



Imaginative writing

Use of Language
Narrative

Results of
character's actions

Analysis of
Characters

Review of other authors
in same genre

Beginnings/Middles/Endings

Hot seating Characters

Ordering and sequencing

Analysis of writing

Use of Narrative

Language and Literacy Skills
Based Adventure Learning
With
JONNIE ROCKET

Prediction

Writing for
different audiences

Communicate with
Character

E-mail Author

Role-play adventure

Video story
telling

Audio story
telling

Flow diagram
story telling





Science

Change
Push/Pull
Light/Dark
Materials
Pulleys

Creative

Use of different mediums
Exploration of colour and shape
Representation of
character/story

Mathematics

Problem solving
Numeracy
Shape and space

History

Back in time
Then and Now
Homes and houses

**Skills Based Adventure Learning
In Curricular Areas
With
JONNIE ROCKET**

Geography

Environments
Characteristics of places
Climates
Terrain
Cultures
Maps/Plans
Direction

Design Technology

Design and make
Food

ICT

Multiple use of computer programmes
Use of audio equipment
Use of video equipment





USE OF NARRATIVE

EYFS

LANGUAGE FOR COMMUNICATION

Interact with others, negotiating plans and activities and taking turns in conversation

Enjoy listening to and using spoken and written language, and readily turn it into their play and learning

Sustain active listening, responding to what they have heard with relevant comments, questions or actions

Listen with enjoyment and respond to stories

Extend their vocabulary, exploring meanings and sounds of new words

LANGUAGE FOR THINKING

Use language to imagine and recreate roles and experiences

READING

Explore and experiment with sounds, words and text

Re-tell narratives in the correct sequence, drawing on language patterns of stories

Show an understanding of the elements of stories; characters, sequence of events, openings.





ACROSS KS1 AND KS2

COMMON PURPOSE TO TELL A STORY ACCORDING TO GENRE GENERIC STRUCTURE

An opening that establishes the setting and introduces the characters

A complication and resulting event

A solution and ending

LANGUAGE FEATURES

Presented in spoken or written form

May be augmented/supplemented/part presented using images (such as illustrations)

May have interactive/multimedia elements (such as hypertext / images / video / audio)

Told in first or third person

Told or written in past or present tense

Maybe written chronologically - in events that happened in a particular order

Main participants are characters with recognisable qualities often stereotypical i.e. villain /hero





KNOWLEDGE FOR WRITER

Decide on intended style and impact

Plan before to decide on chronology ensuring main events lead towards the ending

Visualise setting and characters to help describe detail

Rehearse and review sentences to access the way they work together

Find different ways to describe what characters think and feel

Use of strategies to connect reader with listener.

Use of repetition of same phrase or same language pattern, ask questions of the listener.

Choose/write an alternative ending

Show how main character has changed

Try out story on others

Activity; what happened in the end





FOUNDATION STAGE

Tell story in parts and then as a whole.

Look at sequence of events and characters involved.

Set up role play of where Jonnie goes to visit.

FOLLOW-UP

Re-read story and ask children to change the destination talking about where it could be and why, what he might do or find there and how it might be different from where he went before and where they live.

Ask the children to decide on next destination and set up role-play to emulate it.

ACROSS KS1 AND KS2

Familiarise the children with the characters and events of the story.

Look at whether the writer has a pattern of events (sequence) that leads to the ending.

Ask the children to discuss what other endings could look like; what would happen if?

Ask them to identify what might keep the readers interest and make them want to turn the pages (story- illustrations)

Is the type of language used important to the story or the reader?

Does the ending need to be final or left open to lead onto the next adventure?

