

Monday,

Build up summary

Brain warm up!

Add an adjective before these nouns.



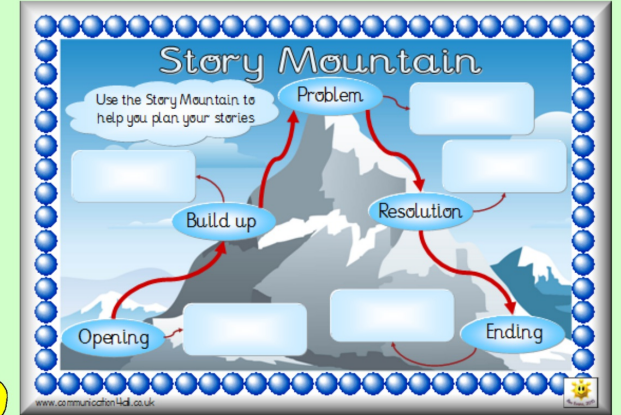
doughnut

waterfall

storm

kitten

What are the five parts of a story? Think about the purpose of each stage.



Read the extract from Chapter 15.



If this was a short story, what part of the story mountain describes this extract best? Why?



Potter Talk

Opening, build up, problem, resolution, ending

Your task:
Sketch the extract.



Black, silent forest



Drooping, slabby jowls



Silver-blue, shiny unicorn blood

Next, add detail to your sketches and annotate with extended noun phrases (properly punctuated).

Tuesday,

Brainstorm

Brain warm up!



Add a suffix to this word to make an adjective.

fear _____



Brainstorm time!

What do we need to remember about brainstorming?

Don't judge an idea at the very beginning. Think it through for a bit.

There are no wrong answers.

We think of lots of ideas and narrow them down later.

Do stay focused on the topic when you're brainstorming.

Our ideas don't have to be fully thought through yet.

Think wild ideas at this stage. We can get rid of bad ideas later.

Share ideas and build on them together.

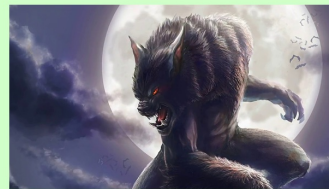


L.O. To plan clues of a mystery story.

What creatures might live in the forest? What clues might each of them leave for Harry and friends to find?



Harry and friends find torn clothes in the forest.



Harry and friends find strange prints in the forest.



Are they good creatures or bad creatures? Have they harmed the unicorn or are they going to help Harry?

Write down three of your ideas and think of clues that the characters might find.

Creature:	Clue:
Creature:	Clue:
Creature:	Clue:

"Something was slithering over dead leaves nearby: it sounded like a cloak trailing along the ground."

What could be making that noise? Will it be the same thing that's harmed the unicorn in your story?

Write down two of your ideas and think of clues. This doesn't need to be the same thing that harmed the unicorn in your story. Maybe it's a very innocent giant slug!

Creature:	Clue:
Creature:	Clue:

Ending

It's often easier to think of an ending for your story than it is to think about the problem and resolution.

Think about these questions and see if you have figured out what you want your ending to be.

Will any of your characters be hurt?
Do you want them all to be happy?
Will they all end up back at the castle?
How will they feel when they get back to the castle?
What will they be looking forward to?

Answer these questions in your books. Once you have these answers, you'll be able to plan your problem and resolution to match them tomorrow.

Wednesday

Plan

Brain warm up!

Put one letter in each box to show the word class.

noun A	adverb B	adjective C	verb D
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The lazy lion snored noisily.

□	□	□	□
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Look at your ideas from yesterday.

What creatures and clues do you want to have in your story?

Will any of your characters be hurt?
Do you want them all to be happy?
Will they all end up back at the castle?
How will they feel when they get back to the castle?
What will they be looking forward to?

E.g. If the story ends with Harry and Ron helping Hermione back up to the castle because she's broken her leg, something needs to happen in your Problem for her to break her leg.



Do we need long descriptive sentences in our plan?

Possible problem 1:

Possible problem 2:

Possible resolution

Possible resolution

Possible resolution

Possible resolution

Why do we have two problems? Why do we have two resolutions for each problem? What happens if we find a reason why one of our problems doesn't make sense?

Possible problem	Possible problem
Possible resolution:	Possible resolution:
Possible resolution:	Possible resolution:

Thursday

Powerful vocabulary

Brain warm up!

Name the determiners



The puppy climbed out of the box and licked her owner's hand.

What are they? Think of examples!

