

In Year 3 we are growing the characteristic of...

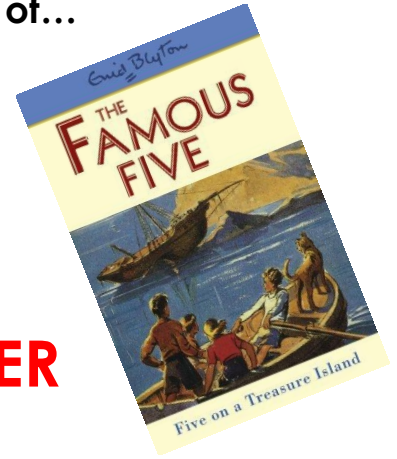


CURIOSITY

through the learning journey

LASHINGS OF GINGER BEER

22nd March to 11th May



Rationale:

Enid Blyton was one of the most successful British authors of the twentieth century. She had an extensive love affair with Dorset, which provided the inspiration for many of her books and characters such as those found in The Famous Five collection. This learning journey will transport our learners to a time when children had the freedom to explore and enjoy real adventures. Blyton's traditional stories will form the inspiration for the learners to write their own adventures. They will have to carefully select vocabulary to capture the classic language and mood of the time. This is a splendid opportunity for them to lose themselves in a world full of innocent adventure and to awaken their own curiosity shown in their creative writing.

Respect	Independence	Creativity	
<p>Managing Relationships</p> <p>We will be curious when we discuss and share different points of view on our stories. We will use their feedback to improve our own work and we will give feedback in a respectful and useful way.</p> <p>We will learn this by listening to the ideas and opinions of other learners and ask questions about their understanding and point of view. We will use prior learning to give effective feedback.</p>	<p>Motivation</p> <p>We will be curious as we further our understanding of the features of an adventure story and how we can be successful when writing our own version.</p> <p>We will learn this by creating our own story maps that are influenced by the style of Enid Blyton's Famous Five adventures. We will also be motivated to be successful as we see our progress on the arching success criteria displayed in the classroom.</p>	<p>Think Beyond the Obvious</p> <p>We will be curious when we ask questions in order to get more information about a character or setting or plot so we can generate alternatives for our own stories.</p> <p>We will learn this by 'hot seating' and comparing similar texts to help us improve and extend our own ideas.</p>	<p>English</p> <hr/> <p>Geography</p> <hr/> <p>History</p>

Hook: Thursday 22nd March – dress up as a member of the Famous Five

We are going to create our very own Famous Five Adventure for the children to enjoy and really get into character to help their creative writing. They will need dress up and take on an authentic persona of one of the children from the Famous Five. We will set up and guide them on an adventure similar to those the Famous Five were renowned for. Can our learners use their curiosity to solve the mystery on the heath? What mystery and adventure lies ahead as the clues unfold?

Challenge:

We have all recently been inspired by World Book Day and challenged by the Broadstone Bucket List to read, read and read some more. Author of adventure, David Lawrence Jones also paid us a visit and left a task for year 3. He wants us to follow in his footsteps and write our own adventure stories. We will use the traditional format of The Famous Five to structure our own "jolly spiffing" adventures. So, whether they're outwitting thieves, seeking hidden treasure or encountering spooky caves, the learners will write adventure stories to show how the Five's curiosity and courage is a winning format.

Outcome:

The children will produce their own stories as part of the "We Are Writers" literacy project run by Scholastic. "We Are Writers" is a brilliant way to inspire children to write and offers them a unique opportunity to see their own writing, published in a real book. When the final books come in, children are so proud of their achievements that every parent, grandparent and family member will want a copy! The good news is that we can also earn Scholastic Rewards for free books and raise funds for our school with every book sold. Look out for the scholastic book fair in coming weeks!

Learning through role play:

Our role play area will become the front room of a 1950s house to give the children an authentic feel for the daily life of one of the characters in the Famous Five. They will have props to help encourage story lines and traditional games to play with each other rather than on electronic devices.

Community Impact:

Dorset is the setting where the plucky gang spent their holidays and the fact that it is all on our doorstep is a privilege we must take advantage of. It is important that we visit our local heritage and open spaces and continue to preserve them for everyone to enjoy. The Enid Blyton trail in particular inspires curiosity in her life which will see the learners develop a historical perspective, placing their growing knowledge into different contexts and understanding local connections. Blyton's stories play an important role in teaching within coherent and meaningful narratives.

Computing:

Dance Mat Typing, a fun way to learn touch typing. There are four levels to play, each divided into three stages. You start by learning the home row keys. Each stage builds on previous lessons, introducing new letters as you progress. You'll soon be touch typing like an expert! At the end of each level you can test your typing speed and get a fun reward.

Expert Input:

There's something special about holding a real historical artefact, something that someone used hundreds, even thousands of years ago. The experts at Poole Museum will provide that tactile link to history through one of their object boxes.

How you can help at home:

There are lots of websites to help learners at home during this learning journey. Please visit;

<http://www.enidblytonociety.co.uk/enid-the-writer.php>

<https://www.timestables.co.uk/>

<https://gb.education.com/game/sentence-builder-homophones/>

<http://www.bbc.co.uk/guides/z3c6tfr>

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

Take Away Task:

Dorset was the inspiration for Enid Blyton's Famous Five books. The author visited the ruin of Corfe Castle in 1941, arriving by steam train from Swanage - you may like to imagine yourself as one of the Famous Five disembarking at Corfe Station. We would love to see some illustrations of your visits to the famous five landmarks that could be used in your story. For more inspiration, visit <https://www.telegraph.co.uk/travel/news/two-cycling-bike-enid-blyton-dorset-family-holiday-england/>

<https://www.telegraph.co.uk/travel/725320/UK-A-Dorset-adventure.html>

Discrete Teaching Programmes (DTP's):

- PSHE – Jigsaw - Relationships
- PE – striking and fielding and swimming (starts 25th April – 20th June)
- Music – continue to develop an understanding of the history of music.

Steps to Success:

- Hook into a Famous Five adventure and step into character during our own mystery on the heath and 1950's picnic
- Share Famous Five stories noticing the features of Blyton's style, language writing techniques
- Explore the features of an adventure story and create overarching success criteria
- Watch clips from the Famous Five series (1950's series) to help with settings and plot
- Continue to step into character in the role play and discover the mood, feel and life experiences of those living in the 1950's
- Research the historical land marks and the geography of the Blyton trail to add authentic settings and accurate descriptions
- Complete a detailed story plan in the form of a Pie Corbett 'story map'
- Write a first draft
- Grow in green to self-edit
- Peer assess and give meaningful, purposeful feedback in order to make progress
- Respond to marking and feedback to improve
- Write final draft
- Send off final draft for publishing
- Hold a book fair to sell our books to the community

Evaluating Success:

We will apply our learning from year 1 and Austin's Butterfly in order to give specific feedback that promotes progress. We will start to explore the language of metacognition and how it can affect our mindset. There will also be a large self assessment tool where learners can look at their writing targets and move their names when they have achieved the objective they have been given.