



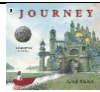



YEAR 4						
	Autumn - 13 weeks		Spring - 11 weeks		Summer 1 – 13 weeks	
Book and Author	 Our Tower by Joseph Coelho	 Charlie and the Chocolate Factory by Roald Dahl	 Jumanji by Chris Van Allsburg	 How To Train Your Dragon by Cressida Cowell	 Journey by Aaron Becker	 To the Edge of The World by Julia Green
Text Type	Modern Picture Book	Modern Classic	Picture Book	Fantasy Story	Picture Book	Adventure Story
Fiction writing	Describing the magical forest (2 weeks)  Monologue of the Tree Man reflecting on what he sees in the children and why he helps them (2 weeks)	Create a new character that wins a golden ticket (with a negative trait of their choice) (2 weeks)  Leading into ...  Invent own room in the Chocolate factory with its own dilemma that needs to be resolved (narrative) (3 weeks)	Retelling Jumanji using narrators voice, with a modern twist (video game that comes to life). (3 weeks)	Character description: invent and describe own dragon including appearance, abilities, personality and behaviour. (1 week)  Adventure story: The battle against the Sea Dragon. You and your dragon face a dangerous sea dragon threatening your village. (3 weeks)	Setting description of the magical world including sights, sounds, smells and feelings. (2 weeks)  Dialogue scene: meet a mysterious character in the magical world. Write dialogue between you and them including questions, answers, descriptions of appearance and actions. (2 weeks)	Write a letter Jamie writes but never sends to someone he imagines is out there expressing his dreams and loneliness. (2 weeks)  Alternative Perspective Story: Rewrite a key scene from Mara’s point of view (e.g. when Jamie tells her he wants to leave). (2 weeks)  Flashback/Memory Scene: Write a short flashback showing Jamie remembering his mother or an earlier happy time on the island. (2 weeks)
Grammar Fiction Writing	Forest description - plural and possessive s, noun phrases, prepositional phrases, suffixes (-sion, -ous, -cian, -ly)  Monologue – fronted adverbials, homophones, present perfect tense, conjunctions, pronouns, -ly and –ous suffixes	Character description – plural and possessive s, apostrophe for plural possession, noun phrases, prepositional phrases, prefixes (in-, il-, im-, re-, sub-, inter-, auto-)  Room in chocolate factory – paragraphing for cohesion, expanded noun phrases, fronted adverbials, conjunctions, progressive tense	Retell – fronted adverbials, time conjunctions, inverted commas, progressive tense, paragraphs	Character description – pronouns to avoid repetition, expanded noun phrases, suffixes –ous & -ly, conjunctions, apostrophes for possession, prepositional phrases  Adventure story - fronted adverbials, time conjunctions, causal conjunctions, inverted commas, perfect/progressive tense, paragraphs	Setting description – fronted adverbials, apostrophes, expanded noun phrases, -ous suffix, prepositions  Dialogue – inverted commas, apostrophes, reporting clauses, pronouns to avoid repetition, -ly suffix, adverbs, paragraphs for speech	Letter – paragraphs, pronouns to avoid repetition, Perfect and progressive tenses, apostrophes  Alternative perspective - inverted commas, paragraphs, apostrophes, pronouns to avoid repetition, fronted adverbials, causal conjunctions  Flashback - fronted adverbials, Perfect and progressive tenses, apostrophes

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<p><b>Oracy Fiction Writing</b></p>	<p>Forest description – freeze frames, soundscapes, role on the wall</p> <p>Monologue – Hot seating in the role of The Tree Man, thought tracking, role on the wall, monologue rehearsal</p>	<p>Character description – Hot seating in character, conscience alley, freeze frames of character at key scenes e.g. finding ticket, entering the factory etc, backstory interviews,</p> <p>Room in chocolate factory – Room reveal freeze frame, in role walk through, room pitch presentations</p>	<p>Retell – freeze frame &amp; narration, hot seating game characters, what happens next (oracy chain), Narrator and player</p>	<p>Character description – hot seating as the dragon, description stations for different elements, show and describe, talk like a dragon trainer</p>	<p>Setting description – Descriptive gallery walk with images from book, soundscape circle with sounds from the world</p> <p>Dialogue – Paired roleplay, dialogue dice which display tone, a sentence starter and emotion and children explore how speech can change, improvisation of conversations</p>	<p>Letter – hot seat as Jamie, thought tracking freeze frames, emotion building word banks</p> <p>Alternative perspective - hot seating Mara, role play the scene, thought tracking freeze frames, emotion mapping</p>
<p><b>Writing outcomes Non-fiction</b></p>		<p>Instruction writing on how to make your new sweet (1 week)</p> <p>Persuasive Advert: sell newly invented sweet. (1 week)</p>	<p>Explanation Text: How the Jumanji Game works and how to escape it (2 weeks).</p>	<p>Report: How to care for your dragon (including taming) (1 weeks)</p>	<p>Recount: cross curricular (geography/science) Trip to the Living Rainforest (1 week)</p>	
<p><b>Grammar Non-Fiction Writing</b></p>		<p>Instructions – fronted adverbials, prepositional phrases, expanded noun phrases, conjunctions, -ly suffixes, adverbs</p> <p>Advert – apostrophe for plural possession, prefixes (in-, il-, im-, re-, sub-, inter-, auto-), suffixes (-sion, -ous, -cian, -ly)</p>	<p>Explanation – causal conjunctions, perfect tense, paragraphs, suffixes (-sion, -ous, -cian, -ly)</p>	<p>Report - prefixes (re-, sub-, inter-, auto-), subheadings to organise, suffixes (-sion, -ous, -cian, -ly)</p>	<p>Recount - paragraphs, Perfect and progressive tenses, expanded noun phrases, -ly suffix, adverbs, prepositional phrases</p>	
<p><b>Oracy Non-Fiction Writing</b></p>		<p>Instructions - Instructional Role-Play: Be the Expert, Step-by-Step Partner Talk, Mime the method whilst others narrate</p> <p>Advert – Dragon Den style pitch, TV advert performance, role play the customer and seller, Rehearsal circles</p>	<p>Explanation - Drama Tableaux: Cause and Effect Pupils act out what happens when certain things are done in the game, game developer hot seating</p>	<p>Report - Role play as dragon keepers to new recruits, expert interviews, Sort &amp; Sequence Discussion Cards Provide mixed-up report facts and discuss/agree on a logical order.</p>	<p>Recount – Sensory circles children discuss what they saw/heard/felt/smelt etc, Hotspot moments where chn choose 3 standout moments, Recount relay where each person in the group recounts one part, Photo freeze frames</p>	
<p><b>Poetry</b></p>	<p>Rhyming Poetry: Oompa Loompa style song verse (2 weeks)</p>		<p>Performance: Inspired by the riddles given to the players in Jumanji, pupils create their own riddle (1 week)</p>		<p>Free Verse Poem: Piper (Disney) (1 week)</p>	
<p><b>Oracy Poetry</b></p>		<p>Choral speaking, rhyme time brainstorm, call and respond with rhyme, rhyme chains, rhyme detectives to identify rhyme schemes</p>	<p>Riddle detectives where chn are given riddles and discuss what the clues are and how to solve them, mystery box mime to practice describing without saying, Riddle brainstorm carousel</p>		<p>Silent watch and soundscape, thought tracking, hot seating Piper, Freeze frames and image word web, sensory walk outside, dialogue with the environment</p>	

