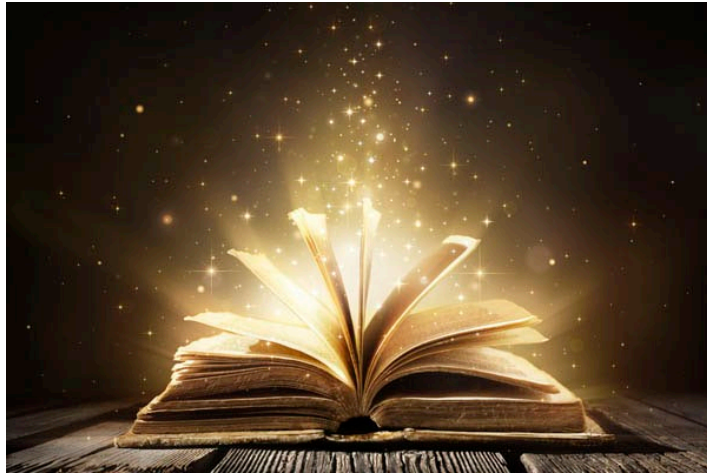


Y7 teacher 1



The Magician's Workshop

I will be learning to:

- Write imaginatively, creatively and descriptively
- Use a range of literary techniques to make my ideas engaging
 - Structure and develop engaging stories

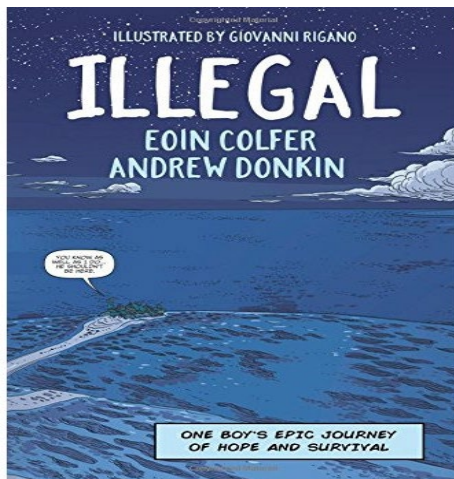
Enrichment

- Read: *Percy Jackson and the Lightning Thief*, Rick Riordan
- Start your own creative writing blog - share stories with friends
 - Form a story writing club

Protagonist	The main character in a story.
Antagonist	The character or force that opposes the protagonist.
Climax	The most intense or exciting moment in the story.
Resolution	The part of the story where the conflict is resolved.
Conflict	The main problem or struggle in the story.
Foreshadowing	Hints or clues about what will happen later.
Dialogue	Conversation between characters.
Metaphor	A direct comparison between two things without using "like" or "as."
Simile	A comparison using "like" or "as."
Personification	Giving human qualities to non-human things.



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Illegal

I will be learning to:

- Read graphic novels for meaning and for pleasure
- Become familiar with the toolkit for analysing a graphic novel
- Explore the ways writers and illustrators have an impact on their readers

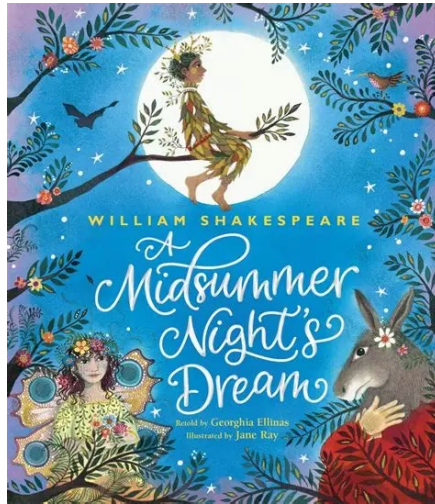
Enrichment

- Read: *The Arrival* by Shaun Tan
- Create your own graphic novel
 - Form a Graphic Novel club

Refugee	A person forced to leave their country to escape danger or persecution.
Immigration	The process of moving to and settling in a different country.
Immigrant	A person who has moved to live permanently in another country.
Empathy	The ability to understand and share the feelings of others.
Injustice	Unfair treatment or violation of rights.
Panel	A single frame or drawing in a graphic novel.
Speech Bubble	The shape containing characters' dialogue or thoughts in a graphic novel.
Caption	Text boxes that provide narration or extra information outside of speech bubbles.
Symbolism	Using images to represent ideas or themes beyond the literal meaning.
Graphic Novel	A book-length story told through a combination of words and sequential art.



