



Books to read at storytime:

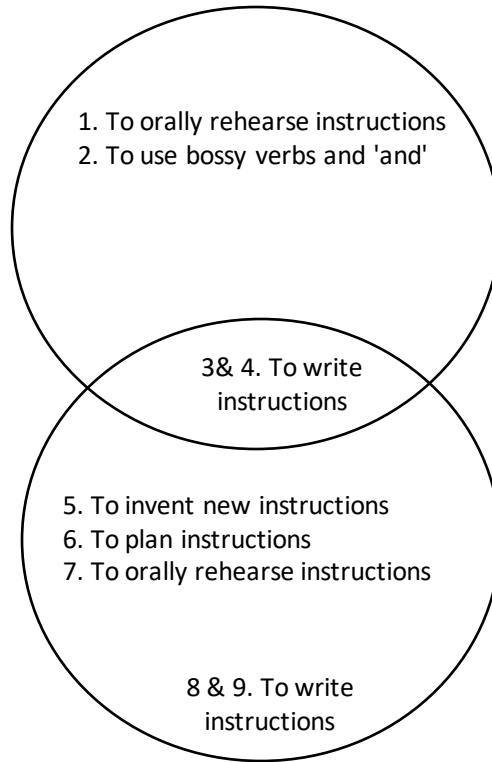
Where The Wild Things Are by Maurice Sendak

Theme: wild

Tier 2 words: refuse, appear

HFW phrases for LAPs:
your

Where The Wild Things Are Non Fiction -



SC:
To use and
To use capital letters and
full stops

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1. Model story map of instructions showing how Max ended up in the Wild Kingdom. Orally retell instructions. Model use of imperative (bossy) verbs for instructions.
2. Recap orally rehearsing story map. Come up with sentences together as a group for each picture. Encourage use of and and adjectives.
3. Model opening with a question for HAPs and short introduction. Model writing of instructions. Children write instructions.
4. Continue extended writing & feedback session.
5. Explain that this week they can invent their own instructions for how to get to a magic kingdom. Role play each step. Scribe ideas for other naughty things you could do. Then get sent to room without something e.g. no TV, no chocolate for a week. Then ideas for what grows in the room and what transport appears e.g. Collage own kingdom. Then role play what naughty things happen to get sent to room. What grows in your room. What transport you take. E.g. Wait for the walls to turn into mountains and a motorbike to appear. Then ideas for travel. What happens when you arrive and who you meet. E.g. Cover yourself in glitter and dance with the unicorns.
6. Map teacher example – having chosen from ideas from previous day. Children choose their own ideas and map their own version of instructions.
7. Orally rehearse own story map with partner. Create word mat of key vocabulary and try use ambitious adjectives for HAPs.
8. Model opening with introduction and question. Model live writing of instructions using map.
9. Extended write continue & feedback session.

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HAPs – use questions

Use adjectives

HAPs:

How to get to the kingdom

Do you love adventures? Would you like to know how to get to the Wild Kingdom? Just follow these simple steps.

1. Shout a lot and stamp your feet like a wild thing.
2. Get sent to your room with no supper and refuse to listen.
3. Wait for a huge forest to grow and a wooden boat to appear.
4. Jump into the boat and sail to the kingdom.
5. Put on a shiny crown and tell the wild things you are the boss.

MAPs:

1. Shout a lot and stamp your feet like a wild thing.
2. Get sent to your room.
3. Wait for a forest to grow and a boat to appear.
4. Jump into the boat and sail to the kingdom.
5. Put on a shiny crown and tell the wild things you are the boss.

LAPs:

1. Shout and stamp your feet.
2. Go to your room.
3. Get in the boat and sail it.
4. Put on the crown.
5. Tell the wild things you are the boss.

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HAPs – use questions

Use adjectives

HAPs:

How to get to the dragon's kingdom

Do you love adventures? Would you like to know how to get to the dragon's Kingdom? Just follow these simple steps.

1. Throw your dinner on the floor and refuse to eat it.
2. Get sent to your room and told you can have no chocolate for a week.
3. Wait for the walls to turn into volcanoes and a helicopter to appear.
4. Jump into the helicopter and fly to the dragon's kingdom.
5. Climb on a dragon's back and order it to breathe fire.

MAPs:

1. Throw your dinner on the floor and shout no a lot.
2. Get sent to your room and told off.
3. Wait for the walls to turn into volcanoes and a helicopter to appear.
4. Jump into the helicopter and fly to the dragon's kingdom.
5. Climb on a dragon's back and tell it to fly.

LAPs:

1. Throw your dinner.
2. Go to your room.
3. Get in the jet.
4. Jump on the dragon.
5. Tell it to fly.

SC:

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T4W Text

1. Fold it in half.
2. Fold in half again.
3. Fold the corners.
4. Fold the edges.
5. Pull the sides.
6. Fold the front and back layers.
7. Pull the sides apart.
8. Pull the top folds.
9. Squish the bottom and pull the sides up.

HAPs:

How to make a paper boat

Would you like to make a paper boat? It's really easy. All you need is a piece of paper or card.

1. Fold it in half.
2. Fold in half again.
3. Fold the corners.
4. Fold the edges.
5. Pull the sides.
6. Fold the front and back layers.
7. Pull the sides apart.
8. Pull the top folds.
9. Squish the bottom and pull the sides up.

LAPs:

1. Fold the paper.
2. Fold the corners.
3. Pull the paper.
4. Squish the paper.

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NOTE: It doesn't matter which order they write the instructions. As long as they cover the following things: feeding, resting, drinking, playing, washing

HAPs:

How to care for a wild thing

Do you have a wild thing? Would you like to know how to look after it? Just follow these simple steps.

1. Feed it oats every hour.
2. Give it lots of water in a bottle.
3. Let it swing from the trees and jump on rocks.
4. Wash your wild thing with soap and use a clean cloth.
5. Make a comfy bed and sing it a song.

MAPs:

1. Wash it with soap.
2. Feed it oats.
3. Pour it some water.
4. Make it a soft bed.
5. Play fun games and tickle it.

LAPs:

1. Feed it.
2. Wash it.
3. Play with it.
4. Let it rest.

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HAPs:

On Wednesday, we went on a lovely, sunny walk. We looked at how our local area has changed over time. We saw new buildings.

MAPs:

1. Wash it with soap.
2. Feed it oats.
3. Pour it some water.
4. Make it a soft bed.
5. Play fun games and tickle it.

LAPs:

1. Feed it.
2. Wash it.
3. Play with it.
4. Let it rest.