**Name\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Date\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Notes on Percy Jackson and The Lightning Thief by Rick Riordan**

**Chapter: 16-18**

|  |
| --- |
| **Character Descriptions with text evidence.**  Character: |

|  |  |
| --- | --- |
| Tone/Mood | Textual Evidence or Reasoning |

|  |
| --- |
| Summary/synopsis of Chapters 16,17 and 18: |

|  |  |
| --- | --- |
| Foreshadowing-  Make a prediction based on this element | Textual Evidence or Reasoning: |

**Answer the following questions following appropriate response to literature guidelines:**

1. **The Lotus Casino is designed to make kids never want to leave. Do you think it would keep you entranced? Write a description of a place that would be a “perfect trap” to keep you there forever. What would such a place look like? What activities would be available? What kind of food?**
2. **Who is the spirit in the sea? What does she give to Percy?**
3. **Do you feel sorry for Cerberus? Would you have risked playing fetch with him, if you were Annabeth?**