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A Midsummer Night's Dream

I will be learning to:

In Development



Wonder

I will be learning to:

- Understand what 'visual media' is
- Develop my interpretations using visual media
 - Enhance my analytical skills

Enrichment

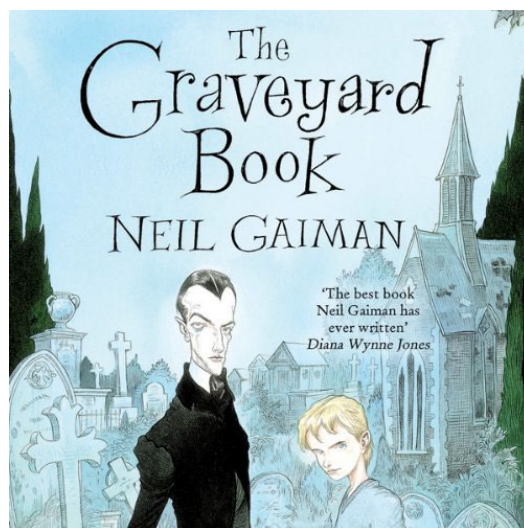
- Research *Treacher Collins Syndrome*
- Volunteer your time helping somebody in need
 - Create your own mini-movie

Casting	Choosing the actors to play different characters in a film or show.
Soundtrack	The music and sounds used in a film or show.
Dialogue	The words that characters say to each other.
Lighting	How light is used in a film or photo to create mood or show details.
Camera angle	The position from which the camera films a scene, affecting how we see the action or characters.
Editing	Putting all the filmed scenes together to make the final film or show.
Mise-en-scène	Everything you see in a scene, like actors, props, costumes, and setting.
Shot	A single continuous piece of film or video, showing a specific view or action.
Voice-over	The person speaking is not seen on screen, often used to explain or tell a story.
Special effects	Visual tricks used to create things that are hard to film in real life (like explosions or magic).

Y7 teacher 2



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The Graveyard Book

I will be learning to:

- Explore characters, key themes and symbols
- Consider how these develop across a whole novel
 - Explore the writer's message

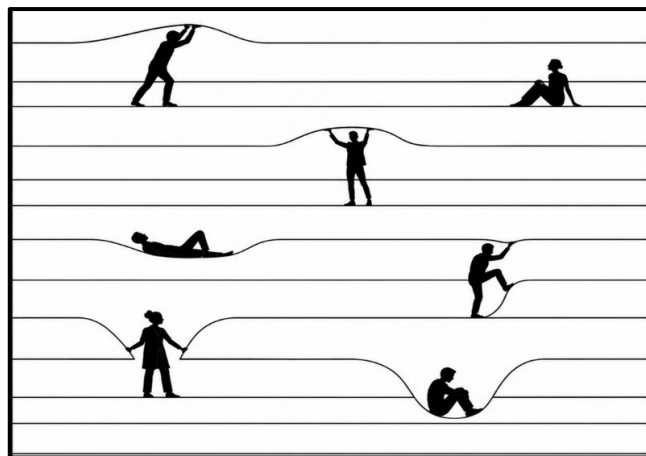
Enrichment

- Read: *A Monster Calls*, Patrick Ness
 - Write a poem about growing up
- Watch the movie *Stardust* and write a review

