

Year 6 Writing Project

11th – 15th May



Task 1: (Monday) Watch Treasure Island Episode 4:

<https://www.bbc.co.uk/teach/school-radio/english-ks2-treasure-island-4/zbmkcqt>

If you are unable to access the video, here is the script.

4. The voyage and the apple barrel

<p>Narrator: So the good ship <i>Hispaniola</i> strikes out westward across the Atlantic in search of adventure - and treasure! There's fair weather and foul, and a couple of hands are lost overboard, but life is cheap at sea and apart from that the voyage is uneventful. The sails go up, the sails are trimmed, the sails come down, and the waters of the deep blue carve shapes along the good ship's hull. Jim makes great friends with Silver and visits him often in the galley:</p> <p>Parrot: It'll end in tears! It'll end in tears! Who's the parrot now then? Who's the parrot now then? Silver and gold! Silver and gold!</p> <p>Jim: I've cleared the captain's cabin and ground the coffee for breakfast. Just the pots now.</p> <p>Long John Silver: Come away, Jim Hawkins, and have a yarn with me. Sit you down now and hear the news. Cap'n Flint here was just predicting success to our voyage. Wasn't you cap'n?</p> <p>Parrot: Stand by to go about!! Pieces of Eight! Pieces of Eight!</p> <p>Long John Silver: I can't disagree with him, Jim, he's never been wrong afore. Here you go...</p> <p>Jim: Why do you call him Captain Flint?</p> <p>Long John Silver: Ah, well now. I named him Flint after the famous buccaneer...</p> <p>Jim: I thought Captain Flint was an evil man, a monster.</p> <p>Long John Silver: A monster? Damn your eyes, Jim, you'd be a lucky whelk to say that and live if Flint could hear you. Though - he was a monster right enough. Most wicked pirate that ever lived. Cut more throats than I've cooked hot dinners. Struck terror across the whole Caribbee. Pass me that other knife. Ta. Flint wore out the plank he made so many walk off it to their deaths. So I'm told, mind. Not that I'd know.</p> <p>Jim: You met him?</p> <p>Long John Silver: Never had the pleasure, I'm sure. Now come on, you little scallywag, I'll help you with those pots.</p>	<p>Narrator: Such is the atmosphere on the voyage, such the spirit, that neither Jim, nor Squire Trelawney, nor Dr Livesey himself suspects the terrible truth about the crew. The awful secret they are all concealing. The discovery is only made at the last minute, by chance - by young Jim himself - on the last day of the outward journey...</p> <p>The <i>Hispaniola</i> has arrived by night in the very seas where the Island is marked on the treasure map. A hush fills the ship as each man scours the horizon, searching for land, and thinking of the possibilities of the morrow. Jim heads up on deck to grab an apple from the big barrel. He reaches in too far - and falls to the very bottom. Then he hears voices - and what he hears stops his scrabbling dead.</p> <p>Sailor 1: I think we should do it tonight.</p> <p>Sailor 2: You'll stay quiet till I give the word. And not till we spy land.</p> <p>Narrator: What he hears makes his heart sink and his breath race and his body tremble.</p> <p>Long John Silver: When the time comes boys, we'll let her rip! We'll take the ship, kill them as ain't square with us, and dig up old Flint's treasure.</p> <p>Narrator: Silver is talking mutiny with a bunch of the crew. Arguing over when they should take over. Arguing over who gets to kill Trelawney and who gets to kill Captain Smollet. And Silver himself is the one in charge...</p> <p>Jim: ...the blood thirstiest prate of them all...</p> <p>Long John Silver: Only one thing I claim - Squire Trelawney! I'll rip his calf's head off his body with these here hands boys! Now then young Dick, you jump up like a good lad and get me an apple from that barrel...</p> <p>Narrator: As the footsteps approach the barrel, Jim's eyes bulge in fear, he takes a breath, ready to leap and run when -</p> <p>Sailor: Land ahoy! Land ahoy!</p> <p>Narrator: The men on deck all rush to the side to peer into the gloom. Jim pops out of the barrel unseen and slips away.</p> <p>Sailor 1: It's Skeleton Island all right!</p>
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Sailor 2: We're here!

Sailor 3: Treasure Island, me lads!

Narrator: A great cheer fills the ship. In the darkness, Jim finds Captain Smollett, Dr Livesey and the Squire in the cabin and tells them his terrible news. They work out the numbers - there are only seven sailors including themselves they can trust. Which leaves nineteen pirates against them.

Sailors singing: 'Yo ho ho and up she rises, yo ho ho and up she rises...'

Jim: What's happening?

