







	Learning objective	Main teaching	Activity	Resources	Vocabulary																		
Monday	LO to plan a portal story WW2 Theme! Evacuee train	TEACHER GUIDED PLANNING AND WRITING Most portal stories follow a similar pattern: <div><div>1) Main character finds a magical portal & enters a new world</div><div>2) Describe new world</div><div>3) Main character explores this new world & encounters a problem</div><div>4) Main character has to escape & return through the portal</div><div>5) Main character cannot find portal again (sometimes brings back a memento of new world)</div></div> Brainstorm books/films we know that would follow this pattern. TOP TIPS: <div><div>- Start in a world/setting you know well<div>- it is far easier to describe something you are familiar with (e.g. school, garden, local town)</div></div><div>- Use a stimulus (e.g. picture) for the new world<div>- an image will help you focus on the detail and describe what is there</div></div><div>- Let your ideas flow<div>- you can go back and edit later!</div></div></div>	Using the template example below (copied into your exercise books with a pencil and ruler) and your brainstormed ideas, plan a portal story guided by teacher about a portal to an evacuee train. Scroll down to see an enlarged copy. <table><tr><th>Underlying Pattern</th><th>Story Idea 1</th><th>Story Idea 2</th></tr><tr><td>Main character finds magical portal and enters new world</td><td>Sarah is playing in her Grandmother's garden and notices a small fairy door. Touches door and shrinks/enters.</td><td>Josh and Archie playing hide and seek in their house. Archie opens hatch in the roof and discovers new world.</td></tr><tr><td>Describe new world</td><td>Arrives in an underground world full of caves, giant toadstools and magical creatures.</td><td>Transported to life on-board an enormous sailing ship in Tudor England.</td></tr><tr><td>Main character explores new world and encounters a problem</td><td>Sarah explores new world and enters an area strictly forbidden. Picks a magical flower.</td><td>Ship is thrown into battle.</td></tr><tr><td>Main character has to escape and return through the portal</td><td>Alarm sound and Sarah runs. She is chased through the magical world by unknown threat and escapes.</td><td>Archie desperately searches for portal and way back to own world.</td></tr><tr><td>Main character cannot find portal again (sometimes has brought back a memento of new world)</td><td>Sarah cannot find fairy door again, but the cut flower lives on forever reminding her of her journey.</td><td>Archie escaped with small pouch of gunpowder in his pocket.</td></tr></table> <div></div>	Underlying Pattern	Story Idea 1	Story Idea 2	Main character finds magical portal and enters new world	Sarah is playing in her Grandmother's garden and notices a small fairy door. Touches door and shrinks/enters.	Josh and Archie playing hide and seek in their house. Archie opens hatch in the roof and discovers new world.	Describe new world	Arrives in an underground world full of caves, giant toadstools and magical creatures.	Transported to life on-board an enormous sailing ship in Tudor England.	Main character explores new world and encounters a problem	Sarah explores new world and enters an area strictly forbidden. Picks a magical flower.	Ship is thrown into battle.	Main character has to escape and return through the portal	Alarm sound and Sarah runs. She is chased through the magical world by unknown threat and escapes.	Archie desperately searches for portal and way back to own world.	Main character cannot find portal again (sometimes has brought back a memento of new world)	Sarah cannot find fairy door again, but the cut flower lives on forever reminding her of her journey.	Archie escaped with small pouch of gunpowder in his pocket.	Pen Exercise book Plan template Ruler Pencil	Portal Description Plan Template Brainstorm
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<p>Tuesday</p>	<p>LO to use success criteria to write a portal story.</p>	<p>TEACHER GUIDED PLANNING AND WRITING</p> <p>To recap on all the key points we've been learning:</p> <ol style="list-style-type: none"> Describe the portal in detail. You may want to show the portal through the eyes of the main character. Think about what lies on the other side of the door. Allow yourself the opportunity to write about what interests you and what is important to you. Great writers steal ideas ('magpie') from other great writers. Reflect upon the portal stories that you have loved reading and consider what made these so engaging. Try to bring in some of these skills and techniques into your own work. Enjoy it. Writing is all about sharing a passion for words, stories and the world of possibility. If you love the story you are writing – so too will your reader. 	<p>We are now going to write our guided class portal stories!</p> <p>Success Criteria:</p> <ol style="list-style-type: none"> Show the setting through the eyes of the character Describe the door/portal Add detail Use adverbs to show how actions are performed Pattern of three to advance the action and inject a sense of pace Use semicolons accurately <p>As a class, write an opening and share ideas together.</p> <p>Write the description of the train together to generate ideas (5 senses etc) for a detailed description.</p>	<p>Your work from the past 2 weeks</p> <p>Success criteria list</p> <p>Pen</p> <p>Pencil</p> <p>Ruler</p> <p>Paper/ exercise book</p>	<p>Portal</p> <p>Detail</p> <p>Character</p> <p>Engaging</p> <p>Possibility</p> <p>Adverbs</p> <p>Advance</p> <p>Semicolon</p>
