English Session 1

Grammar Activity

Task One

'Said' is a common word to show people are speaking in a story. Can you think of 8 different, more interesting words to show people are speaking?

e.g. barked

Task Two

Choose 5 of the different words and put them into sentences with correctly punctuated speech.

Task Three

Adverbs 'add' to verbs. Adverbs add detail to a sentence.

e.g. I went to the shop.

   I went to the shop yesterday.

Adverbs can add information about how, where or when the action occurs.

Organise the following adverbs into the table and add some of your own.

How	Where	When

yesterday   never   inside   softly   eventually

repeatedly   outside   always   early   later   soundly

Flashback Narrative

Sessions 2-4

This week you will be writing a flashback narrative, inspired by the video shown on the link below (The Piano). The video shows an older man playing the piano, the music he plays triggers his memories.

https://www.literacyshed.com/war-and-peace-shed.html

I would like you to write your own story that begins with a person playing a musical instrument, the music should then trigger a (or more than one) memory. You should signpost the flashback by changing the tense and setting. Immerse your reader in the flashback by using figurative language and exciting adverbs and adjectives.

To help structure your flashback narrative I have provided a story mountain. On the story mountain I have detailed the features required at each point. This story mountain is slightly different to our usual model, so pay particular attention to what the features are.

Flashback Narrative Checklist	
Title	
'Show not tell' feelings and emotions	
Trigger of flashback e.g. *The crashing of the drum transported Jack back to the explosions that surrounded him in Dunkirk…*	
Similes and metaphors	
Sophisticated adjectives and adverbs to help the reader visualise the scene	
Appropriate tense (past tense for flashback)	
Variety of sentence length to create atmosphere	
Correctly punctuated speech	
Illustrate the story	

Opening
- Setting
- Introduce character

Build-up
- Thoughts and feelings
- Memory trigger

Flashback
- Change setting
- Punctuated speech
- Past tense

Resolution
- Feelings
- Reflect on memory

Ending
- Setting