Genre	A type or category of story, film, or book that shares similar features
The Gothic	A genre of story that combines mystery, horror, and suspense, often set in dark, spooky places such as castles or old houses.
Coming-of-age narrative	A story about a young person growing up and learning important lessons about life and themselves.
Subvert	To break or go against what people usually expect.
Inference	A conclusion or idea you work out using clues from the text and your own knowledge.
Chekhov's gun	The idea that if something important is mentioned early in a story, it will become important later.
Foreshadowing	Hints or clues that suggest what might happen later in a story.
Symbolism	When an object, person, or action represents a deeper meaning or idea.
Theme	The BIG IDEA in a story
Allusion	A brief reference to a famous person, place, event, book, or story that the reader is expected to recognise.



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'Lives Between the Lines' People and Speakers in Poetry

I will be learning to:

- Explore how and why writers present characters as they do
- Analyse the themes, BIG IDEAS, forms, and methods in poems
 - Create my own poetry about people and their lives

Enrichment

- Read all the poems in your anthology.
- Examine your favourite song lyrics – how do they explore interesting themes and ideas?
- Write your own poetry and enter it in a competition

Stanza	A grouped set of lines in a poem, like a paragraph.
Rhyme	Repetition of similar sounds at the ends of words.
Rhythm	The pattern of syllables per line.
Speaker	The 'voice' in a poem, especially from a first-person perspective ('I').
Inference	A guess that you make, or an opinion that you form, based on the evidence that you have.
Form	The type of poetry – each one has different rules for rhythm, rhyme scheme, and even usual themes.
Themes	The main ideas that a text explores; what it is <u>really</u> about.
Dramatic Monologue	A form of poetry where the speaker is a character talking to a silent listener.
Context	The background of a text, including the time and place in which it was written and the life of the person who wrote it.
Intertextuality	When one text makes references to another.



Amazing Journeys

I will be learning to:

- Explore how writers shape their writing for audience & purpose
 - Explain how writers use devices in interesting ways
 - Create imaginative and exciting travel writing

Enrichment

- Read: *Kensuke's Kingdom*, Michael Morpurgo
- Write a blog about somewhere you've visited
- Watch a documentary about a faraway place

Fact	A piece of information that can be checked or proven.
Statistic	A number or percentage that can be used to prove something.
Opinion	What someone thinks or feels, which might not be true for everyone.
Tone	The mood or feeling the writer shows through their words (happy, sad, excited, etc.).
Sensory language	Words that describe what you can see, hear, smell, taste, or touch to help readers imagine.
Perspective	The point of view or opinion from which the writer tells the story.
Heading	A title at the top of a section that tells you what the part is about.
Anecdote	A short, interesting or funny story from personal experience used to make the writing more engaging.
Emotive language	Words that make the reader feel strong emotions, like happiness, sadness, or excitement.
Hyperbole	Exaggeration used to highlight a point: "I've walked a million miles".



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Myths

I will be learning to:

- Discover myths, legends & morality tales
- Consider characterisation, structuring and protagonists worthy of mythical status
- Explore and employ a range of linguistic devices

Enrichment

- Read: *Who Let the Gods Out*, Maz Evans
- Write your own myth explaining the origin of something special
 - Create a set of mythical TOP TRUMPS

Myth	A traditional story explaining natural or supernatural events, often involving gods or heroes.
Legend	A story from the past that may be based on truth but is exaggerated over time.
Hero	A central character who often completes a quest or faces great challenges.
Quest	A journey or mission undertaken by the hero, usually with a goal or challenge.
Moral	A lesson about right and wrong often found at the end of a myth.
God/Goddess	A god or goddess, often with control over natural elements or human fate.
Transformation	A major change in character or form, often symbolic or magical.
Archetype	A typical character type or story pattern seen across many myths (e.g., hero, villain).
Symbolism	Using objects or characters to represent bigger ideas (e.g., light for hope).
Narrative Hook	The opening of the story that grabs the reader's interest.