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| Chpt 13 SYMBOLISM= using objects or events to represent IDEAS.  1. left col: Make a list of all the memories Jonas has been given so far. You should have at least 7.  2. middle col: think about WHY the memory was given. Write what IDEA the Giver was trying to transmit through that memory.  3. right col: Draw a corresponding **object** to represent the memory. | | |
| memory | reason | symbolic drawing |
| 1. sleighride | To experience the exhilaration of speed and excitement. | Image result for race car line drawing |

