

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Genre taught	Non-chronological Report (KS1 and KS2)	Traditional Tales/Classic Literature (KS1 and KS2)	Persuasion (KS1 and KS2)	Suspense Story (KS1 and KS2)	Instructions (KS1) Explanation (KS2)	Journey/adventure Story
Short Burst	Journey/adventure Story	Non-chronological Report	Traditional Tales/Classic Literature	Persuasion	Suspense Story	Explanation
EYFS	<p>Colour Monster (Transition into school) 2 weeks phased entry (Phase 1 phonics, copying patterns, environmental sounds, rhyming)</p> <p>The Enormous Turnip Imitate- Enormous Turnip Story Innovate- Enormous Pumpkin Story (link to harvest) Invent- what would you pull out</p> <p>Short Burst- Name writing</p>	<p>Gingerbread Imitate- The Gingerbread Man Story Innovate- The Cookie Man story Invent- The _____ Story. Change main character and how the it crosses the river</p> <p>Short Burst- The Gingerbread an wanted poster Letter to the fox Design a friend for the gingerbread man Design a new character Design a house for the GBM</p>	<p>We're Going on a Bear Hunt Imitate- We're Going on a Bear Hunt Innovate- Polar Bear Invent- Change character and where they are going.</p> <p>Short Burst-</p> <p>Writing Opportunities</p> <ul style="list-style-type: none"> Facts about bears – who am I? 	<p>The Three Little Pigs Imitate- Three little pigs story Innovate- Three little sheep story Invent- Three little Story (choose what house is made out of)</p> <p>Short Burst- (drawing club links/ text focus) Mr Wolfs Pancakes</p> <p>Writing Opportunities</p> <ul style="list-style-type: none"> wanted posters 	<p>Hungry Caterpillar Imitate- The Hungry Caterpillar Innovate- The Very Bored Tadpoles Invent- The Very..... (chns choose)</p> <p>Short Burst- (drawing club links/ text focus)</p> <p>The very hungry caterpillar (full version) Jaspers Beanstalk Jack and the Beanstalk The very ugly bug</p>	<p>Pirate Pete Imitate- Pirate Pete Innovate- Mary Anning Invent- What would you find?</p> <p>Short Burst- (drawing club links/ text focus)</p> <p>What the ladybird heard at the seaside Mary Anning Non fiction Plunge into the pirate pool Jack and the flum flum tree The girls and the dinosaur</p>

	<p>Mark making (give meaning to marks they are making) Speaking and listening Hearing initial sounds</p> <p>Additional Opportunities</p> <ul style="list-style-type: none"> • Giving meaning to marks • Name writing • Naming and describing vegetables • Labelling vegetables <p>Drawing Club:</p> <ul style="list-style-type: none"> • The Old Man • Pumpkin Character • Potion <p>Other Experiences:</p> <ul style="list-style-type: none"> • Space Week • Design a rocket • Design an alien <ul style="list-style-type: none"> • Base line to be completed within the first 6 weeks 	<p>How will the GBM cross the river?</p> <p>Writing Opportunities</p> <p>Making houses for the GBM</p>	<ul style="list-style-type: none"> • Story mapping • Wanted poster – describe the bear • List for a bear hunt • Letters to the bear 	<ul style="list-style-type: none"> • designing and labelling houses <ul style="list-style-type: none"> • letters to characters • hot seating (sp & listening) • speech bubbles <ul style="list-style-type: none"> • crime scene report • design a hero to save the pigs • design dream house (The House that Jack built) 	<p>Additional Opportunities</p> <ul style="list-style-type: none"> • fact file • minibeast riddles <ul style="list-style-type: none"> • design a very ugly bug • annotate life cycle 	<p>Somebody swallowed Stanley</p> <p>Additional Opportunities</p> <ul style="list-style-type: none"> • what treasure would you like to find • treasure map labelling • pirate fact file • wanted posters • letters to good and bad characters <ul style="list-style-type: none"> • characters descriptions • instructions • EYFSP data profile to be completed by 30th June approx.
