

Section 2: Developing writing

Activity 1: Choose a starter

Objective

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

What's on the CD-ROM

Choose a starter

- Type in paragraphs to follow starter sentences.

Media resources

- Listen to, discuss and use the audio clip 'Creaking door' as a stimulus for writing.

What to do

This activity encourages children to think about the 'hook' that grabs the reader's interest at the start of an adventure story.

- Open the CD-ROM activity 'Choose a starter'. Read the opening sentences with the children and explore what makes them effective hooks: in the first we wonder what the noise can be; in the second we wonder who 'they' are; and in the third we wonder what has happened to the character described and why he or she suddenly wakes or becomes aware that he is in a strange place.
- Discuss some possible pathways for the text to follow, encouraging the children to explore contrasting ideas for each. Type in the children's ideas to produce opening paragraphs. Give each child a copy of photocopiable page 25 'Choose a starter' to complete independently.
- Listen to the audio clip 'Creaking door' on the CD-ROM. Discuss the kind of scenario it conjures up in the children's imaginations and what the door might lead to. (An old castle, a prison or dungeon?) What sort of atmosphere does it conjure up? (Scary, exciting, threatening?)
- Ask the children to work in pairs to think up a scenario using the audio clip as the hook. Allow children to explain their ideas to the class and encourage constructive feedback.

Activity 2: Goal!

Objective

To use a range of oral techniques to present persuasive arguments and engaging narratives.
(Year 6 Strand 1)

What's on the CD-ROM

Goal!

- Choose a goal and type in answers about how it could feature in a story.

What to do

This lesson invites children to think about the goal that commonly features in adventure stories as the reason for a character's journey or quest.

- Open 'Goal' on the CD-ROM. Together, consider the objects in the 'These images' section of the 'Image bank' and invite suggestions on how they might feature as the trigger for a quest or journey in an adventure story. Refer to adventure stories the children have read to help stimulate ideas. Discuss different motivations – for example, to find something that has been lost or stolen, to rescue someone or to stop something bad happening. Suggest that in an adventure story the goal may be an object, but equally it may be finding an important person or place, escaping from someone or somewhere, or getting back after being lost or kidnapped.
- As a class, choose a goal and type in the children's ideas to answer the questions. Hand out copies of photocopiable page 26 'Goal!' and allow the children to work independently to fill in their own ideas for a different goal. Invite volunteers to read out their ideas and encourage discussion and feedback.
- Ask the children to work in small groups to think up more ideas for goals. They could also collect examples of goals from familiar adventure stories.