

Wednesday 20th May

Today's home learning task:

Today I would like you to plan an adventure for your super creature. Try to use what happens in Superworm to help you. There are four main parts of the story to think about. At the beginning of the story your character is introduced, maybe with some friends. Soon they are captured by a baddie but luckily their friends come up with an amazing plan. Your story should have a happy ending. Plan your story by talking about it, maybe writing a few notes or drawing some pictures. You could use this table to plan your ideas, but you don't have to. Thinking about it and talking about it is enough. Have a good day, Mrs White

Introduce your super creature	Captured by a baddie (plan a good baddie – you might want to use what you know about predators and prey)	Your super creatures friends come up with an amazing plan	Happy ending