



One-Way Ticket to Mars

Book Band Turquoise

RR Level 17, 18

Genre Play: Fantasy

Length 20 pages (505 words)

Letters and Sounds Phase 6

Year 2

Phonics Bug Up to Unit 30

Interest words aboard,
awful, asteroid, whooshing,
vanishing, touchdown

Summary

In the year 2080, two aliens from Planet Krang observe a family on Earth as they set off on their summer holiday to Mars. Unfortunately, the rocket is knocked off course and the family end up on Planet Krang. As soon as the family leave their rocket, the aliens jump on board for their own holiday ... on Earth!

Curriculum Reference	Objectives	Progression Map Objective
Y2, RC, p.18	Reading Develop [...] vocabulary and understanding by: [...] retelling a wider range of stories [...].	Y2 t2, Sequencing Retell recently read stories, including main characters and most key events, in correct order with minimal prompting.
Y2, RC, p.18	Spoken Language Participate in discussion about books, poems and other works [...] taking turns and listening to what others say.	Y2, Accuracy and Fluency Re-read familiar texts fluently, introducing expression appropriate to the grammar.
Y2, WC, p.21	Writing Develop positive attitudes [...] and stamina [...] by: writing for different purposes.	Y2, Text Structure and Purpose The child's writing shows some features appropriate to the purpose, across a wider range of texts.

Key
RC = Reading – comprehension, National Curriculum in England (2013)

WC = Writing – composition, National Curriculum in England (2013)



PCM

Download cards for other curricula from:

<http://mybugclub.pearson.com>



Session 1: Reading & Spoken Language

Before Reading

Reading plays

Check that children can recall the features of a play and how to read a play script.

Scene: look at the pictures to identify where the play takes place.

Scene setting: find the text that tells you where the family want to go on holiday (title page).

Characters: find the list of characters and decide who will play each part. (Note that the character with the most speeches is at the top or left of page 2, and the others are laid out in descending order.)

Narrators: find out which characters tell the story.

Lines: identify which character is speaking and what is to be read out loud.

Stage directions: look for text in italic print that describes actions.

- Ask children where they would go if they could travel anywhere in the whole Universe. Encourage children to talk about space travel and imagine what it would be like to visit another planet.
- Look at the cover and read the title and blurb. Turn to the title page and read the scene-setting sentence. Explain that the play is set in the future and ask children to look at the illustrations, noting futuristic details.
- Check that they can read and understand particular words: *detector*, *asteroid belt*.
- Remind children to apply their phonic knowledge and skills as they decode words when they are reading the play.

During First Reading

- Read the play together with each child reading the line for their character out loud when it is their turn, whilst the others follow in their own books.
- Pause at the end of page 7 to check that children understand that the Krangs are observing and commenting on the family's actions.

Main question: **Can you retell the story and explain what happens? (Y2, Sequencing)**

After First Reading

- Talk together about anything in the play that surprised or puzzled them.
- Challenge children to describe where the characters are at the end of the play and explain how they got there.
- Ask them to work in two smaller groups to retell the story orally from either the family's or the Krangs' point of view. Encourage them to refer to specific details from the play.

Spoken Language

- Ask children to look back through the play and identify different punctuation marks.
- Discuss what the punctuation tells them about how to read a line, for example on page 8 the ellipsis means that you pause between each number in the countdown; question marks mean that you change your voice to make it sound like a question.

Main question: **What does the punctuation tell you about how to read a line? (Y2, Accuracy and Fluency)**

After Second Reading

- Give feedback with examples of children who used the punctuation in the play to improve the way they read.

Session 2: Writing

Main focus: **Writing in role as a character using the features and style of a postcard. (Y2, Text Structure and Purpose)**

Before Writing

- Talk about going away on holiday and ask children whether they have written postcards. Explain that the purpose of a postcard is to tell people back at home about where you are staying and things you are doing on holiday.
- Ask children to imagine that they are Jo or Jack writing about their holiday on Planet Krang. What would they say on a postcard? Make notes under headings such as: hotel, food, sightseeing, problems.

During Writing

- Introduce the PCM and ask children to write a postcard from Jack or Jo to their Granny back home on Earth.
- Encourage them to refer to the notes for ideas and vocabulary.

After Writing

- Ask children to read out their postcards, and talk about the ways that they have made them sound like a real postcard.
- Read the final 'P.S.' from the PCM. Ask children to imagine what will happen when Granny meets the Krangs.

Extension: Ideas for Performance

- Children could make a simple stop-start animated film of the play, using a digital camera or computer software. They could make models of each character using modelling material, and paint backgrounds for the different settings.
- Once they have modelled each scene, they could read and record the dialogue.
- The completed film could be shown to the rest of the class.