

## Section 1: Using good examples

### Extract 1: The Catcher

#### What's on the CD-ROM

##### The Catcher

- Text extract to display and discuss.

##### Who was that?

- Drag and drop words under the correct headings.

This extract provides an example of a 'trigger event'. Polly is a lonely girl in a hidden/secret world and this describes her first sighting of the much-feared Catcher.

- Before reading, explain how Polly has been dancing ('twizzling') with an imaginary partner.
- Display the extract from the CD-ROM and highlight key features of the adventure genre. Point out the use of the senses in the first paragraph to create intrigue and suspense, the use of questions to help us to identify with Polly's feelings, how dialogue has been used to add interest and how the pace varies between fast and slow.
- Find examples of how language has been used, such as the powerful verbs, specific punctuation that helps us know how to read and interpret the text, and effective use of well-chosen adjectives, particularly those used to describe the Catcher.
- Open 'Who was that?' from the CD-ROM. Demonstrate how to drag and drop the words into the box to describe what Polly sees, hears or feels. The children can either complete this on screen or use photocopyable page 14. Let them finish by writing one or two suggestions for what might happen next in the story and discuss them later.

### Extract 2: So Near...

#### What's on the CD-ROM

##### So Near...

- Text extract to display and discuss.

##### Time to decide

- A drag and drop activity to consider Salesse's decision.

In this extract, typical of a quest narrative, we see the confrontation, after a long and dangerous journey, between Salesse, the heroine, and Plotnik, the villain.

- Open the extract from the CD-ROM and highlight and discuss the techniques the writer uses, including dialogue, to convey the character of Plotnik. Encourage the children to read out Plotnik's words, putting expression and menace into his voice.
- Discuss how the pace of the action is sped up by the use of short sentences as the tiger arrives.
- Find examples of where the writer has used the senses, describing sounds, sights and physical feelings.
- Draw the children's attention to the unexpected appearance of the tiger, causing yet another problem for the heroine.
- Open 'Time to decide' from the CD-ROM and demonstrate how to drag and drop the statements linked to the decisions to stay or go.
- The children can complete this activity on screen or use photocopyable page 15.
- Choose a child to act as Salesse, to walk through 'conscience alley', while the other children line up on either side trying to persuade her to make either one decision or the other.