

Lions/Commas Literacy Plan Week 11

Daily Activity

Log on to

<https://www.ictgames.com/mobilePage/dinosaurEggsHF/index.html>

Click on **number 10**, then click on the egg that has the same word as the word that is called out (will need sound).

Spelling

L.I.- I can spell common words.

S.C:

□ Write the word without copying.

so
some
her
would
make
like
him
into

been
called
who
oil
sit
now
find
long

To practise your words for this week have a go at playing 'pin the tail on the spelling donkey'.



To start, draw a picture of a donkey on a blank piece of paper. This game will be more fun if you have a larger image so if you have A3 paper you could use that, if not then you could stick 4 pieces of A4 together to make a large piece. Remember this is not an art lesson so it really doesn't matter if your donkey looks more like a bird ☺

Then, add your spelling words to the donkey, spaced out. You could write one word in each leg, one in the head, in the ears etc. Also remember to draw an X where the tail would go.

When your spelling donkey is complete find a suitable space to play. You can either play this game by having your donkey pinned to a wall/door or by having it on the floor, make sure to ask an adult where the best place to play is.

Find something to make a blindfold, a scarf/jumper etc.

If you have blu tack you could make a tail to pin on, if not you could use a pen to mark where you land.

To play:

1. Place your blindfold on.
2. If there is someone with you ask them to spin you round a couple of times.
DON'T DO THIS IF YOU ARE PLAYING ALONE.
3. Try to 'pin the tail' on the donkey.
4. Once you have fixed your tail on or made a mark with a pen take your blindfold off to see how close you are.
5. If you got the tail in place on the X, well done you get a point. If you didn't look to see which spelling word you are closest to and write it down.
6. Take 20 turns and see how many points you can get.

If you would like to share your game with the class you could take photos/video and post it in the Spelling channel.

Ask someone in your home to test you on **Friday morning** and post your score in the **Spelling channel**, can you beat last week?

Writing

LI: to describe an imaginative event

SC:

- Write 8 events in order of sequence
- Write 8 sentences
- Use adjectives of description

This week your task is to write an imaginative text with the theme of *Castles*. To do this we are going to create a comic strip of an imaginative story set in a castle.

Talking before writing is always important, so before you put pencil to paper have a go at building some ideas by playing this storytelling game.

First of all, get a blank piece of paper and create boxes.



Then, add some characters. Fill in some of the boxes with roles that you have learned about. Don't include all of the roles as too many characters would get complicated.

knight		
servant		
gang farmer		
cook		
Lord / Lady		

Next, add some castle vocabulary. Think about what you have learned over the last few weeks and what could be useful for a story.

knight	turret	
servant	dungeon	
gang farmer	slag	
cook	armour	
Lord / Lady		
arrow loops		
moat		
drawbridge		
portcullis		

After that, add a few adjectives.

knight	turret	
servant	dungeon	
gang farmer	slag	
cook	armour	
Lord / Lady	brave	
arrow loops	frightening	
moat	ancient	
drawbridge	shimmering	
portcullis	fascinating	

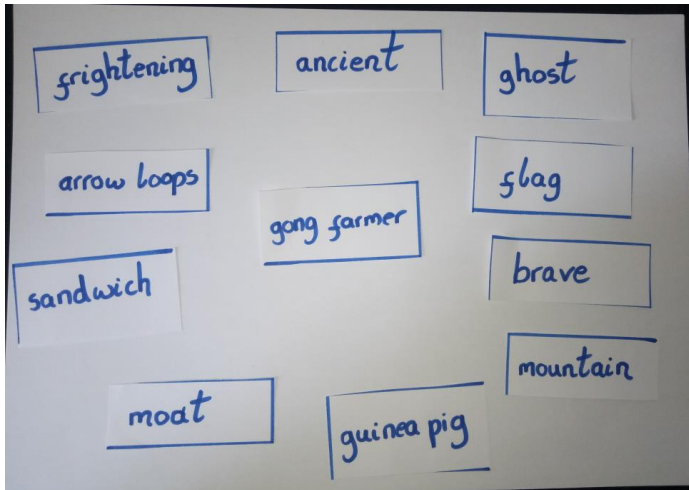
Finally, add some random vocabulary. Remember it is an imaginative piece of writing so you can include anything (dragons etc).

knight	turret	dragon
servant	dungeon	guinea pig
gong farmer	slag	shoe
cook	armour	wand
Lord/Lady	brave	purple
arrow loops	frightening	blue
moat	ancient	mountain
drawbridge	shimmering	ghost
portcullis	fascinating	sandwich

Now that you have your story cards cut them out, take out the character that you want your story to be about and shuffle the rest and turn them upside down in a pile.



Then, turn over the top 10 story cards and place them around your character.



The aim of this game is to create a story using all of the story cards that you have turned over. Now remember these are randomly selected words so your story will probably sound a little silly and funny, but practising like this will help to build ideas.

The **gong farmer** was working in the **moat** when he saw a strange **flag** on the **mountain** behind the castle. He decided to investigate and went to climb up the steep mountain. It was a **frightening** journey and at one point he thought he saw a **ghost**, but he was very **brave** so kept going. He stopped for lunch half way up and ate his **sandwich** looking down on the **ancient** castle. From up on the mountain the castle was tiny, you couldn't even see the **arrow loops**. When he got to the top where the flag was he saw the king of the mountain, a giant **guinea pig!**

Turn this game, or come up with an original idea, into a comic strip using the template provided.

Create 8 sentences that tell an imaginative story with a castle theme. Try to use as much castle related vocabulary as you can.

Start by telling your story (speaking) then draw the pictures to show what is happening. When you have the pictures completed this will help you decide on a good sentence to write to explain what is happening in the picture.

