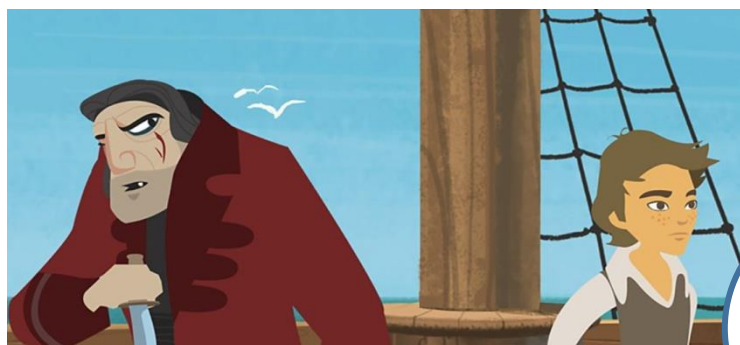


Year 6 Writing Project

8th - 12th June



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

Task 1: (Monday) Watch Treasure Island Episode 7:

<https://www.bbc.co.uk/teach/school-radio/english-ks2-treasure-island-7/znwr382>

7. A fight and the *Hispaniola* captured

Narrator: Night falls on the blood-soaked pirate island. But Jim Hawkins cannot sleep. In the distance on the beach the pirates are drinking and singing round their fire. In the stockade all is quiet, aside from the heavy breathing of poor, wounded Captain Smollett. Jim decides something needs to be done. He doesn't know what - but he's a boy who acts on impulse and thinks later.

So out of the stockade and into the night he slips. He heads down to the sea - and now he knows what he's up to. He remembers that Ben Gunn talked of a boat that he'd made, hidden in a cave. If he can find it...Jim does find it - and soon he's rowing out to the *Hispaniola*, which rocks on the tide.

The pirates have left just a skeleton crew - O'Brien and Hands - two of the nastiest. As Jim approaches he can hear them arguing, then drunkenly fighting. He ties his little boat to the *Hispaniola* - then cuts through the ship's anchor rope. Suddenly the ship's drifting, and he's drifting with it. There's nothing he can do, but lie back in the little boat and sleep.

When he wakes in the morning, the ship is lying still in a small bay at the far end of the island. There's not a sound on board. He pulls the little boat close, and hauls himself up on deck. A terrible sight awaits him. O'Brien lies dead: a spike driven through him. And Hands sits, mortally wounded, leaning against the mast. Last night's argument has gone badly for both of them. Jim approaches:

Jim: Permission to come aboard, Mr Hands?

Narrator: Hands wakes; mutters...

Hands: Drink, get me drink.

Narrator: ...and falls back. Jim smiles to himself: he's in command of his first ship! And he's seen enough to know that with a bit of luck he might just be able to sail the *Hispaniola* back toward the stockade and save the others.

He doesn't waste any time. Soon he's raised enough sail to catch the wind, he's lashed the tiller and the *Hispaniola's* heading in - roughly - the right direction. It's all Jim can do to steer a course towards Treasure Island. Hands watches him constantly.

Hands: Drink! Get me drink! Wine - I need wine!

Narrator: This time Jim decides to get him some.

Jim: Red or white, sir?

Hands: Hrumph.

Narrator: Jim heads below and finds some wine, then hearing movement on deck he slips through the galley and peers through a grating: what he sees is chilling. Hands has found a knife - and is slipping it inside his shirt. He's not as wounded as he makes out. Jim grabs a pair of pistols and stows them in his belt, then heads back up on deck where Hands continues his pretence. But there's nothing Jim can do - he has to sail the ship to the shore and pray Hands won't try anything.

He nearly makes it - but just as they reach shallow water, Hands jumps him. Jim dives out of the way, pulls a pistol and fires - but the powder's damp and the gun doesn't go off! Hands laughs and rushes him - Jim races away across the deck. Now the two chase each other until Jim reaches a dead end - Hands raises the knife to throw it just as the ship runs aground. The ship leans over - the knife misses. Jim climbs the mast to get away. Hands recovers and follows. Jim climbs as high as he can go - Hands closes on him, knife between his teeth. There's nowhere else to run. Jim raises his second pistol.

Jim: One more step, Mister Hands, and I'll blow your brains out. Dead men don't bite, you know.

Narrator: Hands stops and assesses the situation. Then, like lightning, he draws the knife from his mouth and hurls it straight at Jim. It strikes, tears into Jim's arm, impaling him on the mast. Jim's finger pulls on the trigger and the pistol fires. Hands is hit - he falls back away from the mast, crashing into the water below. Jim's killed him!

Task 3: (Wednesday) To identify the features of instructions.

Identify organisational features: modal verbs (could, would), imperative verbs (bossy verbs), steps, bullet points, sequence adverbs.

How to Escape Enemy Territory!

Finding yourself trapped deep in the heart of enemy territory sounds disastrous. The deafening explosions and never-ending stream of bullets may start to scramble your brain. But don't despair! Escaping the pesky Germans can be straightforward however, you must follow these simple instruction carefully if you wish to see your base camp again.



What you do:

1. To start with, it is essential that you deduce which of the many enemy territories you are located in. The clues in the area must be closely studied (use your torch if it is dark). Look at the layout and colour of the large, military tents; any signs or symbols around the area; and attempt to listen in on any soldiers nearby who may give away some clues.
2. Once you have determined where you are, the direction of your base must be located using your compass. It is likely that you will be required to pass through heavily guarded areas. Take your weapon of choice to try and avoid potential death.
3. Next, head in the right direction (taking care to stay hidden from any German soldiers). Use your compass to guide you through the rough, uneven terrain. Your sturdy, military boots should help to keep you balanced and on two feet.
4. Once you have left German territory, continue to move stealthily away from any danger and towards safety.
5. With a great sigh of relief, you should finally spy the warm glow of your base camp fires smiling at you in the distance. Let this be your guide and follow it home.

A final note of warning:

Do not, under any circumstances, lose sight of where you're placing your feet. Booby-traps deviously lie in wait ready to take the next unsuspecting victim's life.

Task 4: (Thursday) To plan a set of instructions.

How to steal the Hispaniola.

Plan a set of instructions as Jim on how to sneak onto the Hispaniola and steal it.

Introduction	Have you ever wanted to sneak onto the Hispaniola?
You will need	<ul style="list-style-type: none">• A boat
Steps	<ol style="list-style-type: none">1. First, you will need to find a boat in order to sail out to the ship. It is crucial that you do this at night so that you will not be seen by those on board.
Conclusion	

Task 5: (Friday) To write a set of instructions.

How to steal the Hispaniola.