

**Monday 11<sup>th</sup> May 2020 - Day 5**

This week, it is our turn to be the author! Let's remind ourselves of *The Game*. It is a finding tale which has this simple underlying plot pattern:

Basic story structure	Structure of a finding tale
Opening	Introduce the main character/s (MC)
Build up	MC goes somewhere and finds an unusual/amazing/important object
Problem	Something goes wrong – it is the fault of the object
Resolution	MC puts back/hides/throws away the object – the problem is solved
Ending	All is well again and lessons have been learnt

**LO: I can plan a different problem****Task**

1. Let's look at the problem section of *The Game*. Read it again.

**The problem:**

At that moment, the table began to shake, then the windows rattled and the floor vibrated. Everyone stopped what they were doing and the room fell silent.

"EARTHQUAKE!" shouted Billy, bursting into laughter. He soon stopped, as in a blink of an eye, an enormous spider, bigger than a horse, shot out of the game and landed in the centre of the crowded classroom. Everyone froze. Its enormous, hairy legs were tensed, ready to pounce and its whole body seemed to pulse. Eight bulging eyes scanned the room and then...

It sprung into action. It crushed the tables, smashed the windows and flung children all around the classroom with a flick of its legs. It powered towards Mrs Allbright as she stood rooted to the floor in terror. The room was filled with shrieks of panic and despair.


"What shall we do?" shouted Danny desperately, pressing himself tightly against the wall.

"Read the instructions," ordered Sally, "We have to stop it!"

We're going to rewrite this section with new ideas.

What other problems could the game cause? What else could come out of the game and what would it do?

2. Plan a new idea in your book. Keep the classroom setting the same for now. Make notes and draw what will come out of the game and what it will do once it is released! Use this planning table to help you:

Instead of:	Your ideas:
	
... crushing the tables	
... smashing the windows	
... flinging children round the room	
... grabbing the teacher	
... extra ideas	

# Challenge What information might you withhold in this section to build suspense? Which part of the problem will you reveal first? How will you give the reader clues?