USI Literacy



Parent Workshop

- 1. Agenda
- 2. Talk 4 Writing
- 3. Reading
- 4. Assessment
- 5. How you can support children at home





Talk 4 Writing is based on **how** children learn. It places formative assessment, at the heart of the planning, teaching and learning process. It helps children to become better:

- writers
- speakers
- listeners
- readers
- thinkers

There is a clear linguistic purpose of each 2/3-week unit.

- Aim of the unit
- An interesting topic that will deliver that aim
 - The hook that will engage the class
- A model text that will provide the linguistic patterns that the class will be shown how to reproduce.
- A range of models illustrating these features.

Talk 4 Writing





Baseline

'Cold Task'

1. Immersion Stage

2. Innovation Stage

3. Invention Stage

'Hot Task'

The Hook

Every unit begins with a hook to motivate the children.

- Amazing sets relating to the topic can be constructed.
- Filmed message from someone marooned on a desert island, or from a teacher in the school who has been captured by a giant.

The children will complete a baseline piece of writing to show what they know about their new genre. E.g. for an example above, they could write a story illustrating the escape from the giant!

Warm Up Games



Effective games exercise and strengthen the imagination. Teachers will use the 'cold task' to assess which warm-ups will be the most beneficial, and could include the following:

- Word association: give children one minute to write as many words or phrases as possible.
- Rapid writing: give a time limit of 3 minutes. The children have to writing rapidly about a subject, e.g. the moon, night, traffic jams, lightening, an alien invasion
- Crazy writing: give children five minutes to write crazy lists where anything goes, e.g. I wish I was a lion flying through the breeze, I wish I was a cricket flexing its knees, I wish I was an elephant blowing its trumpet.
- Odd words: from a lists of nouns, select two that do not seem to go together, e.g.
 horse and pumpkin. The children have a few minutes to begin a narrative linking the horse and pumpkin.

Warm Up Games



Rhyming Pair Poetry: ask
children to think of 2 words that
rhyme and put these together
with one or more connecting
words, e.g. dogs eats log, fish in
a dish, spoon on a moon.

60 Second Story: set a timer
 60 seconds and ask children
 to write a story containing a
 beginning, middle and end.
 This is a real challenge but
 encourages quick thinking
 and, with time, will help
 reduce the struggle of starting
 a story.

 Nonsense Definitions: select any word and ask children to write the word backwards. They then must use this nonsense word to decide a new meaning and write a definition for this word and an example sentence e.g.

card; drac

definition: a form of happiness

sentence: I felt extremely drac when I scored the

winning goal.

To make it more challenging, tell children the word class e.g. the new word is a verb.

Starter

Grammar games, drama and activities to get children familiar with the 'tune' of the text.

- Rapid sentence games
- Changing bland language, extending sentences, altering opening, dropping in or adding information, trimming back wordy sentences
- Interview a child in role
- Hold back-to-back mobile phone conversations
- Model how to present the story as a news broadcast
- Hot seat characters from the story



Immersion Stage



- A 'model text' is written that is pitched above the pupils' level and includes structures and language patterns students will need.
- Internalising the pattern of language of the text is at the heart of the T4W.
- E.g. say it in pairs, pass around the circle, perform like a tennis match, mime it, say it as fast as possible



Model text examples.

One step at a time, Lara crept down the stairs. At the bottom, she paused but all that she could hear was blood thumping in her ears. She'd be back before they awoke.

Twenty minutes later, she entered Harrow Woods. Her torchlight found the path and occasionally flashed to show her the black, quivering leaves. Dark clouds had muted the moon. Before long, she came to the ruins of the manor house. In the front garden, the fountain was still and smothered in years of moss. Overgrown rose bushes blocked the path painted thick with fallen petals.

Warily, Lara perched on the edge of the fountain, took her camera from her bag and faced the trees. It was here that she had first seen it. This time she'd be ready.

After a few moments, she heard the wind awaken in the woods. The water rippled, the trees rustled and a damp petal landed on her cheek. Lara shivered. Behind her, a door slammed. What was that? She whipped round to face the house. A shadow moved through the downstairs room. A light flicked on.

Lara ran, shoving her camera back in her bag as she scrambled away from the fountain. She was sure she could hear something cracking the dried twigs behind her as she sped through the woods. She didn't stop until she reached Meadow Drive, where she paused by a lamppost to catch her breath.

Next time, she thought. Next time, I'll be ready.

The Highwayman

Based on the poem by Alfred Noyes

First Voice

Galloping across the moors, images of my sweetheart fill my mind. Pockets full of gold will surely impress the prize that awaits me. Imagining her innocent face only makes me want her more; she has to be mine.

