

English Planning and Ideas



Week Commencing: Monday 11th May 2020

Year Group: 3

	Monday 11 th May 2020	Tuesday 12 th May 2020	Wednesday 13 th May 2020	Thursday 14 th May 2020	Friday 15 th May 2020
Area of Learning	LC: Can you box up a suspense story?	LC: Can you show a setting?	LC: Can you create a toolkit?	LC: Can you write a paragraph using a toolkit1?	LC: Can you write a paragraph using a toolkit2?
Activity	<p>Starter:</p> <p>Spelling Shed</p> <p>Main: Children to re-read 'The Manor House' Show the children the boxed-up version can they complete the column marked 'Manor House' (see resources).</p> <p>Independent Task: Children to complete their own innovation using a character and setting of their own (See resources for completed innovation) Ideas for settings could be:</p> <ul style="list-style-type: none"> • a playground 	<p>Starter:</p> <p>Spelling Shed</p> <p>Main: Today the children will draw a picture of their setting from yesterday's innovation.</p> <p>Independent task: Draw a picture and discuss what is happening. Write some of your sentences on paper.</p>	<p>Starter:</p> <p>Spelling Shed</p> <p>Main: Children to read through the Manor House, can they recall the verbs they found from last Thursday 's lesson.</p> <p>Independent task: Children to complete the sections in the writing toolkit.</p>	<p>Starter:</p> <p>Spelling Shed</p> <p>Main: Children will need to read through their toolkit they created yesterday and use their own innovation from Monday's lesson</p> <p>Independent task: Children to write the first paragraph of their story at least two sentences long (See resources for an example)</p>	<p>Starter:</p> <p>Spelling Shed</p> <p>Main: Children will need to read through their toolkit they created yesterday and use their own innovation from Monday's lesson</p> <p>Independent task: Children to continue to write the story</p>

	<ul style="list-style-type: none">• near water• cave• forests <p>Character could be:</p> <ul style="list-style-type: none">• a girl• a boy• a man• an animal				
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Monday 11th May 2020

The Manor House	Bare Bones	Your Innovation
Lara _____	Main character (MC) leaves safe place	<hr/> <hr/> <hr/>
Lara enters _____ _____	Main character in a scary setting	<hr/> <hr/> <hr/>
Lara waits to take a photo of something she thinks she has seen before	MC waits to spot / see something	<hr/> <hr/> <hr/> <hr/>
Lara sees a _____ and hears _____	Threat arrives	<hr/> <hr/> <hr/>
Lara is chased by something	Threat gets closer	<hr/> <hr/> <hr/>
<hr/> <hr/> <hr/>	MC escapes and is safe but promises to try again, another day	<hr/> <hr/> <hr/> <hr/>

An example of a boxed-up innovation

<u>The Manor House</u>	<u>Bare Bones</u>	<u>Our Innovation</u>
Lara sneaks out of house in the middle of night	Main character (MC) leaves safe place	<i>Martha on a beach with parents – they fall asleep – she sneaks away</i>
Lara enters Harrow Woods	Main character in a scary setting	<i>Goes to creepy cave on the beach</i>
Lara waits to take a photo of something she thinks she has seen before	MC waits to spot / see something	<i>Walks into cave to try and find something strange that she thought she had seen last time</i>
Lara sees a shadow and hears noises	Threat arrives	<i>Noises scare her – mossy rope falls</i>
Lara is chased by something	Threat gets closer	<i>A ‘thing’ chases her out of the cave</i>
Lara runs to safety	MC escapes and is safe but promises to try again another day	<i>Runs back to parents. Decides to try again soon.</i>

