

Summer Reading 2026



Instructions

The summer vacation period is a wonderful time for students to have a short break from attending school every day, but a great opportunity to keep learning. Our summer reading program is targeted to help students continue to enhance their reading skills during the months of June, July, and August.

This year, we will be providing your child with a hard copy book to read over the Summer 😊

Incoming 7th Grade Summer Reading Book is Percy Jackson and the Olympians Book II- The Sea of Monsters by Rick Riordan.

Your child will be responsible for reading their book and completing the assignments provided in this packet.

****Please bring in all work on the first day of school (Thursday, August 13), as it will count as a grade for the first quarter. (Your child does not need to return the book)**

Throughout the summer, if you have any questions, please call the main office at (305) 231-4888.

Please sign, and return on the first day of school, along with the completed assignments.

Student's Name: _____

Parent's Signature: _____

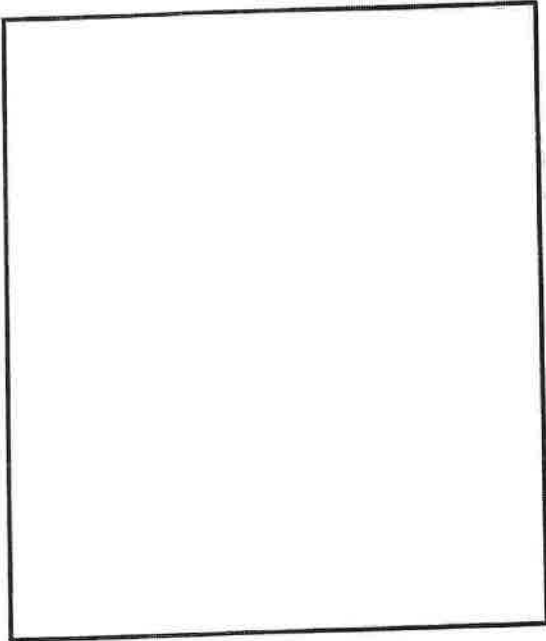
Name: _____

Directions: After reading, create a timeline based on 5 important events that you read about in the book. Make sure to include: a title, a one-paragraph summary of each event, and a hand-drawn illustration that depicts each event. *Assignment will be graded*

