YEAR 6 – ENGLISH LITERATURE

Subject	**English Literature**
Class/Division	**Year 6 A-F**
Week	Week 29 (**14th March to 18th March**)
Work sent to students via	**Google Classroom**
Total number of lessons per week	3
Unit	**Fiction – Salamander Dream**
Learning Outcomes:	By the end of the week, students can: • Make inferences and predictions • Understand features used in graphic novels • Explore main ideas/details in the story • Engage in effective discussions • Support viewpoints giving suitable reasons
Lesson 1 **ZOOM** **Task** **Resource**	**Topic:** Fiction – *Salamander Dream* **Learning objectives** : • Discuss ideas about prior readings of comic novels • Draw inferences • Explore setting & character Discuss about the cover page, details about the author and general ideas about graphic novels. Active Learn-*Salamander Dream*
Lesson 2 **ZOOM** **Task** **Resource**	**Topic:** Fiction – *Salamander Dream* **Learning objectives** : • Predict from details • Participate actively in discussions Read some pages and explore the main character and setting of the novel. Discuss and make notes about feelings, moods of the main character as shown through graphics. Active Learn-*Salamander Dream* 'Hailey's character' (F PCM 6.3.1)

Lesson 3 **ASYNCHRONOUS**	**Topic:** Fiction – *Salamander Dream* **Learning objectives** : • Explore new vocabulary used • Reflect on features in graphic novels and their effect/s
Task	Explore further about graphic novel features and make notes of their impact on writing. Find meanings of new vocabulary which is useful when reading this and other graphic novels in general.
Resource	Active Learn-*Salamander Dream* Worksheet