**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 Chronicles  To be able to explain why the boggart was so angry and link ideas though using cohesive devices. | Questioning  Inferring/deducing  Describing  Explaining | 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/because  There were several reasons why the boggart was angry  Firstly....Also....in addition...... | Expanded noun phrases:  ............earrings with feathers/beads; plastic/  ..............soldier with a...hat/rifle  annoyed, 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 |