

# 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.

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### What's My Name?

This session focuses on character creation. It asks pupils to decide which out of a set of three characters is most likely to be called a given name. Pupils should talk with a partner to further develop the character with extra information, such as how the character got their name. After deciding which character should have the given name, pupils should create a new name for another character. There are three different opportunities for naming characters. After the session, these characters could be used as the basis for developing a new story.

### What's the Problem?

This session focuses on problems and resolutions. It asks pupils to think of a problem which could have been solved using a given resolution. Pupils will need to work with a partner to reveal a **What's the Problem? Card**. When they have read the resolution on the card, they will need to come up with a possible problem and tell it to their partner. After the activity, you could ask pairs to share their favourite generated problem with the class. Ahead of this session, you will be required to print the **What's the Problem? Activity Cards**.

### Excuses, Excuses

This session focuses on dialogue. It asks pupils to respond to Ms Grouch with a ridiculous excuse about why they were late. Pupils should use the **Excuses, Excuses Activity Sheet** to write a response for Ms Grouch. When they have completed the first box, they should swap their sheets with a partner who will add in Ms Grouch's reply. Finally, pupils will need to retrieve their original sheet to reply and complete the dialogue. You may wish to use the **Excuses, Excuses Blank Activity Sheet** to allow more able pupils to generate their own starter dialogue. Ahead of this session, you will be required to print the **Excuses, Excuses Activity Sheet** alongside sourcing pens or pencils for each pupil.



## Swap the Story

This session focuses on plot twists. It asks pupils to create different endings to traditional tales. Use the PowerPoint to generate the name of a traditional tale. Ensure that all pupils are aware of the original plot. Ask pupils to write down an idea for how the story could be swapped or changed using a whiteboard. When they have finished, ask them to compare their plot twist with a partner. Ahead of this session, you will be required to source a whiteboard and dry-wipe pen for each pupil.

## Odd Expressions

This session focuses on figurative language. It asks pupils to think about the origins of expressions which don't mean what they say. Use the PowerPoint to generate an expression. Ask pupils to work together to create an origin story for the expression and share some with the class. At the end of the session, you may wish to look up the real origins of the sayings provided. Ahead of this session, you may wish to source whiteboards and dry wipe pens for pupils to note down ideas on although this is not essential.

## Character Clues

This session focuses on show not tell. It asks pupils to generate clues based on how a given character is feeling. Pupils will need to work in small groups. Before turning the **Character Clues Cards** face-down, ask pupils to read each scenario so that they are familiar with the possible answers. Each pupil should then pick a card at random and write down five clues about how their character is feeling. When they have finished, the group should take it in turns to guess each pupil's scenario based on the clues given. Ahead of this session, you will be required to source a whiteboard and dry-wipe pen for each pupil. You will also be required to print the **Character Clues Cards**.

## Hook 'em In

This session focuses on story hooks. It asks pupils to think about different ways to hook their reader into their story. To begin with, ask pupils to decide which genre of story each of the four opening sentences belong to. Discuss the different openers which have been used. Give pupils the **Hook 'em In Activity Sheet** and ask them to create different openings based on the same sentence but using different genres. The final box is for pupils to choose their own genre. Ahead of this session, you will be required to print the **Hook 'em In Activity Sheet** and source a pen or pencil per pupil.

## Read All about It

This session can be used to accompany the **BBC Live Lesson** on Thursday 16<sup>th</sup> January 2020 or as a standalone activity. This session focuses on using news stories as a basis for creating interesting, relatable plots. Pupils should choose a headline and then use the **Read All about It Activity Sheet** to plan a story based around it. You may wish to look at the CBBC Newsround website to generate more current headlines. Ahead of this session, you will be required to print the **Read All about It Activity Sheet** and source a pen or pencil per pupil.



## How Does It End?

This session can be used to accompany the **BBC Live Lesson** on Thursday 16<sup>th</sup> January 2020 or as a standalone activity. This session focuses on ending a story with either a full stop, question mark or exclamation mark ending. Pupils should read through the story and then write an idea for an ending on a sticky note. Encourage pupils to use one of the three ending types. Collect all of the sticky notes on a large surface. Pupils should read through each before putting a small tick on their favourite or favourites. Ahead of this session, you will be required to source sticky notes and a pen or pencil per 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 KS2 genre. Each knowledge organiser contains a genre checklist, a story mountain, vocabulary ideas and sentence starters to encourage pupils to become independent writers. You may wish to use these as table prompts or display them within your learning environment.