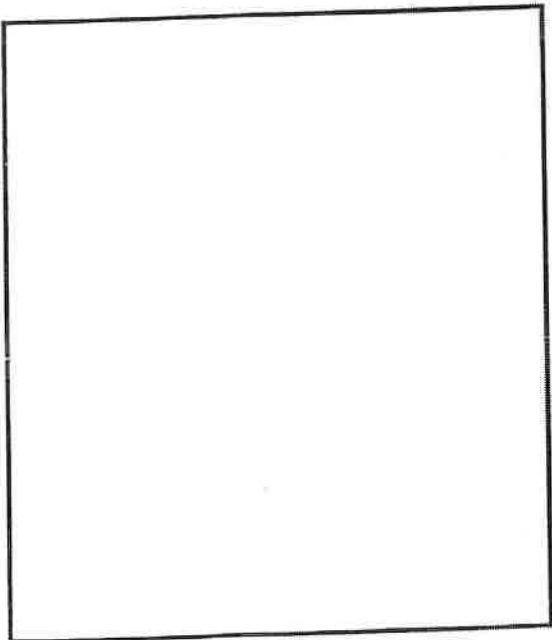
Title: _____

Author: _____

Event 1

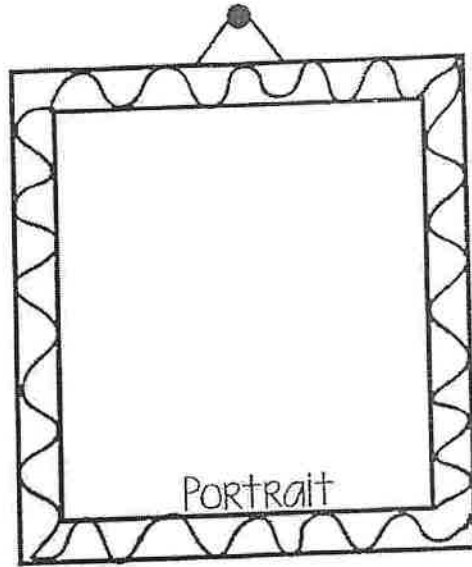
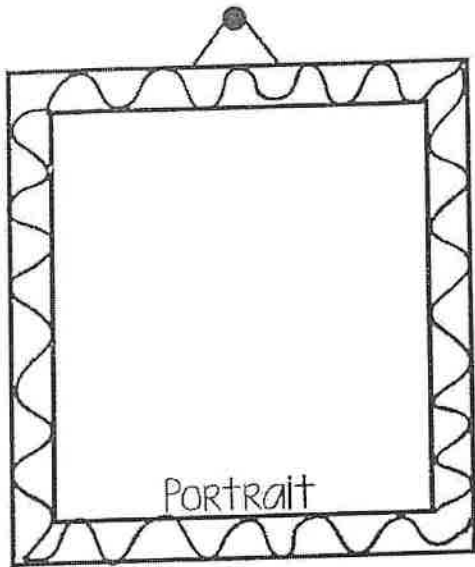


Event 2



Name _____

Character Traits



Character: _____

Trait: _____

Character: _____

Trait: _____

Evidence:

1.

2.

3.

Evidence:

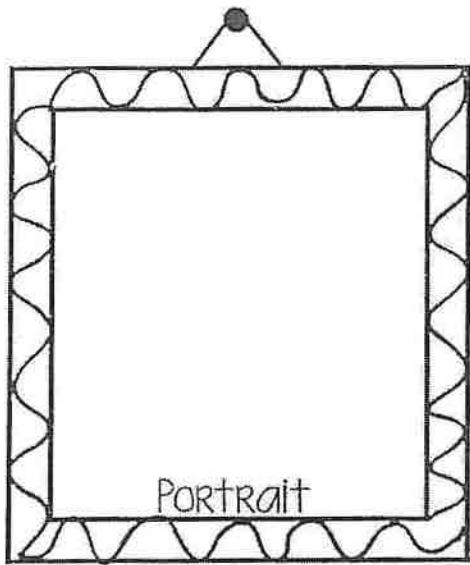
1.

2.

3.

Name _____

Character Traits



Character: _____

Character: _____

Trait: _____

Trait: _____

Evidence:

1. _____

2. _____

3. _____

Evidence:

1. _____

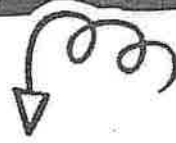
2. _____

3. _____

CROSSWORD PUZZLE

THE SEA OF MONSTERS

DOWN



1. daughter of Ares that normally doesn't work well with Percy; granted the quest to get the Fleece and save Grover
2. the ship Percy and Annabeth use to escape the "spa" island
3. the satyr-eating Cyclops; has the Golden Fleece in his possession until it's taken from him; out for revenge on "Nobody"
6. famous pirate trapped on the "spa" island that eats a vitamin and transforms back to his human form
9. Zeus's daughter; drawn out of the pine tree by the Fleece; could fulfil the prophecy
10. man-eating breed of animals on Polyphemus's island
12. the animal Percy is turned into during his stay on the "spa" island
14. gift Tyson makes for Percy, which turns into a shield
16. Luke's cruise ship, carrying passengers (in trances), monsters, and recruited half-bloods
18. giant structure rolled to block the cave and keep Grover inside
19. Percy's satyr friend who gets captured by a giant Cyclops
20. Grover's fake identity used to fool his near-blind captor
23. uncapped to propel the lifeboat so Percy, Tyson, & Annabeth can escape Luke's security
26. acid-spitting, head-regenerating monster that Clarisse saves Percy and his friends from
27. scarred half-blood who helps Kronos reform in a sarcophagus; intent on destroying Olympus
28. connects Percy to Grover; allows Grover to communicate with Percy in his dreams
32. protects the entrance to the Sea of Monsters which Clarisse tries to blast through before the ship's engine explodes
34. a group of centaurs that join Chiron and arrive just in time to save Percy and the others from Luke and take them safely to camp
35. tricked Polyphemus long ago and poked his eye
36. According to the prophecy, the next half-blood child of the Big Three to live to age ___ will decide the fate of the Olympians.
37. Potentially-deadly ___ races are reinstated by Tantalus' at camp.
41. Percy learns Tyson is a ___; a one-eyed race and child of a god and nature spirit
42. encourages Percy to go on the quest even though he was denied, hopes Percy can save his son Luke
47. magical force that obscures Coach Munley's vision of the monster attack at school
48. George and Martha are talking ___ on Hermes's staff (caduceus).

