


Wednesday 13<sup>th</sup> May 2020 - Day 7

**LO: I can plan a different setting**

Yesterday, you wrote your own version of the problem in the classroom. Where else could a problem like that happen? Let's try a new setting for *The Game*...

**Task**

1. Change the classroom setting to somewhere else. **Where could this happen?**
2. Plan a new idea. Make notes and draw what will come out of the game and what it will do once it is released in the new setting! Use this planning table to help you:

Instead of:	Your ideas:
	
... what comes out of the game?	
... what will it do?	
... extra ideas	

**#Challenge** Next to 'extra ideas', plan at least three examples of figurative language: a simile, a metaphor, personification, onomatopoeia or an example of alliteration.