



Class __P3__ Literacy		
Literacy Task Part 1	Literacy Task Part 2	Literacy Task Part 3
<p><u>LI: to write a narrative</u></p> <p><u>A narrative is there to entertain the reader.</u></p> <p>4 key parts to a description are:</p> <ol style="list-style-type: none">1. Title2. Orientation (Who? When? Where?)3. Complication4. Resolution <p>We are going to write a narrative today about your crazy inventor.</p> <p>A possible title for your narrative is: 'The Crazy Inventor's Bad Day'</p> <p>Please feel free to create a better one if you would like!</p>	<p>Do a quick plan and answer these questions (you do not need to use sentences, small words are great here!)</p> <p>Who is in the story? When does the story happen? Where does the story happen?</p> <p>What goes wrong?</p> <p>How is it fixed?</p> <p>Write your narrative.</p> <p>Miss Foote has done an example of what it might look like in the next box.</p>	<p>WAGOLL (What A Good One Looks Like)</p> <p><u>The Crazy Inventor's Bad Day</u></p> <p>One gloomy day, The Crazy Inventor was minding his own business, high up in his laboratory. He was creating a new game-o-nator! Suddenly, something small and furry smashed through the window of his laboratory. CRASH! The Crazy Inventory got a real fright! It was Evil Eunice the cat, The Crazy Inventors arch enemy. He had burst through the window to steal the game-o-nator. The Evil Inventor grabbed his creation and jumped into the lift. He pressed the button with the big red arrow pointing up. WHOOSH! The lift took off, burst through the roof and transformed into a spacecraft. "Not this time!" said the The Crazy Inventor. Thank goodness he had save his game-o-meter this time.</p>