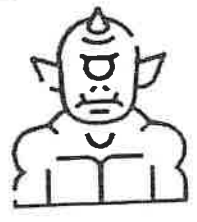
CROSSWORD PUZZLE

THE SEA OF MONSTERS

ACROSS

4. Luke's sword with a tragic history; its human and celestial forces fight each other
5. a deadly weakness; for Annabeth, it's her pride and desire to build a new and better world
7. dying structure unable to protect the camp from monsters
8. protects the entrance to the Sea of Monsters; snatches up Percy who frees himself by stabbing her
11. saves Tyson from the battle cruiser explosion; arrives with friends to bring Tyson and his friends to Miami
13. replaces Chiron as camp activities director; cursed to never eat or drink
15. Percy's sword, which is also a pen
17. hero-training program that Dionysus (Mr. D) is in charge of
21. thrown into Polyphemus's mouth to choke on so Percy can get away
22. glows above Tyson's head to signal he's the son of Poseidon
24. creatures who lure Annabeth nearly to her death with their song, but Percy saves her
25. joins Percy on his mission; dislikes Tyson's race at first but develops a new opinion as the story progresses
29. homeless kid and Percy's only friend at Meriwether Prep School; turns out to be Percy's half-brother as another son of Poseidon
30. game interrupted by Laistrygonians posing as students, which Tyson suspected by their smell
31. Percy's full name; son of Poseidon who may be the child in the prophecy
33. sea creatures that Percy, Annabeth, & Tyson ride to secretly board Luke's ship
38. Tempest, Anger, and Wasp; the eye-sharing ladies who drive the taxi that takes Percy to Camp Half-Blood; provide coordinates as a clue to a location
39. structure on the island that gets cut so Polyphemus falls in the chasm (which doesn't work)
40. the magical item that can heal nature; heals Annabeth
43. winged horse Percy quickly learns to ride
44. In an Iris-Message, Dionysus hears Luke admit he poisoned the tree with elder ___ venom and wants the Fleece to heal Kronos.
45. Tyson punches a ___-breathing Colchis bull that attacks camp, immune from its heat.
46. dead crew members that man Clarisse's Civil War battle cruiser *The CSS Birmingham*
49. where Grover is trapped; found in the Bermuda Triangle
50. Percy and Annabeth play ___ to drive the attacking Stymphalian birds above so Apollo's archers can shoot them.

THE SEA OF MONSTERS



A crossword puzzle grid with 50 numbered starting points for words. The grid is composed of white squares for letters and black squares for empty space. The numbers are as follows:

- 1: Down, top center
- 2: Down, top right
- 3: Down, far right
- 4: Across, top center
- 5: Across, top center
- 6: Across, top center
- 7: Across, top right
- 8: Across, top center
- 9: Down, middle left
- 10: Down, middle left
- 11: Across, middle left
- 12: Down, middle right
- 13: Across, middle left
- 14: Down, middle left
- 15: Across, middle right
- 16: Across, middle right
- 17: Across, middle left
- 18: Across, middle left
- 19: Down, middle right
- 20: Across, middle left
- 21: Down, middle left
- 22: Across, middle left
- 23: Down, middle left
- 24: Across, middle right
- 25: Across, middle left
- 26: Across, middle left
- 27: Down, middle left
- 28: Down, middle right
- 29: Across, middle right
- 30: Across, middle right
- 31: Across, middle left
- 32: Down, middle left
- 33: Across, middle right
- 34: Across, middle right
- 35: Down, middle left
- 36: Down, middle right
- 37: Down, middle left
- 38: Across, middle left
- 39: Across, middle left
- 40: Across, middle right
- 41: Down, middle right
- 42: Down, middle left
- 43: Across, middle left
- 44: Across, middle right
- 45: Across, middle left
- 46: Across, middle left
- 47: Down, middle left
- 48: Down, middle left
- 49: Across, middle left
- 50: Across, middle right