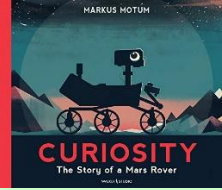
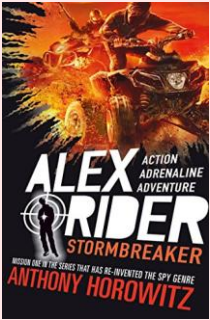
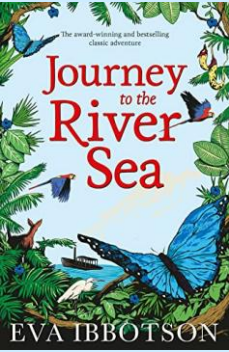



Oak Lodge: Year 5	Text Driver	Autumn 1	Text Driver	Spring 1	Text Driver	Summer 1
	<p><u>Curiosity – The Story of a Mars Rover</u> Author – Markus Motum</p> 	<p><u>Letter</u> Creative non-fiction</p> <p>Purpose: To make a request</p> <p>The purpose is to write a proposal to NASA to request they build a rover to explore Mars.</p>	<p><u>Stormbreaker</u> Author – Anthony Horowitz</p> 	<p><u>Setting Description</u> Fiction</p> <p>Purpose: Entertain</p> <p>The purpose is write in role as Alex Rider as he hides in a car scrapyard. A detailed description of the sights, sounds and smells of a scrapyard helps to create an intimidating atmosphere. Expanded noun phrases, relative clauses and figurative language are used to zoom in on the machinery in the scrap yard.</p>	<p><u>Journey to the River Sea</u> Author – Eva Ibbotson</p> <p>Adventure Story</p> 	<p><u>Diary</u> Creative non-fiction</p> <p>Purpose: To recount events and explore feelings</p> <p>The purpose is to explore the feelings of Maia after she has met the Carters.</p>
	<p><u>Non-Fiction Book</u></p>			<p><u>Informal Letter</u> Creative non-fiction</p> <p>Purpose: To recount events and ask advice</p> <p>The purpose is to write a letter in first person as Alex Rider to Jack, his former childminder. The purpose is to inform Jack of the extraordinary events that have happened since she left to go to America, to express his astonishment about the secret life of his uncle and to ask her advice on whether he should trust Blunt and the secret service or not?</p>		
	<p><u>The London Eye Mystery</u> Author – Siobhan Dowd</p> <p>Adventure Story</p> 	<p><u>Advertising Leaflet</u> Non-Fiction</p> <p>Purpose: To inform, persuade and publish leaflets</p> <p>The purpose is to research the most popular London landmarks for tourists, select one of them and create a leaflet on their chosen landmark, and persuading that this is the best place to visit.</p>	<p>Mystery Spy Thriller</p>	<p><u>Information Text – Spy Gadget</u> Non-fiction (Non-Chronological Report)</p> <p>Purpose: Inform and explain how a spy gadget works / publish for a class catalogue on spy gadgets.</p> <p>The purpose is to design a spy gadget and provide information on its features and how it works. Bullet points highlight its main features and how it is disguised as a different object. Information is also given of what it is made out of and where it can be used.</p>	<p><u>Narrative – Setting Description</u> Fiction</p> <p>Purpose: To entertain</p> <p>The purpose is to create a scene and an atmosphere for the reader of Finn’s lagoon. The writing starts with a “wide shot” describing the colours, the sounds and the water before zooming in on wildlife and plants, then zooming in further to focus on the hut and the boat. Dialogue is also included to convey character.</p>	
		<p><u>Setting Description</u> Fiction</p> <p>Purpose: To create suspense/entertain</p> <p>The purpose is to write a description of a ride on the London eye – including a setting description of inside the London Eye pod to the view outside. Using first person, feelings are also considered as the pod ascends to the</p>				<p><u>Newspaper Report</u> Non Fiction (Recount)</p> <p>Purpose: To recount events and speculate</p> <p>The purpose is to recount the events of the catastrophic fire at the Carters’ house and to report on the arrest of the Carters. The article will also report that Maia is missing and speculate on her whereabouts. The article will include quotations from witnesses and</p>

		top. At the very top, children describe a peculiar happening or twist...				related characters both in direct and indirect speech. An appeal for more information will also be included.
	Text Driver	Autumn 2	Text Driver	Spring 2 Units of Work (text types)	Text Driver	Summer 2 Units of Work (text types)
	The Adventures of Odysseus Author – Hugh Lupton Ancient Myth	<u>Diary</u> Creative Non-Fiction Purpose: To explore feelings The purpose is to write two diary entries from the differing perspectives as Kat and Ted, demonstrating how they feel about the upcoming visit of Aunt Gloria	<u>The Journey</u> Author – Francesca Sanna  Picture Book	<u>Poem (Two stanzas)</u> Poetry Purpose: Entertain, create empathy; create/publish a 3D pop up display of poetry; to explore the concept of the entitlement of fundamental human rights and freedoms for all. The purpose is to identify the dramatic features in the melodramatic poem - The Raven and to write a couple of stanzas in that style. The illustration of the family is used to inspire a draft of an opening stanza from the perspective of the mother and in the style of Edgar Allan Poe’s poem. The purpose of the poem is also to make people think about freedom and how refugees are treated.		<u>Discussion Text</u> Non-Fiction Purpose: To inform The purpose is to create an information text about rainforests. An introduction will discuss what a rainforest is and why they are special. The report will focus in on selected plants or animals and will also include an discussion on what impact humans are having on the rainforest.
		<u>Character Description</u> Fiction Purpose: Entertain The purpose is to create and describe a mythical beast that can be used as the central villain in a Greek myth. The reader will be entertained and frightened by a graphic and detailed description of the beast’s features and its powers.		<u>Persuasive Letter</u> Creative non-fiction Purpose: To persuade; to evoke empathy The purpose is to take on the role of the guard at the border to and to write a letter to argue why the family should be allowed to pass and convey that they are escaping conflict and seeking sanctuary. The purpose of the letter is also to evoke empathy for the plight of refugees.	<u>The Highwayman</u> Author – Alfred Noyes Narrative Poem 	<u>Narrative – Retelling of the story</u> Fiction Purpose: Entertain The purpose is to adapt the narrative poem of the Highway Man in to a narrative format. Dialogue is included to advance the action.
		<u>Narrative - Myth</u> Fiction Purpose: Entertain and publish a myth book to share with a younger year group. The purpose is to entertain by describing a further adventure of Odysseus. The myth will include a description of a stormy sea and climax with a fight scene with a mythical beast. Dialogue will be included to advance the action.				