Wednesday 13th May 2020

Tool	Examples from <i>The Manor House</i>	Name key grammar/ devices used – comment on effectiveness	Other ideas
Describe the MC's reactions and actions to show how they feel	<i>Lara shivered</i> <i>... she paused ...</i> <i>... blood thumping in her ears ...</i> <i>... she perched on the edge</i>	Well-chosen verbs	<i>He stumbled over a tree root.</i> <i>John moved along the path, step by step.</i> _____ _____
Use a time phrase to show that the MC is far away from home	<i>Twenty minutes later,</i>	Adverbial –help orientate reader: when	<i>What felt like an hour later,</i> _____ _____
Describe the setting through the MC's eyes	<i>In the front garden,</i> <i>Behind her,</i>	• Adverbials help orientate reader: where?	<i>Behind the shed,</i> _____
Put your MC in the dark	<i>Her torchlight found the path and occasionally flashed.</i> <i>Dark clouds had muted the moon.</i>	• Alliteration helps reader picture the scene	<i>The pin-prick stars did little to light the way.</i> _____
Put the MC's feelings into the environment	<i>Quivering leaves ...</i> <i>She heard the wind awaken ...</i>	• Personificatio n makes the setting seem alive and threatening	<i>The birds fell silent and hid in the trees.</i> _____

<p>Describe using words that suggest danger / threat</p>	<p><i>Black leaves Dark clouds Still fountain</i></p>	<ul style="list-style-type: none"> • Expanded noun phrases help the reader to picture the scene • Well-chosen adjectives help the reader picture what's being described 	<p><i>Dense fog</i> <i>crackling leaves</i></p> <hr/> <hr/> <hr/> <hr/>
<p>Use empty words</p>	<p><i>It Something</i> <i>A shadow</i></p>	<p>Pronouns used to hide the actor Vague noun to hide the actor</p>	<p><i>Something breathing</i></p> <hr/>
<p>Name your setting carefully to hint at danger</p>	<p><i>Harrow Woods</i></p>	<p>Proper nouns to make setting clear</p>	<p><i>Blackbeard's Cave</i></p> <hr/> <hr/>

Thursday 14th May 2020

Example of writing (underlined taken from yesterday's toolkit).

What felt like an hour later, Martha came to the edge of Blackbeard's Cave. She looked around her and no one was in sight. She stumbled over the rockpool and stared into the black inkiness of the cave. Martha moved along the side beneath her feet small, loose stones littered the floor causing her to slip as she entered the darkness. Frozen to the spot Martha's trembling hands found her phone in her pocket and she switched on the torch lighten up the side of the cave.

Helpful notes

If children are struggling with their writing, get them to hug closely to 'The Manor House' text.

For example:

One step at a time, Martha crept towards the beach. At the shoreline, she paused but all she could hear was the waves washing on the shore. She'd be back before they awoke from their nap.

Twenty minutes later, she entered Blackbeard's Cave. Her torchlight found the inside of the cave and occasionally flashed to show outlines of rocks. Before long she came to a large cavern. In the front was stalactite smothered in green algae. Stalagmites blocked the path with an orange glow.

Warily, Martha perched on a rock, took her camera out from her pocket and faced the stalactites. It was here she had first seen it. This time she'd be ready.

After a few moments, she heard the wind whistling in the cave. The pools of water rippled, the rocks creaked and soggy algae landed on her cheek. Martha shivered. Behind her, a scurrying noise. What was that? She whipped round to face the entrance. A shadow moved through the side of the cave. A light flickered on.

Martha ran, shoving her camera back in her pocket as she scrambled away from the cave. She was sure she could hear something scattering the small pebbles behind her as she sped up the beach. She didn't stop until she saw her sleeping parents, where she paused to catch her breath.

Next time, she thought. Next time, I'll be ready.

Where can I complete further work?

[Twinkl](#) – Subscription service used by schools is offering a free premium service for teachers, parents and children to use whilst schools are closed. Enter the code **UKTWINKLHELPS** for access to worksheets, powerpoints and interactive games to support all areas of learning.

[Classroom Secrets](#) – Free Maths, Reading and Grammar home learning packs and interactive resources for all ages.

[BBC Bitesize Primary](#) – Free learning resources available for KS1 and KS2 across all subjects.

[Oxford Owl](#) – Free ebooks and reading resources available when you create a free login.

[Phonics Play](#) – Subscription service is offering free access to their learning resources during this period. Follow the link for details on how to gain free access.

[Top Marks](#) – Free educational resources and games for English and Maths.

[ICT Games](#) – Free educational resources and games for English and Maths.