<p>Wednesday</p>	<p>LO to examine my writing in line with success criteria</p>	<p>TEACHER GUIDED EDITING USING SUCCESS CRITERIA</p> <p>Complete the story as a class (and sections individually under the teacher's guidance).</p> <p><u>Revisit the success criteria.</u></p> <p>Success Criteria:</p> <ol style="list-style-type: none"> Show the setting through the eyes of the character Describe the door/portal Add detail Use adverbs to show how actions are performed Pattern of three to advance the action and inject a sense of pace Use semicolons accurately 	<p>Teacher to model how to use success criteria as a check list.</p> <p>Edit and improve own work.</p> <p>Class up-level sentences and children to understand how deep the editing process can be.</p>	<p>Success criteria list</p> <p>Writing from Tuesday</p> <p>Writing books</p> <p>Pen</p> <p>Pencils</p>	<p>Success criteria</p> <p>Examine</p> <p>Describe</p> <p>Setting</p> <p>Portal</p> <p>Adverbs</p> <p>Pattern of 3</p>

Thursday	LO to plan a portal story	<div>INDEPENDENT APPLICATION OF LEARNING</div> <p>Most portal stories follow a similar pattern:</p> <div><div>1) Main character finds a magical portal & enters a new world</div><div>2) Describe new world</div><div>3) Main character explores this new world & encounters a problem</div><div>4) Main character has to escape & return through the portal</div><div>5) Main character cannot find portal again (sometimes brings back a memento of new world)</div></div> <p>Brainstorm some ideas that would follow this pattern.</p> <p>TOP TIPS:</p> <div><div>- Start in a world/setting you know well</div><div>- it is far easier to describe something you are familiar with (e.g. school, garden, local town)</div><div>- Use a stimulus (e.g. picture) for the new world</div><div>- an image will help you focus on the detail and describe what is there</div><div>- Let your ideas flow</div><div>- you can go back and edit later!</div></div>	<p>Using the template example below (copied into your exercise books with a pencil and ruler) and your brainstormed ideas, plan two different portal stories. Scroll down to see an enlarged copy.</p> <p>It might seem odd that we would plan two stories but it's so that you have a chance to decide which story will work best and to explore a range of ideas.</p> <table><tr><th>Underlying Pattern</th><th>Story Idea 1</th><th>Story Idea 2</th></tr><tr><td>Main character finds magical portal and enters new world</td><td>Sarah is playing in her Grandmother's garden and notices a small fairy door. Touches door and shrinks/enters.</td><td>Josh and Archie playing hide and seek in their house. Archie opens hatch in the roof and discovers new world.</td></tr><tr><td>Describe new world</td><td>Arrives in an underground world full of caves, giant toadstools and magical creatures.</td><td>Transported to life on-board an enormous sailing ship in Tudor England.</td></tr><tr><td>Main character explores new world and encounters a problem</td><td>Sarah explores new world and enters and area strictly forbidden. Picks a magical flower.</td><td>Ship is thrown into battle.</td></tr><tr><td>Main character has to escape and return through the portal</td><td>Alarm sound and Sarah runs. She is chased through the magical world by unknown threat and escapes.</td><td>Archie desperately searches for portal and way back to own world.</td></tr><tr><td>Main character cannot find portal again (sometimes has brought back a memento of new world)</td><td>Sarah cannot find fairy door again, but the cut flower lives on forever reminding her of her journey.</td><td>Archie escaped with small pouch of gunpowder in his pocket.</td></tr></table> <div></div>	Underlying Pattern	Story Idea 1	Story Idea 2	Main character finds magical portal and enters new world	Sarah is playing in her Grandmother's garden and notices a small fairy door. Touches door and shrinks/enters.	Josh and Archie playing hide and seek in their house. Archie opens hatch in the roof and discovers new world.	Describe new world	Arrives in an underground world full of caves, giant toadstools and magical creatures.	Transported to life on-board an enormous sailing ship in Tudor England.	Main character explores new world and encounters a problem	Sarah explores new world and enters and area strictly forbidden. Picks a magical flower.	Ship is thrown into battle.	Main character has to escape and return through the portal	Alarm sound and Sarah runs. She is chased through the magical world by unknown threat and escapes.	Archie desperately searches for portal and way back to own world.	Main character cannot find portal again (sometimes has brought back a memento of new world)	Sarah cannot find fairy door again, but the cut flower lives on forever reminding her of her journey.	Archie escaped with small pouch of gunpowder in his pocket.	Pen	Portal
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