Second Voice

Outside, the sound of hooves on the cobbled yard announced his arrival. An impatient tap at the window, followed by a sweet melody, freed me from the monotony of my life. Inside, peering through the locked shutters, I caught a glimpse of my hero. His assertive voice lulled me into a false sense of security; he had to be mine.

Third Voice

Perpetual tappin'. Who does he fink he is? Starin' through a crack in the stable door, my eyes lock on the thief, all dressed up in 'is lavish clothes, wakin' up the 'ousehold. How dare this fella attempt to steal 'er away from me? He ain't done nothin' to deserve her; she 'as to be mine.

Fourth Voice

Having received information from the ostler, we knew that this was the Highwayman's last journey. Having bound and gagged the landlord's daughter, the bait was set. It was only a matter of time; soon he would be ours.

First Voice

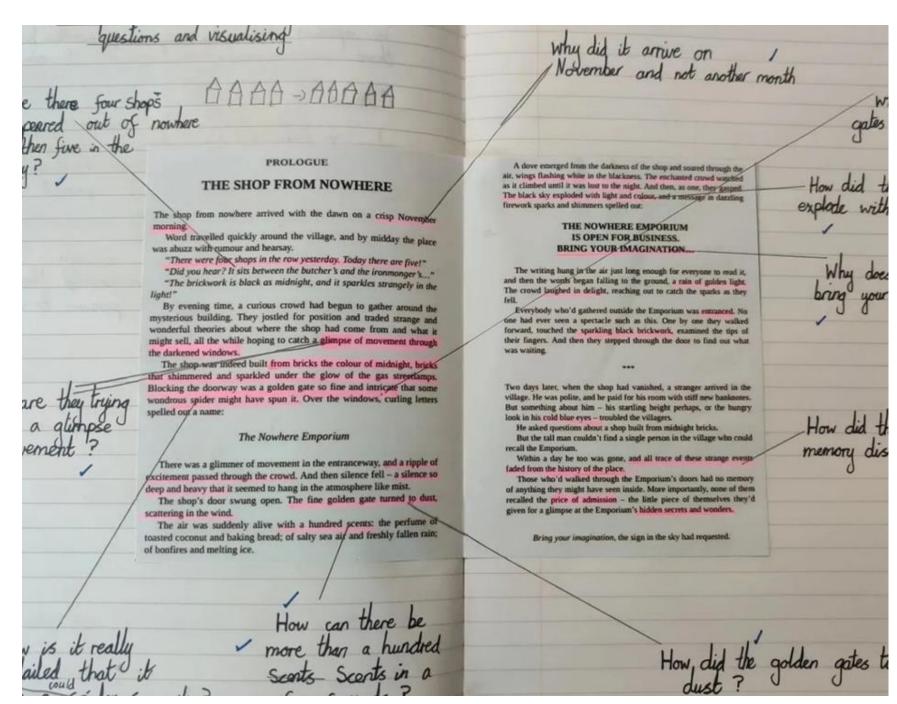
The images of my darling Bess are now a reality for there she is, gazing out of the casement, waiting for my arrival. I stop and gaze at her from afar. The sound of the gunshot shatters the silence. In the blink of an eye, my world has been turned upside down. Hell has barred my way; she'll never be mine.





An example of a KS1 story map.

Children are encouraged to create images to remember the key events of the text.





An example of UKS2 text annotation, where children learn the 'why' behind the author's choices.

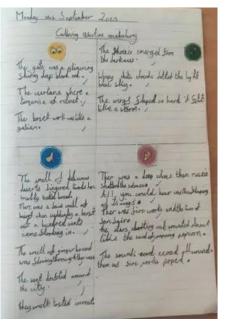
Innovation Stage

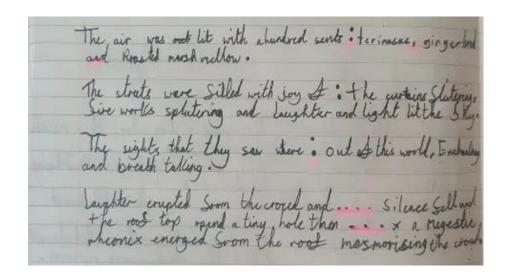


- The teacher leads students through planning.
- Younger pupils change the basic map and retell new versions.
- Older students use boxed-up planners.
- Shared and guided writing is used to stage writing over a number of days.

Short burst writing

- Children are explicitly taught the skills.
- Their teacher models how to apply the skills in context.
- Children complete a short burst activity to apply the new skills.







- Discussed and explicitly and explicitly taught personification.
- Modelled it in the context of our story to help children see how it could be applied.
- Broke it down by focusing on the vocabulary needed.
- Applied it to sentence structures.

