

Day 1

The Features of Instructions

Instructions are sentences that give commands or orders. They are bossy and tell the reader what to do. They:

- are usually **short, sharp sentences** that do not contain much description or story language.

Open the gate. Go down the garden path.

- always **contain bossy verbs** that tell someone what to do or not do.
These verbs are always in the present tense.

Listen for the doorbell. Do not use the door knocker.

- are **addressed to the reader**, as if the reader is being spoken to directly by someone.



*Go into the wood.
Watch out for the wolves.*

- often **'list' things to do or avoid doing**.

Walk through the wood, jump over the wall and then climb into the tree.

- can be numbered or have bullet points.

1. *Jump on board the ferry*
2. *Pay the ferryman*
3. *Stay sat down till you reach the far side of the river*

Extract from *Instructions*

by Neil Gaiman

Touch the wooden gate in the wall you never saw before, say "Please" before you open the latch, go through, walk down the path.



A red metal imp hangs from the front door, as a knocker. Do not touch it – it will bite your fingers.

Walk through the house. Take nothing. Eat nothing.

However, if any creature tells you that it hungers, feed it.

If it tells you that it is dirty, clean it. If it cries to you

that it is hurt, if you can, ease its pain.

From the back garden you will be able to see the wild

wood. The deep well you walk past leads to Winter's realm; there is another land at the bottom of it. If you turn around here, you can walk back, safely; you will lose no face. I will think no less of you.

Once through the garden you will be in the wood. The trees are old. Eyes peer from the undergrowth. Beneath a twisted oak sits an old woman. She may ask for something; give it to her. She will point the way to the castle.

Inside it are three princesses. Do not trust the youngest. Walk on.

In the clearing beyond the castle the twelve months sit, warming their feet, exchanging tales. They may do favours for you, if you are polite. You may pick strawberries in December's frost.

Trust the wolves, but do not tell them where you are going.



How many instructions did you find?

Extract from *Instructions*

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Answers

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Day 2

Verbs

A verb names an action.

It is a doing or being word.

A verb often has one of these words in front of it.

You

She

He

It

They

We

I

OR

The name of a person or thing

I run quickly.

He chases me.

It rains heavily.

We laugh.

The dog feels sad.

The cat was mean.

What a bad day the dragon was having.

Dragon Trapping



Which of these words are verbs?

dragon wriggle food follow hide cave teeth
catch flames tree brave jump run wings
fly nets potion sword wait charge huge

Dragon Trapping

Answers



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The Features of Instructions - ANSWERS

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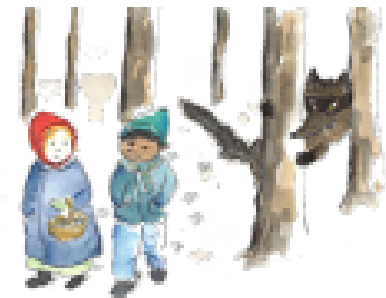
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Walk through the wood, **jump** over the wall and then **climb** into the tree.

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4. **Jump** on board the ferry

5. **Pay** the ferryman

6. **Stay** sat down till you reach the far side of the river

The Magic Cottage

Highlight all the bossy, instructional verbs.

Identify the 2 sentences that are not instructions.

Underneath, re-write these 2 sentences as instructions.



You will not need to use all the words; just have fun creating an instruction that links to what is going on in the sentence

Ask the elf for the map that shows the magic cottage.

Pay him with a pocketful of pebbles, shining and bright.

Read the map carefully.

If you breathe gently upon the map, the path you need to follow will magically appear.

Begin your great journey.

Listen to the birds; their song will be clear.

Pay attention to the wind; it will tell you your future.

What ever you do, do not pick any mushrooms – they will lull you into a deep and dreamless sleep.

On arriving at the cottage, knock three times upon the oak door.

Take off your cap, bow and curtsy to the old woman within.

She is 109 years old but still dances through the trees in search of healing herbs.

Relax - your quest is at an end.

The Magic Cottage

Answers

Each instructional verb is **highlighted**. The two sentences that are not instructions are in **orange**.



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Day 3

Questions about Dream On



What is the girl doing at the very start of the story?

Which of these lines best describes the trees that the girl runs through in her dream?

Short and wide with lots of leaves _____

Spaced far apart with high branches _____

Bare and skinny with long scratchy branches _____

Peaceful and calm with birds singing in them _____

The girl says the house in her dreams was a *crazy* house. Why do you think she called it a 'crazy' house?

Would you have gone through the door into the crazy house like the girl does? Why/ why not?

She says the room inside the house was *massive*. Can you think of some other words that mean the same thing as *massive*? How many can you come up with?

In your own words, describe what the inside of the house is like.

The girl says her heart was in her mouth. What does *my heart was in my mouth mean*?

Would you have been more frightened or excited to go into the room where the thing was breathing and moving around? Why is that?

Does the little girl seem to be happy or sad at the end of the story? Why do you think that?

Day 4

Dream on Sentences

- Say what type of sentence each one below is – a question, a statement, an exclamation or a command.
- Write the sentence out, adding all the correct punctuation.



why wasn't the girl scared (_____)

the house had a calm, quiet feeling (_____)

walk upstairs as softly as possible (_____)

did the thing in the upstairs room want to be seen (_____)

how amazing (_____)

in dreams, we can realise something important (_____)

Dream On Sentences

Answers



Why wasn't the girl scared? question

The house had a calm, quiet feeling. statement

Walk upstairs as softly as possible. *or* ! command

Did the thing in the upstairs room want to be seen? question

How amazing! *or* . exclamation

In dreams, we can realise something important. statement

Day 5

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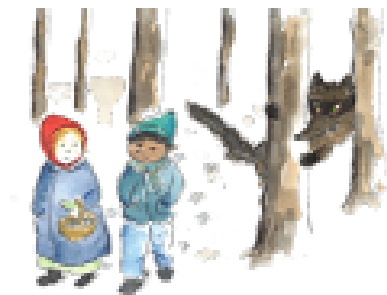
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Paper Plate Fish





This should take about 15 minutes

You will need:

- White paper plate or round white card
- Scissors
- Glue
- Colouring pens/pencils



Method:

	1. Use a ruler and a pencil to draw a triangle on a paper plate.
	2. Cut out a triangle with some scissors.
	3. Stick the triangle onto the edge of the plate using some glue, to make a fish shape.
	4. Draw some wiggly scales and an eye on the fish, using a black felt tip pen.
	5. Decorate the rest of the fish with bright colours.