

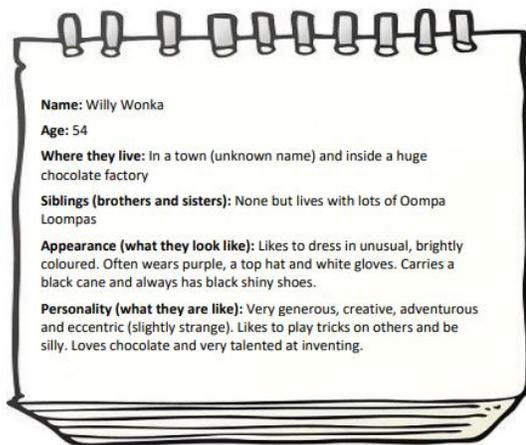


Year 4 - Pack 1 - Writing

Mission Possible by Pie Corbett

Day 1. Read the story. In a nutshell, what was this story about? As a challenge, can you tell me what the story was about but only use 20 words!

Day 2. Choose a character to write a character profile on, use your imagination to fill in the gaps.



Day 3. Mission Possible is set in London and the sacred treasure is hidden on an abandoned riverboat on the Thames (a famous river that runs through London). The author chose the abandoned riverboat at night because they thought that it would be a bit scary. Think about your setting and describe it.

Day 4. Imagine you are Pete, write a diary entry for their day. Try to show a contrast boring day to start / exciting at the end using thoughts and feelings.

Day 5. Design a Spy Gadget All good spies need gadgets! To help create yours, you could use the 'BAR@ thinking- where we take everyday objects and reinvent or redesign them by making them bigger, adding something and replacing or removing something, for example: a skateboard.

- Bigger: Extend the rear of the skateboard, making it much bigger and put some shelves on it for storage.

- Add: Add a small rocket motor near the back of the skateboard.
- Replace/Remove: Remove the wheels and replace them with a hovercraft engine so that it floats in the air.

Here are some everyday objects you may want to use as a gadget: pen; pair of glasses; wooden spoon; bike; scooter; rucksack

If you have access to the internet, why not watch this short animation called Pigeon: Impossible. It's very funny and the spy has a fantastic briefcase as his gadget.

<https://www.youtube.com/watch?v=jEjUAnPc2VA>

Now, get a separate piece of paper and draw a design of your spy gadget.

- Can you label it? • Can you explain how it works? •

Day 6. Could you design a poster to advertise for the gadget you invented it so that other spies will want to buy it? When you write your story, try and include your gadget.

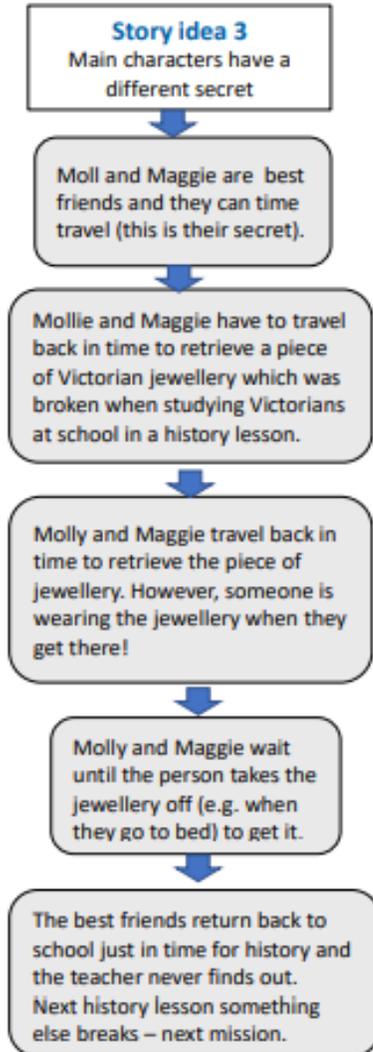
Day 7. Plan your own Mission Possible plan to write your story tomorrow.

Let's start to create and plan your story

To do this let's look at the structure of 'Mission Possible'.

	Bare bones of the story	Mission Possible
Opening	<ul style="list-style-type: none"> • Main characters (MCs) introduced & special secret about them revealed 	<ul style="list-style-type: none"> • Pete and Polly are twins • they are spies
Build Up	<ul style="list-style-type: none"> • MCs given mission/ quest which they accept 	<ul style="list-style-type: none"> • have to retrieve the Yata no Kagami (one of 3 Japanese Sacred Treasures) and return it to Japanese Embassy
Problem	<ul style="list-style-type: none"> • MCs set out to complete mission/ quest but encounter problem on way 	<ul style="list-style-type: none"> • at midnight go to abandoned riverboat on Thames • take the Yata no Kagami but chased by thieves
Resolution	<ul style="list-style-type: none"> • MCs overcome problem & complete their mission/quest 	<ul style="list-style-type: none"> • run really fast - escape thieves • Pete & Polly return Yata no Kagami to Japanese Embassy
Ending	<ul style="list-style-type: none"> • MCs return to their everyday lives • New mission arrives 	<ul style="list-style-type: none"> • walk to school next day • Pete's watch flashes - new mission arrives

An example could be:



Day 8. Write your own story (beginning, middle)

Day 9. Write your own story (middle)

Day 10. Write your own story an ending (ending and edit)