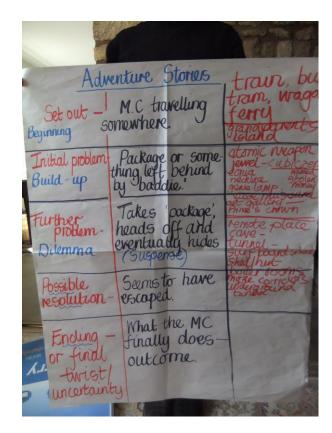


Substitution – Change character/setting but the genre remains the same

Addition – Add/expand the text – Punctuation and Grammar

Alteration – Alter text to change the course of events – High Level Vocabulary

Change Time/Person/View



itructure	Original	Your own
Dening MCs find something	 Joe PRahul beach Searching for shells Find small black be Ting it laste Sportling juvels Sportling juvels 	didder boutseer - yearger (mare) (zer) dog sniffs out(anddigs) dinoseur bones , neighbours gurden - panel
Build up Someone sees them. MCs escape	· Scruffy old man whole at large. · Dog backs at them. · See pichs up how and they man	· aid grampy comes and of the house and should at the bays · hide in the garden should
Problem MCs hide sceneure pello comesticles	hide in a clark, design face and day expense at each protecte and both for Thisse cover into case. • Day cover into case. • Day are vally scand.	orshed-rechurchs, jours consider in a tank communication in to dest for them Train Door held their forest thems foresters of man chartes
Resolution Someone dead MCs escape	dear and thus help for lurys on the heads. Eags would and then our truspels before.	phone sings mehile them man goes to consider it they creep out fleptor bouck through the flow sun bone, day on
MCs find our about object MCs become	to Color hand have combined	-trakes de marianes

http://piecorbett.blogspot.com/2012/11/boxing-up-explained.html

Invention Stage



- Children apply independently what has been taught and practised.
- They are guided through planning, drafting and revising their work independently.

I didn't mean to kill her.

The air turned black all around me.

Icy fingers gripped my arm in the darkness.

Wandering through the graveyard it felt like something was watching me.

The eyes in the painting follow him down the corridor.

A shrill cry echoed in the mist.

Icy wind slashed at his face and the rain danced its evil dance upon his head as he tried to get his bearings on the isolated beach.

Footsteps slowly creaked on every step of the stairs. The bedroom door handle turned slowly.



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THE LITERACY SHED - Home













Reading

Pie Corbett Reading Spine

To support your child at home, there is a collection of 'core texts' that are recommended for each year group. They are considered classics that every child should read before they end the year!

We have copies of all the core texts in the library.



Reading



All children should be immersed in language through listening to texts being read to them daily.

Read books beyond the level at which most children can read independently – this will help develop their vocabulary.

Include all genres, chapter books, introduce them to different authors.

Assessment

Working <i>towards</i> the Expected Standard																		
		Date	Date	Date	Date	Date	Date	Date										
Write for a range of purposes.																		
Use paragraphs to organise ideas.																		
In narratives, describe settings and characters.																		
In non-narratives, describe settings and chara		•		Wo	rking at t	he Expecto	ed Standa	rd.										
Use capital letters, full stops, question marks, for contraction mostly corrections.							Date	Date	Date	Date	Date	Date	Date	_				
Spell correctly most words from Year 3/Year 4								+	+		_							
from the Year 5/Year 6 spelling lists. Write legibly.																		
							1											
	Select vocabulary and grammatical structure Working at the Grea								ne Great	er Depth								
	requires. Use a range of devices to build cohesion (e.g.												Date	Date	Date	Date	Date	Date
	and place, pronouns, synonyms) within and Write effectively for a					inge of pi	irposes an	d audience	s, selecting	the appi	ropriate							
_	form and drawing independently on what they have read as models for their own writing (e.g. literary language, characterisation, structure).																	
	Distinguish between the language of speech and writing and choose the appropriate register.																	
	Exercise an assured and conscious control over levels of formality, particularly through manipulating grammar and vocabulary to achieve this.																	
		Use the range of punctuation taught at key stage 2 correctly (e.g. semicolons dashes, colons, hyphens) when necessary.																
	Total:								/19	/19	/19	/19	/19	/19	/19			
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Handwriting

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United School International
The Pearl Island جزيرة اللؤلؤة an Orbital Education School

- Nelson handwriting scheme for KS1.
- KS2 to use GR and morning starters.

PEN LICENCE

NAME



6D

Licence number: 08022012

Date of issue:

31.08.23



Date of expiry:

26.6.24



Thank You