

Process:

You will need to appoint a secretary that is very organized and will keep notes over discussions. These notes will provide your group with a "to do" list, items to discuss for the next class period, any problems your group has, and accomplishments. This will also be a tool so you will know where you ended and where you need to start each time you meet.

1. Discuss The Giver. Together, answer these questions:
 - a. What were the core values of the community?
 - b. What went well in Jonas's the community?
 - c. What were the weaknesses of the community?

2. Discuss a perfect community and what it all entails. Brainstorm the elements of a community that you would like to see incorporated in your island. Use the following questions as a starting point to your planning.
 - a. Where would it be?
 - b. What would it look like?
 - c. What would people do there?
 - d. What would your community value?
 - e. What would be the laws/rules (or lack of laws/rules)?
 - f. Who would be in charge or have authority?

3. Use the websites on the Resources page to look at existing planned communities. Ask yourselves:
 - a. What are the main values?
 - b. Are there any rules? What are they?
 - c. How is the community physically structured? Do families have separate homes? Do multiple families live together?
 - d. What are the community member's responsibilities? Does everyone have a unique task or do they share responsibility?
 - e. Who's in charge?

f. Remember the disaster unit that we just finished. How did that evolve and was it a "utopian society"?

4. During Utopia week(s), plan to spend the majority of the class period with your group to discuss each part of the final product. You should spend five minutes at the end of the period making plans and dividing responsibilities for the next class period.