



THE GIVER: MEMORIES MULTIMEDIA PROJECT

“This was something that he could keep. It was a memory of his own.”

Just as the Giver shared some of his favorite memories with Jonas, now it’s your turn to “transmit” a memory to others. Choose one memory from your own life that you would want to pass on to future generations. Create a multimedia project that will “transmit” your memory in as much detail as possible. This might be a poster, a video, a slideshow, an audio recording, or something else, but it should engage as many senses as possible.

Jot down notes about your memory in the organizer below. Then, use the next page to plan a multimedia project to help you “transmit” your memory to others.

Setting and Events:

Thoughts and Emotions:

Sights:

Sounds:

Smells:

Tastes:

Feelings or Sensations:



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Use the prompts below to reflect on the memory you recorded on the previous page. Think about how you can effectively “transmit” your memory to others and engage as many senses as possible.

- What specific elements from the memory are most important to convey?
- How will you engage as many senses as possible to make your audience feel immersed in the memory?
- How will you recreate the thoughts and emotions of your own experience so your audience can have a deeper understanding of the memory?

Write a brief overview of your planned project. Describe how you will “transmit” the memory from start to finish.

Plan the sensory details you will include in your project, and list any specific images, audio, text, or other resources you will need.

| Elements | Resources |
|---------------------|-----------|
| Sights | |
| Sounds | |
| Smells | |
| Tastes | |
| Feelings/Sensations | |
| Thoughts/Emotions | |

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