

Poetry

We will read the poem 'Zim, Zam, Zoom' by James Carter.



During this we will:

Use Sequencing and Summarising Shadow's skills to remember the order of the poem.

Identify the rhythm, beat and features of poems to help us to remember and perform poetry by heart.

Perform poems confidently.

Write our own poem about a plane.

Top 5 Linked Texts

Different versions of Jack and the Beanstalk

The Lighthouse Keeper's Lunch by Rhonda and David Armitage

Man on the Moon (a day in the life of Bob) by Simon Bartram

The Crocodile Who Didn't Like Water by Gemma Merino

The Dark by Lemony Snicket



Flights and Heights

Visual Literacy

We will study the animated video 'Once in a Lifetime' and the book 'The Blue Balloon' by Mick Inkpen.

During this we will:

Use Crimson Clue Hunter's skills to infer the main character's feelings about events in the story.

Identify the rhythm, beat and features of poems to help us to remember and perform poetry by heart.

We will design a new flying machine for the main character by improving the machine in the story.

We will write our own story based on a released balloon.



Feature Focus

Discussing our writing with others and editing accordingly

Use of simple adjectives for description of our flying machines

Use of question marks and exclamation marks

Develop and use language for purpose and effect

Features of poetry such as rhyme and repetition

Literacy Heritage

We will read 'Jim and the Beanstalk' by Raymond Briggs.



During this we will:

Use Rocket Retriever's skills to find information about a character.

Use Crimson Clue Hunter's skills to work out the personality and characteristics of a character.

Use Crimson Clue Hunter's skills to work out the views of different characters.

Edit and improve a letter by one of the main characters.

Non-Fiction

We will look at a variety of persuasive adverts and posters about inventions and toys.

During this we will:

Use Dark Decoder's skills to look at the language used in persuasive texts.

Rocket Retriever's skills to identify ideas and language from other texts that we could use.

Design a persuasive poster to sell our own flying machines.

Visual Literacy

We will watch and discuss scenes from the film 'Shrek'.



During this we will:

Use Crimson Clue Hunter to work out character's feelings from facial expressions.

Use Crimson Clue Hunter to think about things that would be useful to take to a swamp.

Write a character description of Shrek.



Swamps

Visual Literacy

We will read the graphic novel 'Fungus the Bogeyman' by Raymond Briggs.

During this we will:

Use Dark Decoder's skills to work out the meaning of new vocabulary.

Use Rocket Retriever's skills to find key information about the main character.

Use Summarising and Sequencing Shadow's skills to look at how the author uses comic style boxes to sequence the story.

Write a character description of Fungus and compare it to our character description of Shrek.

Plan and write a story about a journey to a swamp.



Comprehension

We will read short texts about swamp animals.



During this we will:

Use Dark Decoder's skills to work out the meaning of new vocabulary.

Use Rocket Retriever's skills to find key facts about swamp animals.

Top 5 Linked Texts

Grumpy Monkey by Suzanne Lang

I Don't' Want Curly Hair by Laura Ellen Anderson

What Do You Do With a Grumpy Kangaroo?
by Jane Belk Moncure

Grumpy Gracie by Sam Lloyd

What Are You So Grumpy About? By Tom Lichtenheld

Feature Focus

Discussing their writing with others and editing accordingly

Methods of planning own writing

Extend sentences whilst maintain clear structure and purpose

Use adjectives for description of characters including qualities

Use of language to capture an audience

Non-Fiction

We will practise the key skills of debates and discussion.

During this we will:

Use Rocket Retriever's skills to identify main arguments.

Use Sequencing and Summarising Shadow's skills to gather our main arguments and reasons.

Have a debate about whether Shrek should be left to live in peace.