



Year 6 – Pack 1 - Writing

The Caravan

Day 1. Read the story on the PowerPoint attached called 'The Caravan' and use a story map to plot the key parts (for example, the first part would be main character warned not to go somewhere or do something).

Day 2. Write a warning letter / email to the local residents about the danger of the pylon, remember to include descriptive phrases.

Day 3. Choose a derelict space – one that you know or from your imagination (images provided below). Write a descriptive paragraph about a derelict space (use ideas from the text, but you could also add your own ideas and use your imagination).

Day 4. In the role of Mitch, write a diary entry about the day you nearly got caught by the pylon. How did you feel in the beginning/middle/end?

Day 5. Write a short story (3/4 paragraphs) in the genre of science fiction/fantasy. Title of the story is 'Do not land your space pod on these sand dunes'. Beginning: character disobeyed the order / landed on a planet / captured by aliens / escaped from the grip of the terrible aliens.

Day 6. Plan your own story like the caravan. You will spend the next three days writing it..

For example, your plan could look like this:

Sophie is warned not to play by the old house.

The old house is described.

Sophie and Amy go there.

They get locked in the attic.

They manage to escape over the roof top.

Sophie's mum is furious.

Day 7. Write the beginning of your story.

Day 8. Write the middle of your story.

Day 9. Write the end of your story.

Day 10. Edit your story and read it to a family member. Make any corrections.

You can publish your story into a story book and add illustrations.

Derelict places for inspiration:



