



Plan for Week

Lesson 1: Imperative Verbs

Lesson 2: Identifying River Hazards

Lesson 3: Planning River Safety Poster

Lesson 4: Creating River Safety Poster

Lesson 5: Finishing Poster / Playing Game



Year 5 English w/b 22nd June 2020

Thursday and Friday



SPaG Starter – Prefix Revision

(i.e. *mis* – *mis*laid)

Which Prefix?

Can you sort these root words according to the prefix they could be given?

There are some that can be given two of the prefixes – can you find them?

de-	dis-	mis-	over-	re-
activate inform	behave value	structure laid	connect build	work allow
			connect take	



SPaG Starter - Answers

de-	dis-	mis-	over-	re-
activate deactivate value devalue	connect disconnect allow disallow	behave misbehave inform misinform laid mislaid take mistake	take overtake work overwork	structure restructure build rebuild connect reconnect work rework activate reactivate take retake

Friday – Choose three of the prefixed words and use it to write a '**super sentence**' for each word.



Creating a Waterways Safety Poster

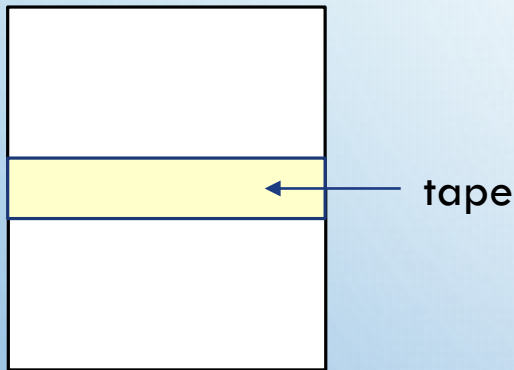
S.C.

- I can create an information poster about waterways safety.
- I can use imperative verbs.
- I can write in sections with subheadings.
- I can write a short snappy slogan.
- I can illustrate my poster.



Poster

Use a large piece of paper (A3 or 2xA4 ('normal' size) taped together on the back works well).



Use a pencil to very lightly mark out the design for your poster. Draw or stick in your picture(s) and remember to plan where your slogan and introductory paragraph is going to go.



Introductory Paragraph

Your introductory paragraph should introduce that your poster is about waterway safety and that the safety rules should be observed. i.e.

Rivers and canals can be beautiful places to visit and enjoy. They are perfect for family picnics, fishing, boating or just having fun with friends. However, they can also be dangerous and full of hazards. To make sure that your visit is relaxing and safe you must follow the safety rules.



Information Text Boxes

Once you have planned out your Poster, written on your Slogan and created your Introductory Paragraph, you can put in your text boxes. Each of your text boxes is like an information paragraph, with a sub-heading. It should clearly identify the hazard and tell people how to avoid it (using bossy verbs!). i.e.

AVOID THE EDGE

Stay away from the edge of the river as you could easily slip on the wet grass and fall in. Set up your picnic or seating area well back from the river's edge as erosion can make the edge crumbly and unsafe. Never allow small children to play near the edge of the river as they could easily fall and hurt themselves.



Finished Poster

Illustrate your poster to make it eye-catching and exciting and once you have finished, remember to upload your poster to your folder in

Purple Mash

(there is a step by step sheet on Whole School Resources on the Website if you cannot remember how to do that) when you have finished so that your teacher can see it.



Friday - Game

- If you finish your poster and you have some spare time (or if you just want to play the game), there is a great Water Safety Game on the next few pages to play with a partner in class or with someone from your Home Bubble.



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Water Safety Game

Canal & River
explorers

8. Swap places with the player behind you.

9. Pick up 2 cards and follow both instructions.

10. Throw again and go back to the space with that number.

7. Throw again and go back that number of spaces.

6. You Stay Away From the Edge. Go ahead 1 space.



5. Pick up a card and give it to another player.

START

4. Pick up a card.

3. You take an adult. Go ahead 1 space.

This activity is designed to reinforce sensible behaviour when near water. It can be printed off and used in small groups as an extension activity.

Aim:

- To raise children's awareness of the appropriate behaviour near canals and rivers (canals, rivers, lakes, reservoirs etc.)
- To alert children to the fact that their behaviour has consequences.

