

Day 1 - Writing Task

Verbs

A verb names an action.

It is a doing or being word.

A verb often has one of these words in front of it.

You

She

He

It

They

We

I

OR

The name of a person or thing

*I **run** quickly.*

*He **chases** me.*

*It **rains** heavily.*

*We **laugh**.*

*The dog **feels** sad.*

*The cat **was** mean.*

*What a bad day the dragon **was having**.*

Dragon Trapping



Which of these words are **verbs**?

dragon wriggle food follow hide cave teeth
catch flames tree brave jump run wings
fly nets potion sword wait charge huge

Answers

dragon wriggle food follow hide cave teeth
catch flames tree brave jump run wings
fly nets potion sword wait charge huge

The Features of Instructions

Instructions are sentences that give a commands or orders. They are bossy and tell the reader what to do. They:

- are usually **short, sharp sentences** that do not contain much description or story language.

Open the gate. **Go** down the garden path.

- always **contain bossy verbs** that tell someone what to do or not do.
These verbs are always in the present tense. They come at or near the beginning of the sentence.

Listen for the doorbell. Do not use the doorknocker.

- are **addressed to the reader**, as if the reader is being spoken to directly by someone.



*Go into the wood.
Watch out for the wolves.*

- often **'list' things to do or avoid doing**.

Walk through the wood, jump over the wall and then climb into the tree.

- can be numbered or have bullet points.

1. Jump on board the ferry

2. Pay the ferryman

3. Stay sat down till you reach the far side of the river

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The Features of Instructions - ANSWERS

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Walk through the wood, **jump** over the wall and then **climb** into the tree.

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7. **Jump** on board the ferry

8. **Pay** the ferryman

9. **Stay** sat down till you reach the far side of the river

Day 2- Reading – Reread The Features of Instructions

Catching a Dragon



- ❖ Find some bait.
- ❖ Wait until a new moon rises.
- ❖ Take a very large net – it needs to be as big as a tree and as light as a feather.

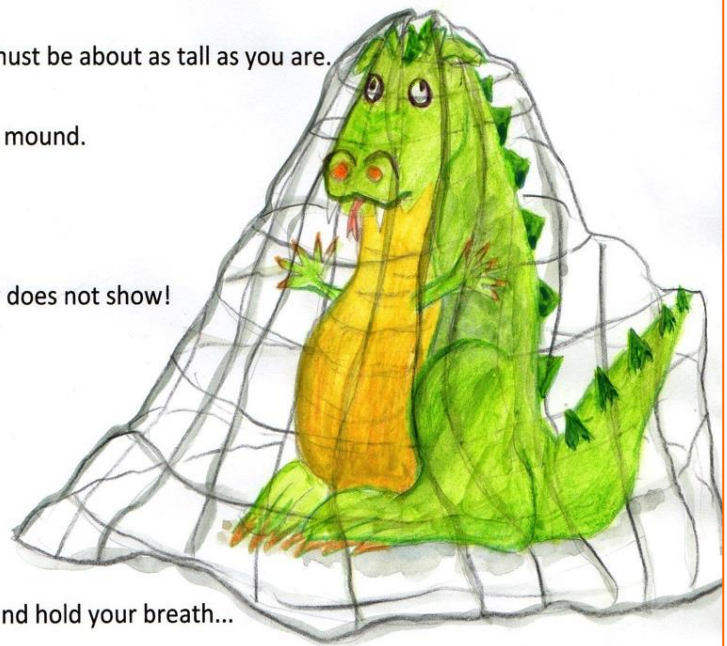






How to catch a dragon

- ❖ Find some bait. This must be one of the following:
 - A perfect sunflower
 - Six humming birds in a golden cage
 - A golden crown
 - Four pairs of pink ballet shoes
 - A unicorn
 - A young juicy princess (it is best if she is pretty)
 - A young handsome prince
- ❖ Wait until a new moon rises.
- ❖ Take a very large net – it needs to be as big as a tree and as light as a feather.
- ❖ Choose a quiet place in the mountains – you need a glade with plenty of trees around it.
- ❖ Build a mound of stones. It must be about as tall as you are.
- ❖ Place your bait on top of the mound.
- ❖ Hide behind a nearby tree.
- ❖ Make sure that your shadow does not show!
- ❖ Wait.
- ❖ Wait some more.
- ❖ Start hoping.
- ❖ Take your net in your hand and hold your breath...
- ❖ When the dragon arrives, POUNCE.
- ❖ Swing the net down over the dragon as swiftly and gently as you can, *swoooooosh*.
- ❖ You have caught your dragon!