Smollett: That, I may believe, is the sound of the Jolly Roger being raised.

Jim: What are we going to do?

Dr Livesey: A very good question my boy. A very good question indeed.

Task 2: (Tuesday) To retrieve information about the text and make inferences.

Answer the following questions about the text:

1. What is the 'galley'?

2. What does 'mutiny' mean in the text?

3. Who has Jim become friends with during the journey?

4. Who betrays Jim?

5. How do you think Jim feels when he overhears the conversation?

6. Where do they arrive at the end of the episode?

7. How many pirates are not to be trusted?

8. What do you think will happen next and how do you know?

9. What is the 'Jolly Roger'?

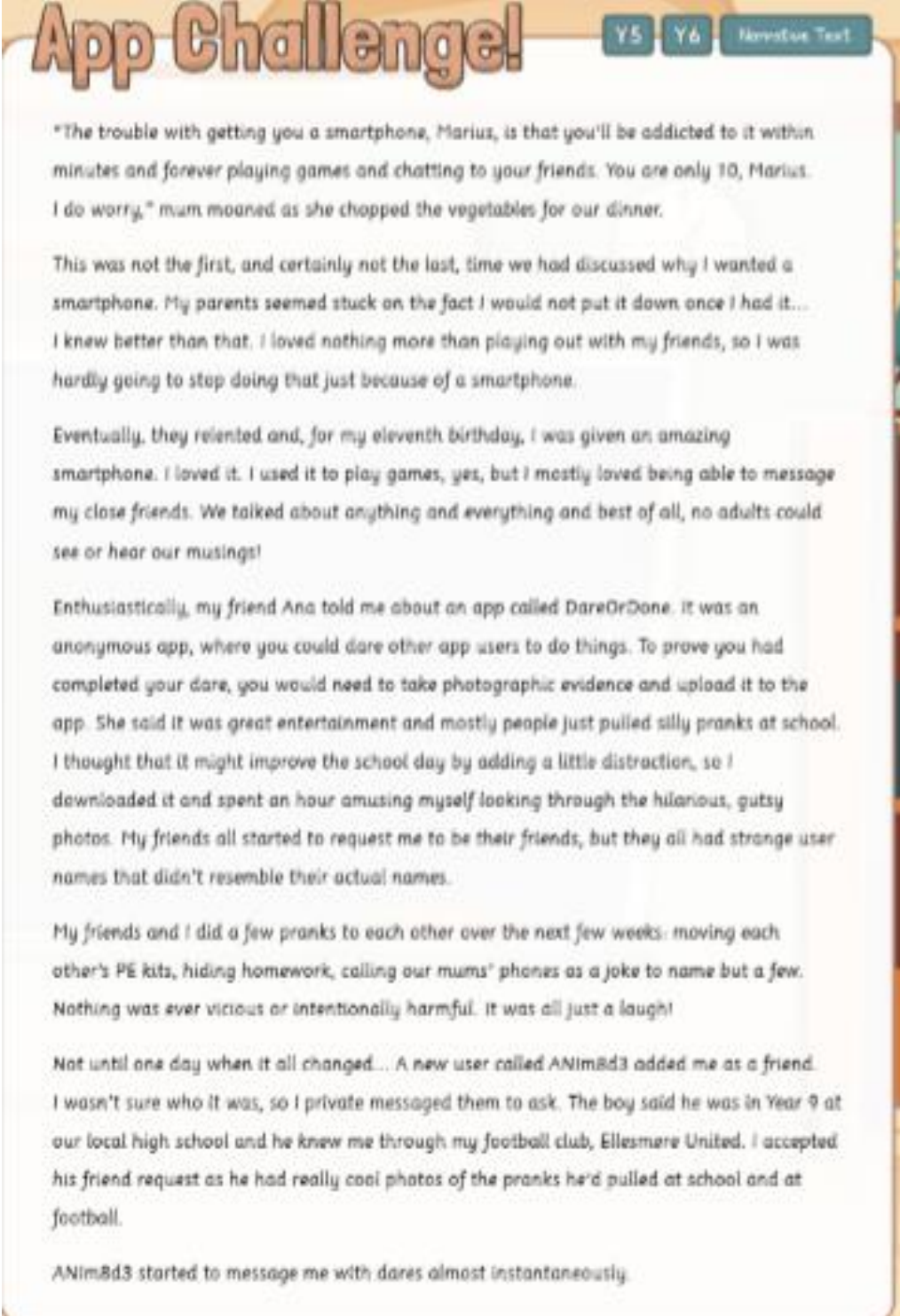
Task 3: (Wednesday) Identify the features of a first-person narrative.

What features can you identify for a first-person narrative?

