




	Learning objective	Main teaching	Activity	Resources	Vocabulary																		
Monday	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> <div><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>David is playing in his Grandmother's garden and notices a small fairy door. He goes inside and discovers a new world.</td><td>Jack and his friend playing football in the park notice a small hole in the wall and decide to go inside.</td></tr><tr><td>Describe new world</td><td>David is in an underground world full of caves, giant mushrooms and magical creatures.</td><td>Jack is surprised to find a brand new enormous city in his back garden.</td></tr><tr><td>Main character explores new world and encounters a problem</td><td>David explores the new world and encounters a problem. There is a magical portal.</td><td>Jack is thrown into battle.</td></tr><tr><td>Main character has to escape and return through the portal</td><td>David is scared and doesn't want to go back. He is helped by the magical world by unknown friends and enemies.</td><td>Jack desperately searches for the portal and only back to his world.</td></tr><tr><td>Main character cannot find portal again (sometimes has brought back a memento of new world)</td><td>David cannot find the fairy door again, but he has found back the treasure (memento) of his journey.</td><td>Jack is upset with small pieces of glass in his pocket.</td></tr></table><div></div></div>	Underlying Pattern	Story Idea 1	Story Idea 2	Main character finds magical portal and enters new world	David is playing in his Grandmother's garden and notices a small fairy door. He goes inside and discovers a new world.	Jack and his friend playing football in the park notice a small hole in the wall and decide to go inside.	Describe new world	David is in an underground world full of caves, giant mushrooms and magical creatures.	Jack is surprised to find a brand new enormous city in his back garden.	Main character explores new world and encounters a problem	David explores the new world and encounters a problem. There is a magical portal.	Jack is thrown into battle.	Main character has to escape and return through the portal	David is scared and doesn't want to go back. He is helped by the magical world by unknown friends and enemies.	Jack desperately searches for the portal and only back to his world.	Main character cannot find portal again (sometimes has brought back a memento of new world)	David cannot find the fairy door again, but he has found back the treasure (memento) of his journey.	Jack is upset with small pieces of glass in his pocket.	<div>Pen</div> <div>Exercise book</div> <div>Plan template</div> <div>Ruler</div> <div>Pencil</div>	<div>Portal</div> <div>Description</div> <div>Plan</div> <div>Template</div> <div>Brainstorm</div>
		Underlying Pattern	Story Idea 1	Story Idea 2																			
Main character finds magical portal and enters new world	David is playing in his Grandmother's garden and notices a small fairy door. He goes inside and discovers a new world.	Jack and his friend playing football in the park notice a small hole in the wall and decide to go inside.																					
Describe new world	David is in an underground world full of caves, giant mushrooms and magical creatures.	Jack is surprised to find a brand new enormous city in his back garden.																					
Main character explores new world and encounters a problem	David explores the new world and encounters a problem. There is a magical portal.	Jack is thrown into battle.																					
Main character has to escape and return through the portal	David is scared and doesn't want to go back. He is helped by the magical world by unknown friends and enemies.	Jack desperately searches for the portal and only back to his world.																					
Main character cannot find portal again (sometimes has brought back a memento of new world)	David cannot find the fairy door again, but he has found back the treasure (memento) of his journey.	Jack is upset with small pieces of glass in his pocket.																					

<p>Tuesday & Wednesday</p>	<p>LO to use success criteria to write a portal story.</p>	<p>INDEPENDENT APPLICATION OF LEARNING</p> <p>To recap on all the key points we've been learning:</p> <p>a. Describe the portal in detail. You may want to show the portal through the eyes of the main character.</p> <p>b. 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.</p> <p>c. Great writers steal ideas ('maggle') 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.</p> <p>d. 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> 	<p>We are now going to write our own portal stories!</p> <p>Success Criteria:</p> <ol style="list-style-type: none"> 1. Show the setting through the eyes of the character 2. Describe the door/portal 3. Add detail 4. Use adverbs to show how actions are performed 5. Pattern of three to advance the action and inject a sense of pace 6. Use semicolons accurately <p>Check your own writing against the success criteria and make sure you have included all of the items from the list.</p>	<p>Your work from the past 2 weeks</p> <p>Success criteria list</p> <p>Pen</p> <p>Pencil</p> <p>Ruler Paper/ exercise book</p>	<p>Portal Detail</p> <p>Character</p> <p>Engaging</p> <p>Possibility</p> <p>Adverbs</p> <p>Advance</p> <p>Semicolon</p>
<p>Thursday</p>	<p>LO to use a success criteria to edit my writing</p>	<p>Read through your writing. Check your writing against the success criteria. Can you tick each box?</p>	<p>Teacher to model editing a paragraph.</p> <p>Edit your writing so you have included each of the success criteria objectives</p>	<p>Your work from the past 2 weeks</p> <p>Success criteria list</p> <p>Pen</p> <p>Pencil</p> <p>Ruler Paper/ exercise book</p>	<p>Portal Detail</p> <p>Character</p> <p>Engaging</p> <p>Possibility</p> <p>Adverbs</p> <p>Advance</p> <p>Semicolon</p>

Friday	INSET DAY
--------	-----------