

# Mission 500 Agent Training

## Adult Guidance

Each session is designed to last approximately 30 minutes. The pack provides a mixture of whole-class verbal tasks, written activities and short games with the purpose of developing pupils' story-writing and storytelling skills in preparation for writing their own entries to the BBC 500 Words competition.



This symbol indicates that printed resources are required in order to complete the activity.

### What a Mixture!

This session focuses on story ideation. It asks pupils to use an interactive spinner to select three different characters or props before turning them into their own comic strip story. Ahead of this session, you will be required to print the **What a Mixture! Comic Strips** and source a pencil for each pupil.

### Roll the Role

This session focuses on character creation. It asks pupils to roll a dice five times in order to create their own character. Pupils will draw this character onto a piece of paper before discussing different aspects of the character's life with a partner. Ahead of this session, you will be required to source a blank piece of paper, a pencil and a 1-6 dice for each pupil.

### Draw the Description

This session focuses on the use of expanded noun phrases for effective description. It asks pupils to listen carefully as a character description is read aloud by an adult. Children should draw the character being described onto a piece of blank paper and then compare their image to the real picture of the character. Finally, pupils should label the picture they have created with appropriate expanded noun phrases. Ahead of this session, you will be required to source a blank piece of paper and a pencil for each pupil.

### Make the Mountain

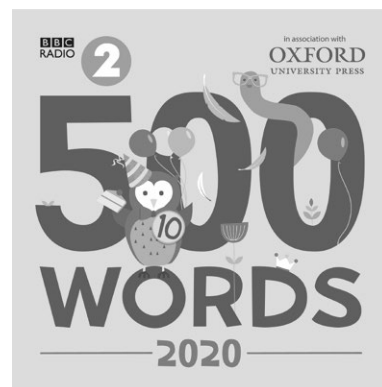
This session focuses on plot construction. It asks pupils to verbally use the story mountain approach to complete an imaginary story with a given problem. After this, pupils choose an unseen problem card and create a story including it, making simple annotations on sticky notes for each part of the plot. Pupils may work independently or as part of a small group. Ahead of this session, you will be required to print the **Make a Mountain Problem Cards** and source a pencil and four sticky notes for each pupil.

### What Happens Next?

This session focuses on problems and resolutions. It asks pupils to verbally provide hypothetical resolutions to given problems within a story. Then, using differentiated activity sheets, pupils are required to provide their own resolution to the problems a character faces during a bad day. Ahead of this session, you will be required to print the **What Happens Next? Resolutions Activity Sheets** and source a pencil for each pupil.

## On Your Marks

This session can be used to accompany the BBC Live Lesson on Thursday 16<sup>th</sup> January 2020 or as a stand-alone activity. This session focuses on the use of punctuation at the end of a story. It asks pupils to identify and add the missing piece of punctuation to a range of story endings. This can be done verbally as a class or as a 'show me' activity using whiteboards. Ahead of this session, you will be required to source a whiteboard and dry wipe pen for each pupil.



Within this pack, you will also find a set of blank writing frames. Although competition entries must be submitted digitally, you may wish to use these frames to create a display of pupils' stories within your learning environment.

You will also find a knowledge organiser for each popular KS1 genre. Each knowledge organiser contains a genre checklist, a story mountain and vocabulary ideas to encourage pupils to become independent writers. You may wish to use these as table prompts or display them within your classroom.