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<p>Year 1</p>	<p><u>Animals</u> Imitate- Look after Dotty the Hamster and create Non Chronological Report. Innovate- A Non Chronological report about Milo for visitors in the entrance to school Invent- All about a rabbit</p> <p>Short Burst- Descriptive paragraph about animal.</p> <p>Additional Opportunities</p> <ul style="list-style-type: none"> • Character profile <p>Descriptive paragraph about a hamster</p> <ul style="list-style-type: none"> • Recount of rabbit coming into school. 	<p><u>The Three Billy Goats Gruff</u> Imitate- Version of Billy Goats Gruff with additional language features. Use local park for stimulus Innovate- Revisit launch location but children find new props to change characters in story. Invent- KS1 Competition Time! Receive a competition poster asking children to be authors. Who can write the best traditional tale to win the star prize!</p> <p>Short Bursts- (Non-chronological Report)</p> <ul style="list-style-type: none"> • Writing about a Goat to give to the Troll so he knows more information about them <p>Additional Opportunities</p>	<p><u>Handa's Surprise</u> Imitate- persuasive letter to the Animals to give the fruit back to Handa. Innovate- Persuade Handa to share the fruit with the animals so they don't have to steal it. Invent- write a persuasive letter to the kitchen to have a themed lunch in the hall to make our school dinners more exciting.</p> <p>Short Bursts- (Traditional Tales)</p> <ul style="list-style-type: none"> • Descriptive writing around a setting <ul style="list-style-type: none"> • Description of setting in Kenya. <p>Additional Opportunities</p>	<p><u>Julia Donaldson Gruffalo-</u> Imitate- Gruffalo with additional language features (change setting now or after during innovation) Innovate- Snufferlo Invent- Chns own monster creation with name.</p> <p>Short Bursts- (Persuasion)</p> <ul style="list-style-type: none"> • Persuade other animals to come and have lunch with the Gruffalo <p>Additional Opportunities</p> <ul style="list-style-type: none"> • Descriptive story setting paragraph 	<p><u>Golden Egg Instructions</u> Imitate- How to care for a golden egg. Innovate- How to care for a speckled egg? Invent- How to care for a Dragon?</p> <p>Short Bursts- (Suspense)</p> <ul style="list-style-type: none"> • Diary entry when egg hatches <p>Additional Opportunities</p> <ul style="list-style-type: none"> • Descriptive paragraph 	<p><u>Hannah Hoose Meerkat Mail</u> Imitate- Sunny going on adventure. Shortened version of book with higher vocab. Innovate- Chn to change where Sunny tries to find a home and what its like in the different places (choose a place chn have enough experience of) Invent- Chn to create their own animal character going on a journey to 3 different places. (This could be linked to other areas of the curriculum to give chn some prior knowledge)</p> <p>Short Bursts- (Instructions)</p> <ul style="list-style-type: none"> • How to pack a suitcase. <p>Additional Opportunities</p>
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		<ul style="list-style-type: none"> • Character profile of Troll 				<ul style="list-style-type: none"> • NCR on meerkats.
Year 2	<p><u>Location and Place</u></p> <p>Imitate- Non Chronological Report for London</p> <p>Innovate- Non Chronological Report for our Swindon (Link to local area send to council/mayor of Swindon Gary Perkins) Visit??</p> <p>Invent- Non Chronological Report for our school. Governors into visit to set purpose.</p> <p>Short Bursts- Letter to Paddington Bear</p> <p>Additional Opportunities</p> <ul style="list-style-type: none"> • descriptions • labelled diagrams and maps 	<p><u>Jack and the Beanstalk</u></p> <p>Imitate- Receive golden egg delivery from office. Why has it been delivered office confused... Have to retell story to the office. Jack and the Beanstalk.</p> <p>Innovate- Chilli plant in a locked box with note from Jack. A way to get back at the Giant?? What really happened??</p> <p>Invent- KS1 Competition Time! Receive a competition poster asking children to be authors. Who can write the best traditional tale to win the star prize!