Day 2 - Writing

Extract from *Instructions*

by Neil Gaiman

Touch the wooden gate in the wall you never saw before, say “Please” before you

open the latch, go through, walk down the path.

A red metal imp hangs from the front door, as a knocker. Do not touch it – it will bite your fingers.

Walk through the house. Take nothing. Eat nothing.

However, if any creature tells you that it hungers, feed it. If it tells you that it is dirty, clean it. If it cries to you that it is hurt, if you can, ease its pain.

From the back garden you will be able to see the wild

wood. The deep well you walk past leads to Winter’s realm; there is another land at the bottom of it. If you turn around here, you can walk back, safely; you will lose no face. I will think no less of you.

Once through the garden you will be in the wood. The trees are old. Eyes peer from the undergrowth. Beneath a twisted oak sits an old woman. She may ask for something; give it to her. She will point the way to the castle.

Inside it are three princesses. Do not trust the youngest. Walk on.

In the clearing beyond the castle the twelve months sit, warming their feet, exchanging tales. They may do favours for you, if you are polite. You may pick strawberries in December’s frost.

Trust the wolves, but do not tell them where you are going.



How many instructions did you find?

Answers

Touch the wooden gate in the wall you never saw before, say "Please" before you open the latch, go through, walk down the path.



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Day 3 - Writing

The Magic Cottage

Highlight all the bossy, instructional verbs.

Identify the 2 sentences that are not instructions.

Underneath, re-write these 2 sentences as instructions.



You will not need to use all the words; just have fun creating an instruction that links to what is going on in the sentence

Ask the elf for the map that shows the magic cottage.

Pay him with a pocketful of pebbles, shining and bright.

Read the map carefully.

If you breathe gently upon the map, the path you need to follow will magically appear.

Begin your great journey.

Listen to the birds; their song will be clear.

Pay attention to the wind; it will tell you your future.

What ever you do, do not pick any mushrooms – they will lull you into a deep and dreamless sleep.

On arriving at the cottage, knock three times upon the oak door.

Take off your cap, bow and curtsy to the old woman within.

She is 109 years old but still dances through the trees in search of healing herbs.

Relax - your quest is at an end.

The Magic Cottage

Answers

Each instructional verb is **highlighted**. The two sentences that are not instructions are in **orange**.



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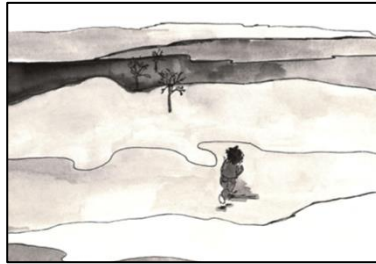
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Day 3 – Comprehension Read Dream on pdf

Questions about Dream On



What is the girl doing at the very start of the story?

Which of these lines best describes the trees that the girl runs through in her dream?

Short and wide with lots of leaves _____

Spaced far apart with high branches _____

Bare and skinny with long scratchy branches _____

Peaceful and calm with birds singing in them _____

The girl says the house in her dreams was a *crazy* house. Why do you think she called it a 'crazy' house?

Would you have gone through the door into the crazy house like the girl does? Why/ why not?

She says the room inside the house was *massive*. Can you think of some other words that mean the same thing as *massive*? How many can you come up with?

In your own words, describe what the inside of the house is like.

