ISLAND ADVENTURE

In this week's writing project, we would like you to design your own island! It will involve a range of IFS - creativity, enthusiasm, curiosity and articulation and incorporate skills from different subjects.

Day 1

Amazing! You have been very lucky and have won your own ISLAND! You are so excited you just have to tell the world that you've won one and what it looks like. Today, we would like you to draw a map of your island:

- What is it shaped like?
- Where is the island is it near the equator? What other countries/places is it near?
- What features can you find on your island rivers, hills, mountains?
- What is the climate like? What plants and animals can be found on there as a result?
- If you were to live there, what natural resources or man-made structures would help you to do so?

You can make it colourful, as long as we can see what the island looks like and key features. If there are a lot of things on your island, you could use a key to show what can be found there.

Day 2

Today is an exciting day! You are travelling to your new island. We would like you to write a short description of your journey - how do you get there? What happens on the way? How do you feel as you travel towards your very own island?

Things to include:

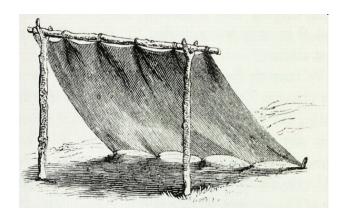
- similes e.g. the sky was as black as ink
- metaphors e.g. the calm sea was a mirror
- personification e.g. the boat groaned in agony as the waves smashed against its hull
- alliteration e.g. we sailed swiftly towards the shore
- excitement and emotions!



You're here! It is everything you have ever dreamt of... almost. You've left your trusty map behind and can't find the place you are supposed to meet your contact for the official handover of the island. It's getting dark and you decide to build a shelter to keep you safe, warm and dry for the night.













Look at the different survival shelters above. Think about the following questions:

- ★ What kind of weather can the shelters withstand?
- ★ What materials were used to construct them and why?
- ★ How was the shelter built?
- ★ What features do they have and why have they been included?
- ★ How well do you think each one will work and why?



You have thought about what makes an effective shelter... today we would like you to build one! Or rather, write instructions as to how to build an effective survival shelter. If you want to, and you can, you could make a small model of the shelter first by

recycling materials from around the house (ask a parent or carer first though!) to help you.

We've included a great example of an instruction text below to help you!

How to Trap the Iron Man

Are you kept awake by the sound of something tramping through your garden? Do you lie in your bed trembling at the sound of another car being squashed? Do you awake to smashed walls and footprints in the flower beds? Do you live in fear of what might await you round the corner? Do your knees knock at the thought of a walk to the corner shop? If so, the likelihood is that you have the Iron Man in the neighbourhood! Do not despair. Help is at hand. The Iron Man is not so hard to defeat, as they he is rather dim-witted. Read these step-by-step instructions and soon you too could be rid of this terrible pest.

What you will need:

- a spade
- a brown sheet
- tent pegs
- a sack of leaves
- some branches
- plenty of soil
- a large lump of metal (maybe a lorry or a tractor)

What you have to do:

- 1 First, you must dig a very large and deep hole. (This needs to be deep enough to hold the Iron Man.)
- 2 Secondly, you must cover the hole with a brown sheet that is pinned securely by tent pegs into the earth's crust.
- 3 After that, scatter leaves, a few branches and enough soil on top of the sheet to cover it.
- 4 Now you have to tempt the Iron Man by placing a large on top of the sheet.
- 5 Hide nearby and patiently wait for his arrival.

- 6 Soon the tempting smell of the metal warming in the sun will reach the nostrils of his nose.
- 7 Eventually, the Iron Man will come along and try to get the lorry.
- 8 In the end it will not be able to resist the food and therefore will fall straight into the pit.

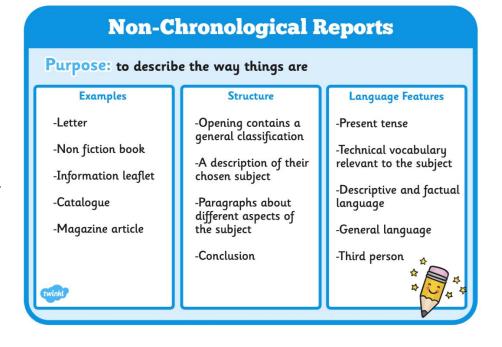
Important note

An angry Iron Man can be a frightening sight, so keep all little children inside. He will try to escape so make sure that you do not go too near the edge in case he can reach over the top. The Iron Man may try to bargain his way out he may sob and weep and beg for his freedom. He may even promise you vast wealth, pretending that they know the whereabouts of a dragon's treasure trove. Do not be fooled, the Iron Man only thinks of eating and sleeping.

An extra challenge!

If you would like an extra activity this week, we would like you to create a non-chronological report about an animal that can be found on your island - real or imaginary!

There are many different forms a non-chronological report can take but



the general structure and language features are the same.

Here are some examples below You can also find out what a good one looks like at

https://www.literacywagoll.com/non-chronological-report.html



Werewolves, also known as lycanthropes, are mythological or folkloric humans with the ability to shape-shift into a hybrid wolf-like creature. They are generally found in Europe and date from the medieval period. The legend of the werewolf developed in parallel to the belief in witches and is still evident in popular culture today.

How dangerous are they?

Often perceived as a threat throughout history, werewolves generally prey on any living thing; however they particularly target children. Werewolves attack in a variety of ways. The Scandinavian werewolf is known to possess poison-coated claws. This creature uses its gaze to paralyse its victims which enables the final blow to be delivered with devastating accuracy. Some werewolves are known to target the graves of their victims; digging up bodies to consume to satisfy their cravings.

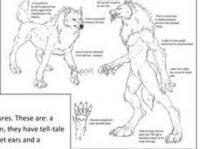
Modern culture

Even after many centuries of tales, a fascination with werewolves still exists in modern society. The most popular depiction of a werewolf on film is in the renowned movie franchise: "Iwilight". Another work of fiction which mentions these mythical beasts is "Harry Potter". This series of books features several werewolves (including Remus Lupin).



Shape-shifting ability

Werewolves are humans who transition into wolf-like creatures, either purposefully or after being placed under a curse. Various methods of becoming a werewolf have been reported. In folklore, most werewolves originate from being cursed or bitten by another werewolf, Historically, most werewolves transform under the light of a full moon. Some historical tales list other stranger methods of transformation, such as: rubbing the body with magic ointment, drinking rainwater out of the footprint of the animal or repeating a set spell. After returning to their human form, werewolves are usually documented as becoming weak, debilitated and undergoing painful, nervous depression.



Appearance

Traditionally, a werewolf is indistinguishable from an ordinary wolf apart from several features. These are: a larger body, lack of a distinct tail, human eyes and voice. When a werewolf is in human form, they have tell-tale physical traits including: meeting of both eyebrows ('monobrow'), curved fingernails, low-set ears and a swinging stride.

