



## Section 2

# Developing writing

### Developing sci-fi writing

These activities structure the sci-fi writing process. Children will do short pieces of writing which they will use later in extended writing.

### Planning


Longer stories need a clear plot structure with key events. Children will decide the sequence of events, where to provide more detail and where this is not necessary. Developing a logical structure and working out how conflicts are resolved are key aspects of Strand 9 of the Primary Framework. The materials guide children through a sci-fi mission to solve a problem.

### Shared and guided writing

Initial stages of this work are developed through shared and guided writing. Demonstrate activities and specific processes in shared writing. Help children making and record important decisions about their stories in guided group work.

### The activities

- 'Sci-fi success' (photocopiable page 25) guides children's thoughts about purpose and audience as they recall key characteristics of sci-fi.
- 'Mission possible' (photocopiable page 26) helps children to consider the story's central problem and how it can be solved.
- 'Trek across the universe' (photocopiable page 27) maps the shape of the story and suggests ideas for minor events to add colour.
- "Captain, we have a problem..." (photocopiable page 28) helps build detail.
- In 'Meet the crew' (photocopiable page 29) children create a crew of space travellers.
- 'Invent an alien' (photocopiable page 30) helps children to design and name alien creatures.
- 'Ground control', 'Silver machine' and 'Is there life on Mars?' (photocopiable pages 31, 32 and 33) use three main locations – headquarters on Earth, the spaceship and another planet. 'Mystery planet' (photocopiable page 34), helps them to create this imaginary setting.



### Activity breakdown

#### Purpose

- 'Sci-fi success' (page 20)

#### Plot

- 'Mission impossible' (page 20)
- 'Trek across the universe' (page 21)
- 'Captain, we have a problem...' (page 21)

#### Character

- 'Meet the crew' (page 29)
- 'Invent an alien' (page 22)

#### Setting

- 'Ground control' (page 23)
- 'Silver machine' (page 23)
- 'Is there life on Mars?' (page 24)
- 'Mystery planet' (page 24)