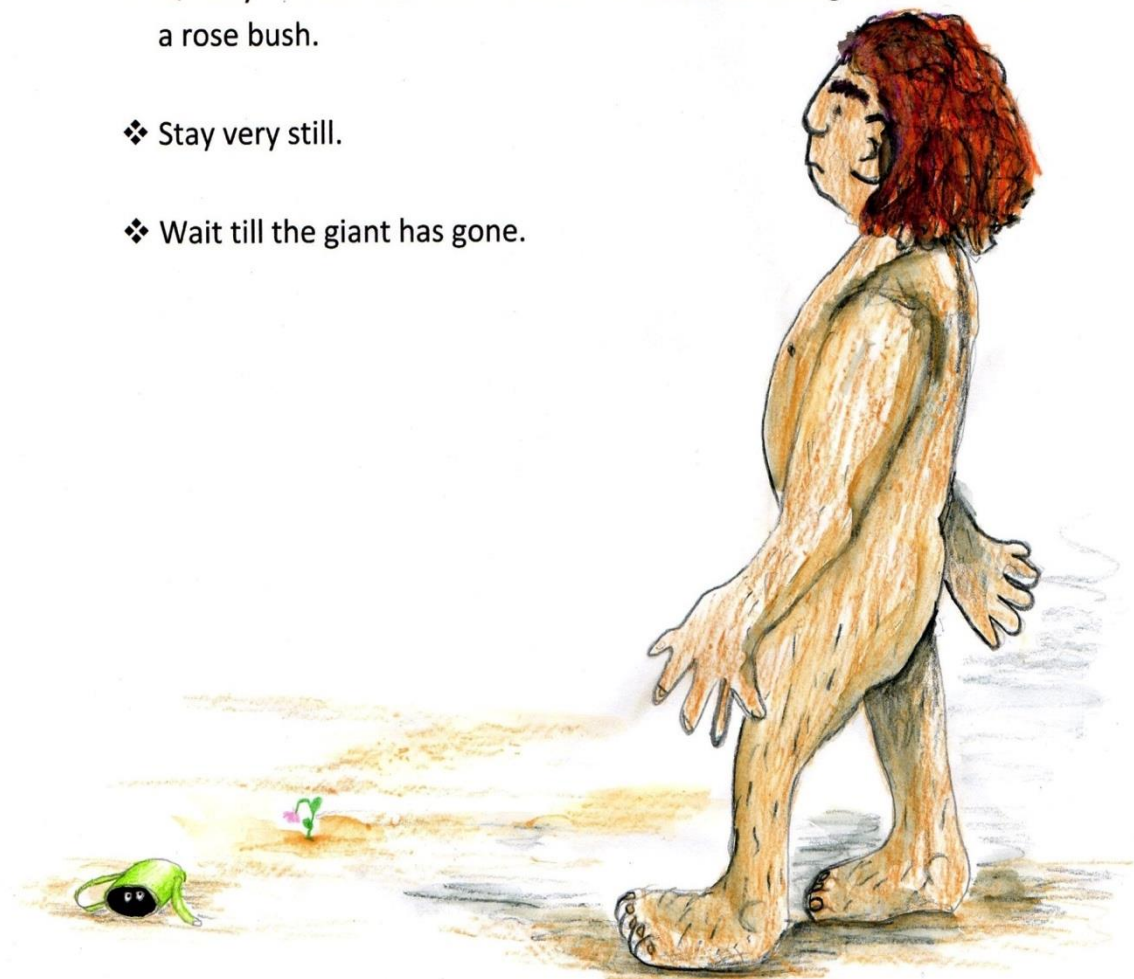
The girl says her heart was in her mouth. What does *my heart was in my mouth mean*?

Would you have been more frightened or excited to go into the room where the thing was breathing and moving around? Why is that?

Does the little girl seem to be happy or sad at the end of the story? Why do you think that?

How to escape a giant

- ❖ Do not run – he will be faster than you!
- ❖ Turn round to face the giant.
- ❖ Point at something behind the giant.
- ❖ Shout as loud as you can, “Look behind you! It’s coming to get you!”
- ❖ Watch the giant turn his head to look behind him. (Remember, giants are slow to react.)
- ❖ Quickly find somewhere to hide – inside a watering can or behind a rose bush.
- ❖ Stay very still.
- ❖ Wait till the giant has gone.



Day 4 Writing

Some Instructions



2. Push the door open. 1. Walk up to the door. 3 Walk confidently in (unless it's a giant's house in which

This image shows a full-page template for writing or drawing. It features a white background with horizontal ruling lines. The entire page is framed by a decorative border made of interlocking puzzle pieces in various colors including blue, yellow, red, green, and orange. There are eight horizontal lines across the page, creating nine equal-sized rectangular sections for text or illustrations.