## Webquest for The Giver

*The Giver* is a special type of science fiction that we call “dystopian fiction.” **A “utopia” is an ideal, or perfect, world.** On the other hand, ***dystopian* fiction is the opposite**: the creation of a nightmare world, or dystopia. Usually, in dystopian fiction, everything seems perfect until the main character comes to see its frightening reality.

Throughout history mankind has attempted to create a “utopian” society, or perfect community. I want you to **think about what a truly perfect world would be like**.

First, look at the following websites and then answer the questions about some of humankind's attempts to create utopias

* + 4 Failed Utopias in History - <http://mentalfloss.com/article/23297/4-utopian-communities-didnt-pan-out>
	+ "Purity" in Montana - <http://puritytheutopiansociety.weebly.com/list-of-rules.html>
	+ "Twin Oaks" in Virginia - <http://www.twinoakscommunity.org/home.html>

**a. Give at least 2 examples of how/why utopias fail.**

**b. Draw a Venn diagram comparing and contrasting "Purity" and "Twin Oaks."**

**c. NOW, based on your ideas and what you've read, answer the following questions:**

1. If you were to create a utopian society, what would be the name of it?
2. Draw a basic map of your utopian community. Why would it look like this?
3. Who would be in charge? What type of government would it have? Why?
4. Write 5 laws that would exist in your utopia.
5. Would anyone who wanted to be a part of it be allowed in, or would only certain people be allowed to participate?  If it is open to everyone, how will you make sure that everyone is cared for and follows the rules?  If only certain people are allowed in, how will you decide who may join?
6. How would your utopia make sure that everyone is safe? prevent crime? prevent hunger? keep everyone happy?
7. What kinds of jobs would people do in your utopia?
8. How would people get food, water, clothes, and shelter?
9. What would happen if people became sick?
10. What would happen when people who became too old to work?
11. Sketch a flag for your community.