

Rising 6th Grade: Summer Reading Projects

Complete the two projects listed below for *The Wind and the Willows* by Kenneth Grahame:

1. Make trading cards for the following characters:

The Mole, The Water Rat, The Badger, The Toad, The Piper, The Otter, The Jailer's Daughter, The Engine Driver, The Barge Woman, The Gypsy, The Sea Rats, Rabbits

2. Draw a map of the setting of *The Wind and the Willows*, highlighting places where significant events take place.

Trading Card Specifications:

- A. Use blank (unlined) 3 x 5 index cards or print on cardstock if completing by computer.
- B. Either by hand or electronically draw the character/s.
- C. Give three-to-five character traits for the character/s.
- D. Give relational details about the character to its environment and/or another character.
- E. Give a defining moment for the character.

MAP Specifications:

- **Major Locations:**
Include Riverbank (Mole's home), Wildwood (the forest), and Toad Hall (Toad's mansion).
- **The River Thames:**
Represent the river as a main feature, as the story is set along its banks.
- **Natural Features:**
Depict meadows, rivers, lakes, and other natural landscapes mentioned in the book.
- **Roads and Paths:**
Show the roads and paths that the characters travel, including the one leading to Wildwood.
- **Optional Details:**
Consider adding details like the location of the "Piper at the Gates of Dawn" (Hurley backwater near Marlow) or other specific locations mentioned in the story.