

Section 2: Developing writing

Activity 5: Opening chapter

Objective

To organise ideas into clear sections/paragraphs with an appropriate opening and closing (Year 5 Strand 10 Writing target).

What to do

This activity helps the children to open a two-world fantasy story.

- Remind the children that a key feature of the fantasy genre is the use of a 'doorway' or 'portal' that transports the main character from the real world into the fantasy world, and back again. Ask the children to recall the portals in stories they have read, such as Platform 9¾ in the Harry Potter books and the rabbit hole in *Alice in Wonderland*. Notice that in spite of their magical powers, portals are usually unremarkable features of the real-world surroundings. Discuss reasons for this, such as building suspense and adding an element of surprise.
- Hand out copies of photocopiable page 29 'Opening chapter'. Discuss various contrasting settings and suitable objects to move characters between worlds.
- Now work together to use the settings and portal to plan the opening chapter of a two-world fantasy story. Encourage the children to make notes about what to include in each paragraph. Explain how to organise and develop the notes into paragraphs. Describe a cliffhanger ending that leaves the story at a critical point, adding an element of suspense, and ask the children to think of one of their own.

Activity 6: Fantasy objects

Objective

To use different narrative techniques to engage and entertain the reader (Year 6 Strand 9).

What to do

This creative activity gives the children the opportunity to turn an everyday object into a fantastic object with special powers.

- Make a list of fantasy objects from stories the children have read (for example, the invisibility cloak in the Harry Potter books).
- Ask the children to describe each fantasy object and explain what it does. Consider the *role* of the object in the story. Perhaps the hero embarks on a quest to recover it or uses it to assist him or her on the journey. Stress that the objects are simply everyday items that have been given special powers.
- Open the CD-ROM file 'Fantasy objects'. Begin by dragging the marble images from the 'Image bank' on to screens 1 and 2. Together, assign a special power to each marble. Then decide which marble to use in their story. Ask the children to work in pairs to imagine they have just taken this marble out of the bag. What happens to them? Do they use their new powers for good or evil? Share ideas as a class.
- Ask the children to work on photocopiable page 30 'Fantasy objects' individually or in their pairs. Remind them that they are writing about magical powers and exciting events/action, so they will need to use a range of adjectives and powerful verbs and vary the length of their sentences.

What's on the CD-ROM

Fantasy objects

- Drag and drop marbles and create magical powers for each of them.
- Write about how the magic powers of one marble effect events in a story.