

Section 2: Developing writing

Activity 5: Create a villain

Objective

To make adventurous word and language choices appropriate to the style and purpose of the text. (Year 2 Strand 9)

What's on the CD-ROM

Create a villain

- Roll over questions to reveal prompts.
- Type in details to create a villainous character.

What to do

In this activity the children will invent a truly horrible villain for their adventure story.

- Open 'Create a villain' on the CD-ROM. Explain to the children that together you are going to create the vilest, meanest, strangest, cruellest villain you can collectively come up with.
- Go back to the extract 'Jolly Roger' on the CD-ROM and circle the words that show how foul the pirates are: they are horrid to look at, to smell, and probably to touch. They even move in a horrid way. Talk about some of the villains that the children know from books they have read or programmes they have watched on TV. Develop the children's discussion about these characters and capture any appropriate adjectives and aspects.
- Now return to 'Create a villain' on the CD-ROM. Use some of the suggested words and attributes in the roll over text, along with any other ideas from the children, to type in villainous details and create a nasty character.
- Organise the children to either work on screen or use photocopiable page 29 'Create a villain' to create their own villain.

Activity 6: Heroes and heroines at work

Objective

To visualise and comment on events, characters and ideas, making imaginative links to their own experiences. (Year 1 Strand 8)

What's on the CD-ROM

Media resources

- Display the four images and use effective language to describe them.
- Play the audio clip to create a sense of atmosphere.

What to do

In this activity the children are encouraged to describe settings with atmosphere.

- Display the four images from the CD-ROM. Choose one to focus on (for example, the 'Desert island'). With the children, brainstorm words they might use to describe the island to make it sound more exciting, such as 'a wild, dangerous, jungly, haunted island' and so on. While you are doing this, you might like to play the audio clip to stimulate the children's thinking about these scenarios.
- Now provide each child with a copy of photocopiable page 30 'Heroes and heroines at work'. Invite them to look at each of the pictures with a partner and share anything they notice about each scene. Encourage them to choose one of the pictures, cut it out and stick it onto the middle of a large piece of paper. Challenge them to find three dangers in the scene and to write a sentence about each around the image. Encourage them to think of a suitable adjective (such as 'angry' or 'cunning') for a pirate.
- As an extension activity, ask the children to draw and describe their own setting, such as, a jungle, a city or a big, old house. Ensure that they fill it with plenty of atmospheric detail.