

Activity 7: Should I stay or should I go?

Objective



To write narratives in which events are sequenced logically and conflicts resolved. (Year 3 Strand 9)

What's on the CD-ROM



Should I stay or should I go?

- Roll over the 'Yes' and 'No' to reveal possible outcomes.

What to do

This activity will encourage the children to consider more than one possible outcome for events in their adventure stories.

- Explain how characters in an adventure story are often faced with a dilemma or difficult choice and that what they decide affects how the story continues. Ask for examples from stories, TV programmes or films that the children know.
- Open 'Should I stay or should I go?' from the CD-ROM. Discuss the first scenario, eliciting possible outcomes, before rolling over 'Yes' and 'No' to reveal two suggestions, both of which would fit logically in the context of an adventure story and would carry the story on to the next event. The four other scenarios work in the same way and can be used either for whole-class or paired and individual use.
- Alternatively, let the children use photocopiable page 31 'Should I stay or should I go?' to work independently, cutting and pasting each of the scenarios and writing their own yes/no options.
- As an extension activity, encourage the children to write a short excerpt based on one of the dilemmas, or rehearse and perform a chosen scenario, with both outcomes, to the class.


Activity 8: Road rage

Objective



To develop and refine ideas in writing using planning and problem-solving strategies. (Year 4 Strand 9)

What's on the CD-ROM



Road rage

- A roll-over activity to prompt solutions to problems.

What to do

This activity shows the children how using a chase scene in their adventure can vary pace and introduce excitement.

- Talk about chase scenes in films the children have seen. Watch a video extract in preparation, if possible.
- Explain how chase scenes vary pace and introduce excitement through fast action and changing fortunes.
- Open 'Road rage' from the CD-ROM and demonstrate how to roll over the coloured sections of road to reveal dilemmas. Invite solutions to the various setbacks that occur, stressing that there could be several possibilities. Invite pairs of children to work at the computer, discussing and jotting down their solutions to the problems encountered.
- Alternatively, let pairs of children use photocopiable page 32, with dice and counters, to play the game. Explain that if players hit a shaded area, they must throw the dice again to identify a 'setback' to face. As they wait their next turn, they must note down a solution that they read out before their next turn in order to rejoin the game.
- The written solutions can be used in shared writing to compose a chase extract from an adventure story, using powerful verbs and exciting vocabulary.