



Section 3

Writing

This section helps you to develop the children's writing from the extracts read in section 1 and the ideas planned in section 2. There are three extended writing projects in this section. Each project will result in a full piece of writing and each is designed to develop a particular aspect of sci-fi writing. The first emphasises description of setting, the second focuses on character development and the third looks at problems and solutions.

Planning

The children can use the activity 'Plan your sci-fi story' on the CD-ROM to structure each of their writing projects. Demonstrate how to make notes in the different sections using ideas developed in section 2. Draw attention to the particular focus for each writing project.

Project 1: On location

This is based on a mission in which the main characters travel from their space station to an unknown planet to solve a problem. The focus of this story is on the description of settings.

You can use the two 'On location' activities to generate ideas (photocopiable pages 38 and 39). You will need to demonstrate how to use the 'Plan your sci-fi story' and 'My sci-fi story' writing templates on the CD-ROM. Draw on learning from 'Extract 1: The summer night' (section 1), 'Silver machine' 'Is there life on Mars' (section 2) to enrich this activity.



Writing tips

When writing sci-fi use:

- futuristic settings (such as space craft and strange planets)
- extended noun phrases for description (*the swirling red-ore dust*)
- time words to sequence events
- your own technical vocabulary
- humans, robots and aliens
- good and bad characters
- problems to solve.

Project 2: Friend or foe?

This focuses on characters and is based on an alien encounter. Use the 'Sci-fi characters' activity on the CD-ROM to develop character descriptions. Use the 'My sci-fi story' writing templates for the extended writing. Draw on learning from 'Extract 3: Code MD' (section 1), 'Invent an alien' and 'Meet the crew' (section 2).

Project 3: Plan your sci-fi story

This focuses on problems and solutions. Use 'Plan your sci-fi story' on the CD-ROM to agree on a basic idea. The question 'What struggle takes place and where?' helps children to plan the moment of tension that will be at the heart of their story. Draw on learning from 'Mission possible' and 'Captain, we have a problem...' (section 2).

The three projects can be combined if children work quickly or if there is more time available. This can easily be done by combining drafts of work on each of the projects to develop a single extended piece of writing.