

Writing Task Week 11

This week your task is to write an imaginative text with the theme of **Castles**. To do this we are going to write an imaginative diary entry pretending to be someone who worked/lived in a castle.

Your diary entry could be from a regular day where you describe what you did that day, or you could turn it into an imaginative story by writing about something unusual that happened that day. Either way you will need to use your knowledge from our topic and your imagination.

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

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.



One of these characters should be your character so remember to include the one who you want to be.

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	
gong farmer	slag	
cook	armour	
Lord/Lady		
arrow loops		
moat		
drawbridge		
portcullis		

After that, add a few adjectives.

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

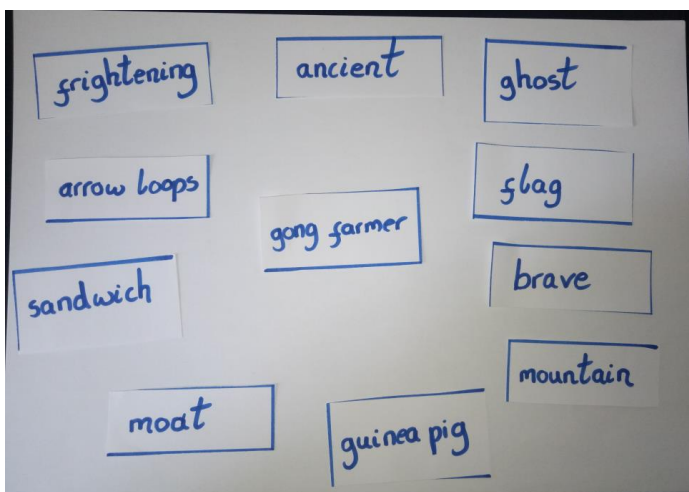
Finally, add some random vocabulary. Remember it is an imaginative piece of writing so you can include anything (dragons etc).

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 you want to be in your diary entry 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 for your diary entry 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.

"Dear diary, being a gong farmer is really not a nice job, I have to go down to the moat and clean it out, it absolutely stinks! Sometimes, like today, it can actually be quite frightening. I was working in the moat on the south side of the castle (facing the black mountain) and something crawled up my leg. The gunge was so green that I couldn't see what it was, at first I thought it might have been a ghost grabbing me from beneath the murky waters. Telling myself that I need to be brave I pulled it out.....it was a guinea pig! To be honest I think the little guy was hungry and was trying to get the sandwich I had hidden in my

pocket. I could see some soldiers watching me through the **arrow loops** and I was terrified they were going to catch me with the sandwich so I sneakily hid the guinea pig under my arm. The most unnerving part was when I was walking back inside and one of the knights asked me to stop. For sure I thought I was caught! Turned out he just wanted me to mend the ripped **flag** on the northern tower, phew! I've decided to keep Snugglecuddle (that's what I've named him) as a pet, hopefully there's no **ancient** law to say I can't. Well I'm off to sleep now, I'll be back tomorrow."

Try it a few times, shuffling the cards between each turn.

Game 2

This game is a little more challenging as you can't choose the order. You can either play this alone or with a partner.

Put all the story cards (shuffled) in a pile facing down. Turn them over one at a time to add on to the imaginative diary entry. So if you're playing with a partner,

Player 1- turns over **wand**

Dear Diary, something magical happened today in the castle, I found a wand!

Player 2- turns over **Lord/Lady**

I think I will need to hide it from the Lord as I don't know if I can trust him.

Then it would go back to Player 1 (or to Player 3, depending on how many people are playing).

Each player takes a turn to turn over a story card and uses the word to add on a sentence or two to the story.

Planning your imaginative text

First of all select the character you want to be. Review what you found out about the role so you can include some good vocabulary.

Think about what you want to include

- Did something unusual happen that day?
- Who did you see that day?
- What were you feeling?

A good way to plan an imaginative story is to start with a comic strip. Use 6/8 boxes and draw what happened that day and write a couple of sentences for each box.

Or you could make a mind map.

Once you are happy with your plan begin to write. We are looking for at least one A4 page roughly.

LI: to describe an imaginative event

SC:

- Write sequence of events in order
- Use adjectives of description
- Use adjectives of emotion
- Use relevant vocabulary (castle related)

When you are finished please post your diary entry in the **Writing Channel** as we are going to use them next week for our writing activity too.