## Givercraft: Scenario 3

In this Scenario, the story of “The Giver” has ended.

Ask yourself these questions:

* What happened to Jonas?
* Did Jonas find elsewhere?
* Did Jonas decide to make changes to the community? Did it stay the same?

Your Tasks:

* Create an alternate ending for this story and build in the world to show what you think happens to Jonas and The Community.
* Use your text for citations throughout your building, with signs, chests and books.. Include in the ending Jonas’s journey, memories the Giver gave to Jonas and what the community looks like now at the end of the story.
* Take screenshots of this new ending and what you built.
* Write a summary to end your journal (on your Wikispaces page) of what you built and why. Add the screenshots you took to illustrate your alternate ending!
* If you would like, create a powerpoint presentation or video using your screenshots to show to your peers and teacher your alternate ending. Post it to your Wikispaces page and ask your teacher to send it to the Givercraft experience creators and they will share it with the other teachers and students participating in the Givercraft experience!