

## We are reading/watching/listening to:

*The Snorgh and the Sailor* by Will Buckingham (author) and Thomas Docherty (illustrator)

## Reading Focus First Level (see Teacher Tracker):

I enjoy being read to and like listening and responding to jokes, poems, rhymes, songs and stories.  
 I use context clues, the blurb and pictures to make meaning from and in addition to the text.  
 I can answer different types of questions about a text including predicting, inferring, and evaluating.  
 I comment on how good a text is referring to word choice/VCOP etc.

## Starter: set the scene & discussion; poem; textercises; phonics disco; warm-up game etc.

Leave a trail of shells leading to soup pot/ladle containing 'Snorgh Soup' (water, green food colouring, leaves) with 'DO NOT TASTE!' sign\*. Leave crumpled 'Rules for Snorghs'\* on floor. Encourage talking & listening, varied vocabulary etc. Discuss clues, read notes. Praise and note any interesting words that come up. Where do you think the Snorgh lives? What does he look like? How do you know? Elicit prior knowledge of seaside.

## Main Course: discuss text, new words, modelling, questioning, teaching point opportunities

- Settle down to share the book on your special story blanket/reading area. Discuss cover and blurb.
- Ask children to listen out for any WOW words that sound good/unusual/effective/interesting.
- Discuss and act out **huddled**, **shuffled**, **peered**. Discuss **deserted**. Add to WOW Word Wall or class display.
- Discuss the Snorgh's dreams. (see pictures) Is he different in his dreams than in real life?
- Read up to '**If only I had a boat!**' What will happen next? What could the Snorgh do?
- Let poem\* fall out of book. Children design boat/diagram in pairs. (10 mins)
- Finish story and elicit opinions/discussion. What adventures did they have? (see pictures)
- How has the Snorgh changed? Does he need new rules now? Why?

## Dessert: What did we learn today? Pull it together with a plenary or finish on something fun...

- Share, show and explain rough boat diagrams/ideas.
- Draw a giant Snorgh outline on wallpaper. Fill him with WOW words and decorate him for display.
- In pairs act out being the Snorgh and the Sailor having an adventure in their boat.

## 'Create Something Great' Activities: write; draw; make; create; design; invent etc.

- Shared Writing: summarise the story using 'Who, What, Where, When, Why, How', create and up-level a sentence together e.g. The Snorgh is lonely...
- Write some 'New Rules for Snorghs' (template available\*)
- Draw your own adventure in a speech bubble like the book. Write about it. (themed paper\*)
- Pretend you are the Snorgh. Write a note to the Sailor to thank him for changing your life and making you happy. E.g. I was sad but now I am happy because... I was lonely but... etc.
- Write a Snorgh Fact File. Where do they live? What do they eat/look like etc.
- Plan and write a sequel—*What the Snorgh Did Next*—as a class, then act it out.

## Extension Ideas/Link your learning to other curricular areas:

- Finish your boat designs and diagrams. Plan your prototypes and make them. Have a presentation/competition for the best boat. Try floating your boats. Why do they sink/ float?
- Look at soup recipes. Make some soup to eat as a class. Write instructions to make it.
- Visit [www.snorgh.org](http://www.snorgh.org) for more info about Snorghs, the author, samphire, a recipe for samphire soup and to print and make your own sailor ears!