Can you find? Direct speech, fronted adverbials, conjunctions, relative clauses, pronouns.

What makes this different to a third-person narrative or a diary?

Is there description included?



App Challenge! Y5 Y6 Home/End Text

"The trouble with getting you a smartphone, Marius, is that you'll be addicted to it within minutes and forever playing games and chatting to your friends. You are only 10, Marius. I do worry," mum moaned as she chopped the vegetables for our dinner.

This was not the first, and certainly not the last, time we had discussed why I wanted a smartphone. My parents seemed stuck on the fact I would not put it down once I had it... I knew better than that. I loved nothing more than playing out with my friends, so I was hardly going to stop doing that just because of a smartphone.

Eventually, they relented and, for my eleventh birthday, I was given an amazing smartphone. I loved it. I used it to play games, yes, but I mostly loved being able to message my close friends. We talked about anything and everything and best of all, no adults could see or hear our musings!

Enthusiastically, my friend Ana told me about an app called DareOrDone. It was an anonymous app, where you could dare other app users to do things. To prove you had completed your dare, you would need to take photographic evidence and upload it to the app. She said it was great entertainment and mostly people just pulled silly pranks at school. I thought that it might improve the school day by adding a little distraction, so I downloaded it and spent an hour amusing myself looking through the hilarious, gutsy photos. My friends all started to request me to be their friends, but they all had strange user names that didn't resemble their actual names.

My friends and I did a few pranks to each other over the next few weeks: moving each other's PE kits, hiding homework, calling our mums' phones as a joke to name but a few. Nothing was ever vicious or intentionally harmful. It was all just a laugh!

Not until one day when it all changed... A new user called ANim8d3 added me as a friend. I wasn't sure who it was, so I private messaged them to ask. The boy said he was in Year 9 at our local high school and he knew me through my football club, Ellesmere United. I accepted his friend request as he had really cool photos of the pranks he'd pulled at school and at football.

ANim8d3 started to message me with dares almost instantaneously.

They started off like anyone else's requests: moving things, or prank-calling others. Soon though, his dares got more reckless – skip a lesson, swear at a stranger, which I did as I was too worried not to. I started to feel uncomfortable, but I had to be seen to be adventurous, undeterred and not phased by his requests.

That particular morning on the way into school he dared me to 'key' Mrs Houghton's car, who was my current and favourite teacher. All the colour from my face drained and shook at the thought of doing such a destructive thing. Surely, that's criminal damage, I thought to myself? He said if I didn't do it, then everyone would know what a scared little baby I was. As I slowly dragged myself to school, I agonised over the decision. I knew it wasn't the right thing to do. I liked my teacher. In fact, I liked my school on the most part. If someone saw me, then surely that would be an instant exclusion? What would mum and dad say?

I crossed over the street onto the road my school was on. Crowded in a huddle, some of my friends were laughing and when they saw me they stopped.

Adrian, who was a natural ring leader, called out, "Oi, we saw your dare, mate! Woah! You are in the big league now, aren't you?"

On the outside, I shot them a dazzling, mischievous grin, but on the inside I was cowering. I had never done anything like this before. My hands shook as I held my house key in my fingers, hidden underneath my jumper sleeve. Could, and should, I go through with this?

As I approached the staff car park, I cautiously crept in. Mrs Houghton's red family estate car was parked in the corner, away from the schools' windows. Phew! Maybe I could get away with it? I advanced towards the car and knelt down on the far side. Click! My friends were perched behind a wall and stole a moment to take a photo to upload. The thought of myself being identifiable made me sick to my stomach. As I knelt down with my key poised, I clocked a car seat and a cuddly toy entwined on its handle. Mrs Houghton had a little baby girl... It was like a shot to the heart. What am I doing? Mrs Houghton is a kind teacher, who has a family and a life outside of this school. Why would I cause damage and upset to her life for a silly prank? It was like a wakeup call...

I stood up assertively, pulled out my phone and deleted the silly, pointless app.

Task 4: (Thursday) To plan a first-person narrative version of the episode from the perspective of Jim.

Think about how Jim feels and what he sees and hears. How does he feel about what he overhears? Remember to use the pronoun 'I' as you are writing in the first person.

Does Jim feel betrayed? What does he decide to do?

Remember to use semi-colons, colons and relative clauses. Use a range of conjunctions to extend your sentences. Include the features you identified from the example.

Beginning of the episode (Jim's perspective)	
Middle of the episode (Jim's perspective)	
End of the episode (Jim's perspective)	
Relative clauses/conjunctions	

Task 5: (Friday) To re-write the episode from the perspective of Jim.