</p> <p>Short Bursts- (Non-chronological Report)</p>	<p><u>Little Red Stimulus</u></p> <p>Imitate- Stop Mr Wolf eating meat</p> <p>Innovate- Stop Mr Wolf causing havoc in our community</p> <p>Invent- Stop council/Gary Smith from taking our hall space, running baby groups etc</p> <p>Short Bursts- (Traditional Tales)</p> <p>Additional Opportunities</p> <ul style="list-style-type: none"> • What's in his pantry? Lists and apostrophes • Newspaper article recount of day 	<p><u>The Great Snortle Hunt</u></p> <p>Imitate- The Snortle Hunt (Shortened version)</p> <p>Innovate- Change the character from Snortle to Blumber</p> <p>Invent- Make their own story character and setting</p> <p>Short Bursts- (Persuasion)</p> <ul style="list-style-type: none"> • Persuade the Cat, Mouse and Dog to come back and play from Snortle's point of view. <p>Additional Opportunities</p> <ul style="list-style-type: none"> • Character profile of Snortle 	<p><u>Hansel and Gretel</u></p> <p>Character profile of Witch</p> <p>Newspaper report of Witch burning down the Gingerbread house</p> <p>Description of Gingerbread house</p> <p>Key writing focus- Writing instructions about how to build a Gingerbread house.</p>	<p><u>Animal Adventure</u></p> <p>Range of writing opportunities for evidence at EOY.</p> <p>Ideas:</p> <p>Persuasive letter about coming to the wildlife park more visitors due to lower numbers or poaching/captivity.</p> <ul style="list-style-type: none"> • Write to David Attenborough or other wildlife expert <p>Animal description/ leaflet Debate</p> <p>Key writing focus - Recount of Cotswold Wildlife Park Trip</p>

		<p>Additional Opportunities</p> <ul style="list-style-type: none"> • Character profile of Giant • Descriptive setting 		<ul style="list-style-type: none"> • What's in his rucksac? Lists and apostrophes 		
Year 3	<p>Inspiration: Stone Age</p> <p>Imitation: The Woodland Unicorn</p> <p>Innovation: NCR on a Stone Age animal</p> <p>Invention: NCR about their own invented Stone Age animal</p> <p>Short Burst: Journey of the Stone Age child inspired by 'The Stone Age Boy' by Satoshi Kitamura</p>	<p>Inspiration: The Snow Dragon</p> <p>Imitation: The Snow Dragon</p> <p>Innovation: Story about contrasting dragons (whole class) e.g. peace and war</p> <p>Invention: Story about their own contrasting characters (good vs evil)</p> <p>Short burst (NCR): NCR on dragons</p>	<p>Inspiration: Class Reader: BFG</p> <p>Imitation: Make PlayStations Available in School</p> <p>Innovation: Make (iPads) Available in School</p> <p>Invention: Convince the King to persuade him to help the BFG (class reader link)</p> <p>Short burst (Traditional tale/Classic Literature): Link to class reader (BFG)</p>	<p>Inspiration: Escape from Pompeii</p> <p>Imitation: The Manor House</p> <p>Innovation: The __ (change the character and setting)</p> <p>Invention: Link to class reader: characters escape from a scary setting</p> <p>Short burst (Persuasion): Write to persuade to grow dragons (link to class reader).</p>	<p>Inspiration: interview the spider!</p> <p>Imitation: How a Giant Spider traps its prey</p> <p>Innovation: How a __ traps its prey</p> <p>Invention: How a _____ traps its prey. (Deadly 60 link)</p> <p>Short burst (Suspense Story)</p>	<p>Inspiration: The Magic Brush appears in school!</p> <p>Imitation: The Magic Brush</p> <p>Innovation: Change the character and setting whole class - a girl/boy in Ancient Egypt drawing hieroglyphs, fishing in the River Nile and a greedy Pharaoh!</p> <p>Invention: Chn could write a modern or future interpretation of the story, changing the characters and setting to their choice</p>

						<p>Short burst (Explanation): Explanation about mummification</p>
