

		Writing: Ye	ear 4 – Summer 2 We	ek 7	
	Day 1 Activity	Day 2 Activity	Day 3 Activity	Day 4 Activity	Day 5 Activity
Writing	Listen to <u>Chapters 3 and 4</u> of The Story Thief. Answer these questions about the text: 1. Why did most animals 'steer clear' of Osebo the Leopard? 2. Why did Osebo pretend that he didn't want to play with Anansi? 3. How did Anansi trick Osebo? 4. What is molasses? Why did Anansi cover the monkey with it? 5. How did Anansi trick Mmoatia the fairy to touch the monkey? 6. Predict, how will Nyame react when Anansi returns?	 This week you will be creating your own animal character and writing an additional chapter for <i>The Story Thief</i>. This chapter will focus on another animal that Anansi has to capture before returning to Nyame the Sky God. Create your animal character (2B). Remember to: Choose an African animal (2A) Give it a personality trait e.g. bored, strong, lazy, hungry, greedy, competitive Create descriptive phrases using expanded noun phrases and figurative language Now, think about what problem the character will have and how Anansi will use that problem to trick it. E.g. hornets don't have a home so Anansi makes one, leopard is bored so she offers them a game 	Today you are going to plan your chapter of <i>The Story Thief</i> . Recap the 3 main events that occur in chapters 2, 3 and 4 of The Story Thief. The chapters follow a very similar pattern. <i>Think: Why is it so helpful to have</i> a familiar, repeated structure when retelling a story orally? Plan your narrative, character description and dialogue using Resource 3A Remember to: - add details (description, reasons, facts) - use synonyms for 'said' and adverbs - add actions - plan fronted adverbials	 Read through your plan and take time to orally rehearse your writing. Your plan should cover: Anansi meeting and describing the animal character Anansi tricking the animal which includes dialogue between Anansi and the animal Anansi capturing the animal of evidence for Nyame Write your narrative with dialogue. Remember to: include narrative paragraphs, to tell the story and describe the animal use fronted adverbials use correct speech punctuation use synonyms for said and adverbs add actions to move the narrative forward use synonyms for 'Anansi' 	Read through your narrative from yesterday. Does it follow the same three-part structure of the other tricks? Edit and revise your work. Focus on: - Improving your description of the animal character - Speech punctuation for the dialogue Publish your work by typing it and illustrating it with images or use the special publishing sheets below. (5A)
Resources	<u>Chapters 3 and 4 of The</u> <u>Story Thief.</u> Resource 1 A - Support	Resource 2A Resource 2B	Resource 3A		Resource 5A





Reading: Year 4 – Summer 2 Week 7

			Day 1 Activity	Day 2 Activity	Day 3 Activity	Day 4 Activity	Day 5 Activity	
	Whole class		<u>There's a Viking in My Bed</u> and Other Stories – <u>Chapter 3 – Let's All Be</u> <u>Friends!</u>	<u>There's a Viking in My Bed</u> and Other Stories – Chapter 4 – All at Sea	<u>There's a Viking in My Bed</u> <u>and Other Stories – Chapter</u> <u>5 – A Viking All Alone</u>	<u>There's a Viking in My Bed</u> <u>and Other Stories – Chapter</u> <u>6 – With a Mud-Pat Here and</u> <u>a Cow-Pat There</u>	<u>There's a Viking in My Bed</u> and Other Stories – Chapter <u>7 – Three Cheers for Sigurd</u> and Chapter 8 – The Viking <u>Village</u>	
ding		*	Pet Psychic 1 - 20	Pet Psychic 21 - 39	Pet Psychic 40 - 59	Pet Psychic 60 - 79	<u>Pet Psychic 80 - 98</u>	
Reading	Independent	* *	Zeke Meeks vs the Putrid Puppet 1 - 22	Zeke Meeks vs the Putrid Puppet 23 - 55	Zeke Meeks vs the Putrid Puppet 56 - 78	Zeke Meeks vs the Putrid Puppet 79 - 101	Zeke Meeks vs the Putrid Puppet 102 - 113	
	lnc	* * *	Ancient Rome: A Mighty Empire	<u>Sitting Bull</u>	<u>The Flash 1 - 20</u>	<u>The Flash 21 - 35</u>	<u>The Flash 36 - 45</u>	
Spelling			Continue to practise the personal spelling list you created last week. Use the Summer Holidays to practise all of your Year 3 and Year 4 spellings so that you are ready for Year 5!					



Resource 1A - Support

Answer these questions about the text:

1. Why did most animals 'steer clear' of Osebo the Leopard?

2. Why did Osebo pretend that he didn't want to play with Anansi?

3. How did Anansi trick Osebo?

4. What is molasses? Why did Anansi cover the monkey with it?

5. How did Anansi trick Mmoatia the fairy to touch the monkey?

6. Predict, how will Nyame react when Anansi returns?



African Animals





<u> Resource 2B – Character Planning</u>

Animal:

Characteristic:

Character Name:

Character (Draw and annotate):

Descriptive phrases:

Character's problem:

Anansi's Trick



<u>Resource 3A – Planning</u>

→First	
	Anansi sees
Detail	
Detail	
\rightarrow Then,	Anansi approaches
Detail	
Detail	
→Anansi	Speech
	Reporting Clause
	Detail/ Description
\rightarrow	Speech
	Reporting Clause
	Detail/
	Description
→Anansi	Speech
	Reporting
	Detail/ Description
\rightarrow	Speech
	Reporting Clause
	Detail/ Description
→Anansi	Speech
	Reporting Clause
	Detail/
	Description
\rightarrow	Speech
	Reporting
	Detail/ Description



\rightarrow Finally,	
	Anansi captures
Detail	
Detail	



<u>Resource 5A – Publishing Sheet</u>