You will need:

- For each group the board game sheet, cards, scissors, pencil, dice.
- For each child: a counter.
- Photocopied cards for filling in (see pages 12 & 13).

Activities

- Explain to children that the board game rewards sensible actions and dangerous ones will be penalised. Divide the children into groups of four.
- Before playing, the cards will need to be completed. Get the children to read the cards and to decide whether the action is a sensible one (forwards) or a dangerous one (backwards) and fill in the cards to say how many moves backwards or forwards you go if you pick that card.
- Once the children have filled in the cards they cut them out and place them in the space on the board game sheet. Roll the dice. Even numbers go ahead 2 spaces. Odd numbers go ahead 1 space. Follow the instruction in the spaces. As the game progresses, used cards are returned to the bottom of the pile.
- At the end of the game, get children to recap some of the actions which would have negative consequences, and on those which would have positive consequences. Remind the children of the SAFE message. Can they see why it's a good message to follow?





Ask the children to decide whether the action on the card is positive or not and then write in the instruction.

1. You remember to always Stay Away From the Edge. **Forwards 1**
2. You don't walk on a frozen river – you use a bridge instead. **Forwards 1**
3. You try to go across a lock gate because of a dare. **Backwards 1**
4. You refuse to swim in the river because you know it can be dangerous. **Forwards 1**
5. You wade into the water to get a ball back. **Backwards 1**
6. You go to the reservoir by yourself, without telling anyone. **Backwards 1**
7. Someone needs help in the water. You still Stay Away From the Edge. **Forwards 1**
8. You jump off a bridge because your friend did. **Backwards 1**
9. A friend tells you it's OK to swim in the river. You don't because you know it's not safe. **Forward 2**
10. You push a friend in the water 'for a laugh'. **Backwards 1**
11. You slip on some wet grass by the edge of the canal. **Backwards 1**
12. You play with lock gears and trap your fingers. **Backwards 1**
13. You visit a canal with an adult and have a great time. **Forwards 1**
14. You keep your eyes open and avoid tripping over a rope. **Forwards 1**
15. You're thirsty and the water looks clean, so you drink some. **Backwards 1**
16. You tell your friends to Stay Away From the Edge. **Forwards 1**



1. You remember to
always **Stay Away From**
the Edge.

forwards 1



2. You don't walk on a
frozen river – you use a
bridge instead.

forwards 1



3. You try to go across
a lock gate because of a dare.

backwards 1

5. You wade into the
water to get a ball
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10. You push a friend in
the water 'for a laugh'.



1. You remember to always **Stay Away From the Edge**.



2. You don't walk on a frozen river – you use a bridge instead.



3. You try to go across a lock gate because of a dare.



4. You refuse to swim in the river because you know it can be dangerous.



5. You wade into the water to get a ball back.



6. You go to the reservoir by yourself, without telling anyone.



7. Someone needs help in the water. You still **Stay Away From the Edge**.



8. You jump off a bridge because your friend did.



9. A friend tells you it's OK to swim in the river. You don't because you know it's not safe.



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11. You slip on some wet grass by the edge of the canal.

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13. You visit a canal with an adult and have a great time.



14. You keep your eyes open and avoid tripping over a rope.



15. You're thirsty and the water looks clean, so you drink some.



16. You tell your friends to **Stay Away From the Edge**.



Water Safety Game



How to play the game

1. Each player rolls the dice in turn. For even numbers go forwards 2 spaces, for odd numbers go backwards 1 space.
2. Follow the instructions on the space or card.
3. The winner is whoever makes it to the school / house (whatever the end point is) safely.

Place cards here

8. Swap places with the player behind you.

9. Pick up 2 cards and follow both instructions.

10. Throw again and go back to the space with that number.

FINISH

7. Throw again and go back that number of spaces.

6. You **Stay Away From the Edge.**
Go ahead 1 space.

5. Pick up a card and give it to another player.

4. Pick up a card.

1. Pick up a card.

2. You take an adult. Go ahead 1 space.

3. You drop some litter. Miss a turn.

START

