**A Language Framework for Planning 27th March 2015**

**Lesson 6: Explaining why the Boggart was angry**

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| Topic | Language functions | Language structures | Vocabulary | Activity |
| Spiderwick ChroniclesTo be able to explain why the boggart was so angry and link ideas though using cohesive devices. | QuestioningInferring/deducingDescribingExplaining | Variety of question forms related to story:How did...? What.....? When....?Noun clause/noun phrase.........which have/with........I felt........ ....because..........The boggart felt........when/becauseThere were several reasons why the boggart was angryFirstly....Also....in addition...... | Expanded noun phrases:............earrings with feathers/beads; plastic/..............soldier with a...hat/rifleannoyed, cross, irritated, furious, raging, Causal connectives which meant, so, as a result | 1.Starter activity:**Question track game** (pairs)2.Play **loop game** with objects which might have been contained in a boggart’s nest.3.Discuss variety of angry feelings children might have had. Relate to boggart’s feelings and **rank emotions on a ladder.**4.Exploratory talk in groups about reasons for boggart’s anger. **Collect on fishbone and report back** using sentence starters.Use **Sentence table** to construct paragraph.5.Plenary – **true/false** sentences |