

YEAR 6 – ENGLISH LITERATURE

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| Subject | English Literature |
| Class/ Division | Year 6 A-F |
| Week | 6 (26th April to 30th April 2020) |
| Work send to students via | Group email/Google Classroom |
| Total number of lessons per week | 3 |
| Unit | Fiction: <i>Salamander Dream</i> |
| Lesson 1 (Zoom) | <p>Learning objective - Discuss the book cover - Discuss author’s information - Discuss features of graphic novels</p> <p>Discuss ideas about the first impressions of the book and in general, about graphic novels.</p> <p>1. <i>Salamander Dream</i>- Active Learn</p> |
| Task | |
| Resources | |
| Lesson 2 (Google Classroom) | <p>Learning objective - Researching/finding out about features of graphic novels - Understand why writers use these features</p> <p>Students complete the worksheet given with information about graphic novel features</p> |
| Task | |
| Resource | <p>1. Worksheet 2. Internet resources 3. <i>Salamander Dream</i>- Active Learn</p> |
| Lesson 3 (Asynchronous) | <p>Learning objective : Identify meanings of common words related to graphic novels - Understand details about characters, setting</p> <p>Students complete the questions in the worksheet.</p> |
| Task | |
| Resources | <p>1. Worksheet 2. <i>Salamander Dream</i>- Active Learn</p> |