AUTUMN
2:3
Classic
Fiction

#### **Outcome**

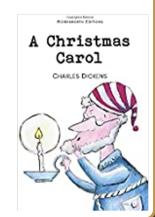
A new story or chapter using characters and / or plot structures from classic fiction



**Purpose Tell a story to entertain** 

<u>Audience</u> Key Stage Assembly

## Key Text



# **Reading Skills**

- Identify unfamiliar vocabulary and discuss possible meanings
- Demonstrate active reading strategies through book talk.
   Capture in reading journals.
- Justify responses to the text using the PEE prompt (Point + Evidence + Explanation). Using a Point provided by the teacher, children find supporting Evidence (Point + Evidence) and explain using their own words
- Using evidence selected by the teacher, infer characters' thoughts and feelings
- Use clues from characters' actions and speech to make plausible predictions
- Formulate a simple hypothesis related to fiction and, through close reading, re-reading and reading ahead, locate clues to support this. Discuss and capture in writing
- Compare characters within and across texts
- Explore, recognise and use the term personification.

  Describe its effect within a text
- Explain the effect on the reader of the author's choice of language and reasons why the author may have selected these words and phrases
- Make active contributions to discussions about what is read to them and books they have read independently, taking turns and listening to what others say
- Prepare and deliver a short oral presentation linked to reading. Deliver to a small group.

#### **Grammar Skills**

- Use devices to build cohesion between paragraphs in narrative
- Identify the subject and object of a sentence
- Explore, collect and use examples of the past perfect form of verbs to mark relationships of time and cause

### **Writing Skills**

- Identify the audience and purpose for a piece of writing and consider this carefully when selecting the text-form, type and language for writing
- Plan writing by drawing on a writing model
- Examine and compare how authors develop characters in books
- Select appropriate vocabulary and language effects, appropriate to task, audience and purpose, for precision and impact
- Blend action and dialogue within sentences and paragraphs to convey character and advance the action
- Revise the use of different sentence structures

#### **Features**

- Opening
- Complication
- Resolution
- 3<sup>rd</sup> person
- Past tense
- Chronological order
- Characters with recognizable qualities
- Show how main character has changed

### **Key Vocabulary**

Infer Predict
Character Action

Compare Dialogue Cohesion

Subject

**Object** 

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