Year 4	<p>Inspiration: <u>Life in the Stone Age</u> Imitation: Victorian Life Innovation: Queen Victoria Invention: NCR focusing on life of Victorians</p> <p>Short burst (Journey/adventure story): How to Train a Dragon (class reader link)</p>	<p>Inspiration: <u>Aesop's Fables</u> Imitation: The Boy Who Cried Innovation: Modern interpretation e.g. The Girl who Shouted Shark Invention: Own fable with a moral</p> <p>Short burst (NCR): NCR on wolves</p>	<p>Inspiration: <u>Class Reader (Charlotte's Web)</u> Imitation: Charlotte's Web persuasive letter Innovation: Write to a farmer to persuade him not to kill one of the animals Invention: Persuasive letter to company not using products from the rainforest/palm oil</p> <p>Short burst (Traditional tale/Classic Literature): Story/fable with a rainforest setting</p>	<p>Imitation: The Nightmare Man Innovation: The ___ Man Change setting and character (rainforest setting, topic link) Invention: Suspense story linked to class reader</p> <p>Short burst (Persuasion): Persuasive letter (link to class reader)</p>	<p>Inspiration/hook: <u>Wallace and Gromit cracking contraptions</u> Imitation: How does a teacher pleaser machine work Innovation: How does a <u>parent</u> pleaser machine work Invention: Hook: Miss Thomas has a special project for Y4 – to design a machine to help look after Milo! E.g. Doggie Day-care Device, Pet Pleaser Machine</p> <p>Short burst (Suspense Story):</p>	<p>Hook: Suitcase appears in school Imitation: The Peculiar Book Innovation: Time travel story – peculiar book takes them back to Ancient Rome Invention: Write story where a peculiar object takes children somewhere else on a journey e.g. Rainforest or Victorian times</p> <p>Short burst (Explanation): How does a Time Machine work?</p>

					Romulus and Remus	
Year 5	<p>Harry Potter Imitation: The Frost Dragon Innovation: NCR about hippogriffs Invention: NCR about their own Fantastic Beasts</p> <p>Short burst (Journey/adventure story): Journey story including a magical creature</p>	<p>Harry Potter Imitation: How the camel got its hump Innovation: How the phoenix got its flames Invention: Writing own just so stories, e.g. how the sorting hat got its voice, how Dumbledore got so wise etc.</p> <p>Short burst (NCR): NCR based on The Solar System (Science link)</p>	<p>Imitation: Robin should leave Batman Innovation: Should Neel leave Chia (children could use real life or fictional duos - could link to class reader – The Girl Who Stole an Elephant) Invention: Persuade the Vikings not to invade (Enquiry link)</p> <p>Short burst (Traditional tale/Classic Literature): “How the Elephant Got Its Trunk” (link to class reader ‘The Girl</p>	<p>Imitation: Sam’s Thief Innovation: Alma Invention: Suspense story based on ‘Shadow Forest’ (Class Reader)</p> <p>Short burst (Persuasion): Persuade Alma not to enter the shop</p>	<p>Imitation: How does the life cycle of a scarab beetle work? Innovation: How does the life cycle of a frog work? (change animal) – Science link Invention: Explaining a scientific process – revisit known topic - Explanation of geographical process (courses of rivers) linked to geography</p> <p>Short burst (Suspense Story): The Wolves in the Walls</p>	<p>Imitation: Journey to the Centre of the Earth Innovation: Receive postcard from Antarctica – journey story to this place Invention: Journey stories based on a place in the world of their choice</p> <p>Short burst (Explanation): Geography link</p>

			Who Stole An Elephant?)			
Year 6	<p>Imitation: Vikings at Large</p> <p>Innovation: NCR about Greeks</p> <p>Invention: NCR about the Ancient Greeks</p> <p>Short burst (Journey/adventure story): The Wooden Horse adventure including Greek warriors and gods</p>	<p>Imitation: Holes</p> <p>Innovation: Adaptation of Holes</p> <p>Invention: Own version of Holes</p> <p>Short burst (NCR): NCR linked to Biomes – geography link</p>	See separate writing map for Year 6, designed to gather evidence for writing portfolios			
			<p>The Great Plague</p> <p>Warning Story: At the Sign of the Sugared Plum</p> <p>NCR: The Great Plague</p> <p>Diary: Samuel Pepys</p> <p>Letter: Wallpaper Lion (Goldfish Boy)</p>	<p>World War Two</p> <p>Letters from an evacuee: The Lion and the Unicorn</p> <p>Narrative: Beyond the Lines/Letters from the Lighthouse</p> <p>Diaries: Goodnight Mister Tom</p>	<p>NCR: Holy Week</p> <p>Instructions: How to make a healthy pizza</p> <p>Persuasion: Room 101</p>	<p>Explanation: The Digestive System</p> <p>NCR: The Tudors</p> <p>Autobiographies: Writing autobiographies to send to new secondary schools</p>