


Summer Reading: English 9 Honors

Canisius High School

<p><i>Frankenstein: The Graphic Novel</i></p>	<p>Link for purchase: https://www.amazon.com/Frankenstein-Graphic-American-English-Original/dp/1906332495</p>
	<p>Description:</p> <p>Conceived as part of a literary game among friends in 1816, Mary Shelley's <i>Frankenstein</i> is today regarded as a classic piece of 19th century literature. The story begins with the journey of an adventurer, Robert Walton, who saves the life of a man at the North Pole. That man, Victor Frankenstein, tells Walton about his experiments with the creation of life and how he ended up at the North Pole. Through this simple plot device, Shelley was able to deal with serious real-world issues like acceptance, tolerance, and understanding, as well as the universal human need for companionship and love.</p>

Things we read can “matter” for many different reasons. We’ll take a look at three ways that stories can affect us:

1. They can spark our curiosity. They get us thinking about interesting ideas, perspectives, and concepts. They raise questions that we explore and wrestle with. They encourage us to learn more about something. How does this story inspire you to learn more, and about what will you learn?
2. They can help us understand ourselves. They invite us to consider our own experiences, traits, strengths, weaknesses, and habits in light of others’. They help us see ourselves as part of the human community. How did this story improve your awareness of the flaws of human nature?
3. They compel us to act. Well-articulated ideas can move us to do things. We might simply change how we approach an aspect of daily life, or take on a whole new challenge that we hadn’t considered before. How did this story compel you to take action?

After reading the novel, respond in two paragraphs to two of the above prompts. Please bring the text and your written responses to the first day of class.