English Learning for week beginning 29th June 2020

This week includes a spelling grammar or punctuation based activity followed by seven activities based around the text / resource provided.

We haven’t added nine additional activities as some written pieces can take more time to complete and also because we appreciate that life and timetabling isn’t always straightforward!

We do not recommend changing the order of the work below as activities are often designed to build upon the learning of those before. There shouldn’t be any need for a printer. However, if you do have one, you may find it useful to print some things off.

Please see the English non-negotiables for guidance around the standard of work that children should be aiming for.

Your child’s teacher will be very pleased to look over and comment on any work submitted by email even if physical marking is an impossibility currently!

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| Activity number | Opening activity | Follow up activity |
| SPaG activity | Look through the SPAG Cohesion in Paragraphs PowerPoint presentation/pdf document. | * Work through the slides answering the questions as you go. * Complete the activity on the SPAG Cohesion Activity.pdf * Challenge! Look at the last two slides of the presentation. Can you write two sentences which are linked together using one of the connecting adverbs? Can you match the text type with the connecting adverb? |
| Text Resource | The Place of Moon and Stars by Pie Corbett |  |
| Activity 1  Objective: summarise the events of a story. | Read the story. Do you like it? | Create the story plan for the story so far. Remember to use note form. Now add the resolution and conclusion to your plan which you feel would match the story. How does she get home? |
| Activity 2  Objective: identify descriptive devices. | Re-read page 4, this page describes what is happening in the factory. | Fill in the language devices sheet or copy the table in to your own book and complete it if you do not have a printer. |
| Activity 3  Objective: create settings for a story. | You are going to write a story where your main character ends up in their dream world connected to something which is important to them in real life. | Split a page into two. One one side draw the real world scene and on the other draw the dream world scene which is related to it. Please avoid real world places which are already animated such as computer/ online games as these don’t leave much space for an imaginary world connected to them. Use your own ideas. |
| Activity 4  Objective: Plan a dreamworld story. | Plan story |  |
| Activity 5 and 6: Write a dreamworld story which captures the reader’s imagination. | Write your mystery story. Remember the non-negotiables! Also remember to use high quality descriptive language such as that which you studied in session 2. | |
| Activity 7: Edit writing to correct and improve. | Edit your story | Now you have had a break from your story, go back and edit it for the basics such as sense, spelling, punctuation and language choices. Also look at how you could alter sentence structure or even add in whole sentences to really up the quality. |