

Long Term Writing Plan (Writing outcomes are suggested innovations)

Autumn 1		Autumn 2		Spring 1		Spring 2		Summer 1		Summer 2	
Topic:		Topic:		Topic:		Topic:		Topic:		Topic:	
Fiction	Non-Fiction	Fiction	Non-Fiction	Fiction	Non fiction	Fiction	Non-Fiction	Fiction	Non-Fiction	Fiction	Non-Fiction
<p><b>Text</b> The Nightmare Man (teachprimary.com Pie Corbett)- <b>edit to take away 100 words to be able to map.</b></p> <p><b>Genre</b> Fear Story</p> <p><b>Focus</b> Create atmosphere</p> <p><b>Writing outcome</b> Spooky story Write a piece of suspense</p> <p><b>Innovation</b>- new version of nightmare man (<b>leaving at night time, imagining in the dark imagining someone or something is there</b>)</p> <p><b>Independent Write</b> Independent fear story- Another version of nightmare man however their own version. Can't do dark etc.</p>	<p><b>Text</b> How to Catch a House Goblin (Pie Corbett modelled texts Y6 book)- <b>edit to take away 100 words to be able to map (some of the steps). Keep the introduction.</b></p> <p><b>Genre</b> Instructional/humour</p> <p><b>Focus</b> Style / vocab</p> <p><b>Writing outcome</b> How to Trap a Nightmare Man</p> <p><b>Innovation</b> Talk about other fictional characters, Dobby, giants, ogres. How to catch a ...?</p> <p><b>Independent Write</b> How to catch a Greek Myth monster?</p>	<p><b>Text</b> Theseus and the Minotaur (<b>Use Marcia Williams version</b>).</p> <p><b>Genre</b> Beat the monster</p> <p><b>Focus</b> Effective description of character/setting</p> <p><b>Writing outcome</b> Sequel- Theseus and the ...</p> <p><b>Innovation</b> Theseus and a new monster story. (<b>Do some work in topic about mythological creatures</b>)</p> <p><b>Independent</b> New beat the monster Story. They have to have a hero and a monster (<b>everything else is up to them, doesn't have to be Greek, push them away as far as possible</b>).</p>	<p><b>Text</b> Biography of Disney Character (<b>Use Marcia Williams as framework</b>)</p> <p><b>Genre</b> Biography (Recount)</p> <p><b>Focus</b> Cohesive devices</p> <p><b>Writing outcome</b> Biography of a known book character.</p> <p><b>Innovation</b> Biography of film character</p> <p><b>Independent Write</b> Biography of a book character they know well.</p>	<p><b>Text</b> The Caravan (teachprimary.com Pie Corbett) <b>edit to take away 100 words to be able to map, place in more dialogue)</b></p> <p><b>Genre</b> Warning story</p> <p><b>Focus</b> Integrating dialogue to convey character &amp; advance action</p> <p><b>Writing outcome</b> Warning story with effective dialogue</p> <p><b>Innovation</b> Somewhere different that is dangerous. (<b>think outside the box. Can they use somewhere local?</b>)</p> <p><b>Independent</b> Give them a picture of an abandoned building with that in it. <b>Barns Hospital as the hook.</b> (<b>entirely up to them how they use that setting</b>)</p>	<p><b>Text</b> Use Pie Corbett 'Should Children DO Housework?' to create 'Should the Voting age change to 16?'</p> <p><b>Genre</b> Discussion (both sides of the argument)</p> <p><b>Focus</b> Cohesion</p> <p><b>Writing outcome</b> Letter of Discussion (balanced argument)</p> <p><b>Innovation</b> Should the driving age be lowered to 10?</p> <p><b>Independent</b> WW2 related discussion for example; Should children be allowed to go to war? – <b>International convention for human rights</b> Should women be able to fight? Is evacuation right?</p>	<p><b>Text</b> Tin Forest (Setting Description)</p> <p><b>Genre</b> Settings</p> <p><b>Focus</b> Setting description</p> <p><b>Writing outcome</b> Setting Description</p> <p><b>Innovation</b> Moving from tin part to real forest.</p> <p><b>Independent</b> Setting description</p> <p>Give them an opening of the story- writing the next bit by describing the setting.</p>	<p><b>Text</b> Leaflet examples from shops etc.</p> <p><b>Write a tool kit from these. Box up leaflet with the class to see the structure.</b></p> <p><b>Genre</b> Information leaflet</p> <p><b>Focus</b> Layout features</p> <p><b>Writing outcome</b> Promotional leaflet</p> <p><b>Independent</b> Persuasive information leaflet about PGL.</p>	<p><b>Text</b> Zelda Claw and the Rain Cat- Pie Corbett</p> <p><b>Genre</b> Fear Story</p> <p><b>Focus</b> Suspense</p> <p><b>Writing outcome</b> Write a piece of suspense writing.</p> <p><b>Innovation</b> Change the characters and the setting.</p> <p><b>Possibly change to dogs or cat being chased by dog.</b></p> <p><b>Independent</b> Give them two new characters and a scary setting and write a piece of suspense.</p>	<p><b>Text</b> Year 4 model from Pie Corbett- 'Bean Plant Cut down'.</p> <p><b>Genre</b> Newspaper article</p> <p><b>Focus</b> Securing end of year objectives</p> <p><b>Writing outcome</b> Newspaper Report.</p> <p><b>Innovation</b> Problem based on another traditional tale e.g. Goldilocks steals the porridge <b>Could use something from Varjak Paw.</b></p> <p><b>Independent</b> Based on an event of a story of their choice.</p>	<p><b>Text</b> The Arrival by Shaun Tan (hook text, model not required)</p> <p><b>Genre</b> Journey</p> <p><b>Focus</b> Using &amp; applying all focuses</p> <p><b>Writing outcome</b> Narrative – free choice</p>	<p><b>Text</b> All models from Y6</p> <p><b>Genre</b> Variety of genres</p> <p><b>Focus</b> Securing end of year objectives</p> <p><b>Writing outcome</b> Free choice non-fiction write based on favourite topic studied in Y6</p>

Year 6