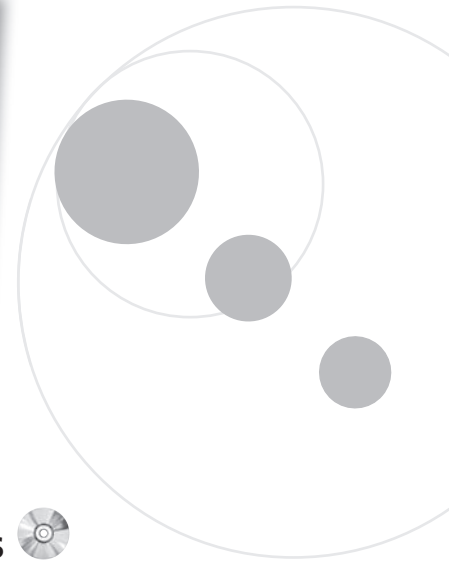




Main framework objectives

- Year 4:** **Reading, 8.2:** Interrogate texts to clarify understanding.
Writing, 9.1: Develop and refine ideas in writing using planning and problem-solving strategies.
- Year 5:** **Reading, 7.5:** Explore how writers use language for comic and dramatic effects.
Writing, 11.1: Adapt sentence construction to different text-types, purposes and readers.
- Year 6:** **Reading, 7.2:** Understand underlying themes, causes and points of view.
Writing, 9.1: Set their own challenges to extend achievement and experience in writing.



Reading activities

- ★ As the children read the story, encourage them to pause at the end of each chapter and talk about what is happening. Invite them to share any questions they might have about the story and discuss possible answers together. For example, at the end of Chapter 1, you could ask: *How have the Arkies escaped from the EarthNet agents? What do you think will happen next?* At the end of Chapter 2: *What or who do you think the fishy creature is?* At the end of Chapter 3: *What kind of character is Tryphon and why does he behave the way he does?* At the end of the book: *Do you think this is a happy ending for everyone? Do you think this planet could ever be settled?*
- ★ Challenge the children to find examples of funny and dramatic dialogue (for example, funny dialogue at the bottom of page 24 and the middle of page 38; dramatic dialogue on pages 29 and 32). Look at the examples they find and talk about what makes them funny or dramatic – for example, the jokey way Tryphon’s new companion talks to him (page 38) or the way the dialogue on page 32 is cut into short sections and uses sound effects for added drama.
- ★ What underlying themes can the children find in the story? Possible themes include the importance of respecting the environment and looking after the planet, and the importance of working together and looking after each other.

Writing activities



- ★ Invite the children to choose one of the Story Starter ideas from the Arkies section on the CD-ROM, and to work with a partner to discuss what might happen next in the story. They can use the planning grids on the CD-ROM to help them plan the story in full.
- ★ Ask the children to choose a suitable frame from the story where characters are talking, and to rewrite the conversation as formal speech. Talk about the changes the children need to make in order to make the speech formal.
- ★ Encourage the children to choose their own writing challenge and carry it out. Depending on ability, they may choose to write a whole story in normal narrative or manga style, using the prompts and materials on the CD-ROM, or they may prefer to complete one of the Quick Writing activities.

Photocopiable pages

- ★ Photocopiable page 23, What do they want?: Reading – for this activity, the children should work individually to match the thought bubbles to the right characters. If necessary, you could complete point 2 as a whole group, discussing the characters and what they want in the story.
- ★ Photocopiable page 24, Formal and informal: Writing – invite the children to work in pairs and discuss each phrase before they write.