

 Finish your boat designs. Diagrams and make your prototypes. 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*** for more info about Snorghs, the author, samphire, a recipe for samphire soup and to print and make your own sailor ears!

 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.

 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.

 Settle down to share the book on your special story blanket/reading area. Discuss cover & 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/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?

Leave a trail of shells leading to a soup pot with 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 down 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.

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.

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Extension Ideas/ Link your learning to other curricular areas:

‘Create Something Great’ Activities: write; draw; make; create; design; invent etc.

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

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

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

Reading Focus First Level (see Teacher Tracker):

We are reading / watching / listening to:

The Snorgh and the Sailor by Will Buckingham and Thomas Docherty

**Short Read Lesson Menu**