIDN'T ASSIGN THIS JOB?
HELLO my name is <b>PILOT</b>	1	flies aircraft around the community and between other communities	The community would have to drive, walk, or boat in order to transport people or goods.
HELLO my name is <b>FOOD DELIVERY</b>	2		
HELLO my name is <b>LANDSCAPE WORKER</b>	2		
HELLO my name is <b>STREET CLEANER</b>	2		
HELLO my name is <b>SPEAKER</b>	3		
HELLO my name is <b>NURTURER</b>	7		
HELLO my name is <b>PARENTS</b>	7		
HELLO my name is <b>ELDER</b>	14		

NIGHT TIME NURTURER	20
CARETAKER OF THE OLD	29
FOOD PRODUCTION	31
BICYCLE REPAIRER	32
CHILDCARE SPECIALIST	54
INSTRUCTOR OF THREES	54
FARMER	57
LABORERS	59
SANITATION LABORER	60
SWIMMING INSTRUCTOR	61
MATCHING SPOUSES	62
NAMING OF NEWCHILDREN	62
PLACEMENT OF CHILDREN	62
CHIEF ELDER	65
CARETAKING	66
FISH HATCHERY	66
BIRTHMOTHER	67
INSTRUCTOR OF SIXES	67
RECEIVER OF MEMORY	68
ASSISTANT DIRECTOR OF RECREATION	70
ASSISTANT OR CARETAKER	71
DOCTOR	71
ENGINEER	71
LAW AND JUSTICE	71
RECEIVER OF MEMORY	76
JUDGE RECEPTIONIST	82
GIVER OF MEMORY	87
STORYTELLER	137
SECURITY GUARDS	209