



English Long-Term Plan

Milestone 3

At Pilgrim Academy, writing is taught through the use of an overarching text, in the form of a book or a short text, which assists in capturing the children's love of writing. Where possible and relevant, there is a purpose to the writing that children produce and children know what the end goal is. The genres included in the long-term plan for each year group have been selected to ensure that there is progression throughout Key Stage 1 and Key Stage 2. In addition to this, taught genres are revisited at later dates to ensure that knowledge and skills have been retained.

Overview Milestone 2	Autumn term	Spring term	Summer term
Text focus	Who let the God's out?	Street Child	Room 13
Cycle 1	<p>Non-Chronological Report <i>Report about their own Ancient Greek God.</i></p> <p>Setting Description <i>Description of Elysium / Underworld.</i></p> <p>Narrative <i>Alternative ending to a section of the story.</i></p> <p>Poetry <i>Narrative/summary poem of an event in the style of The Daily Argus.</i></p>	<p>Balanced Argument <i>Write a balanced argument about Victorian workhouses.</i></p> <p>Poetry <i>Based on 'Night' by Moira Andrew. Write their own night poem and a poem about escape.</i></p> <p>Narrative <i>Write a description of life instead the workhouse as part of a diary extract. Write an escape story of how Jim escaped from the workhouse.</i></p> <p>Explanation text <i>Explanation of Victorian inventions.</i></p>	<p>Letter of complaint <i>Write a letter of complaint to 'The Crow's Nest Hotel' followed by a letter of complaint to a recipient of their choice.</i></p> <p>Poetry – 'The Fear' by Brian Moses <i>Write own poems about their fears and Midnight based on what the characters experience in the text.</i></p> <p>Narrative <i>Begin with familiar setting such as Cleethorpes then use visuals and clues from the text to help write a description of Whitby. Write their own 'spooky' setting. Write a mystery / fantasy story from the point of view of one of the teachers, the hotel owner or Dracula.</i></p> <p>Persuasive Advertisement</p>

			<i>Persuasion of going to a new hotel rather than the 'Crow's Nest'.</i>
Text focus	War Horse	The Explorer	Skellig
Cycle 2	<p>Biography <i>Biography of Michael Morpurgo. Biography of Winston Churchill/Adolf Hitler.</i></p> <p>Poetry <i>Do Not Stand at my Grave and Weep by Mary Elizabeth Fry and other war poetry. Write own poems about being trapped in war.</i></p> <p>Setting/character descriptions <i>Setting description of the battlefield/farm including character descriptions.</i></p> <p>Narrative <i>Write the part of the story as the soldiers are going to war. Retell the story from Tophorn's point of view. Choose another animal and write from their point of view. Write a new story about an animal that has an extraordinary adventure during wartime.</i></p>	<p>Explanation text <i>Explanation of Amazon rainforest.</i></p> <p>Poetry <i>Poetry linked to emotional menagerie and animals in the Explorer.</i></p> <p>Newspaper report <i>Newspaper report about the children being discovered.</i></p> <p>Narrative <i>Descriptions of her journey from England to Brazil and journey along the Amazon. Describe the different characters and their qualities.</i></p> <p><i>Write an adventure story based on a rainforest.</i></p>	<p>Persuasive Advertisement <i>Selling Michael's house on Falconer Road.</i></p> <p>Balanced Argument <i>Write a balanced argument of reasons for keeping Skellig quiet or not. Extend to an argument about home schooling versus attending school.</i></p> <p>Poetry <i>Use the poem Ten Things Found in a Wizard's Pocket' Children to consider what they know about Skellig and write this in a similar way based on his possessions. Children to plan a meal for Skellig based on what we know about his eating habits and present as a poem.</i></p> <p>Narrative <i>Experiment with building tension through descriptions using the setting form the text and then transferring to another setting like a deserted attic.</i></p> <p><i>Rewrite parts of the story from the different characters points of view. Provide different choices the characters could have made at different points and</i></p>

			<i>rewrite the story based on the different choices.</i>
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