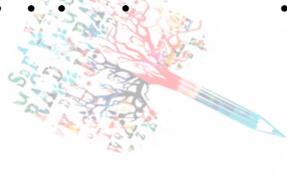


English Year 8 Writing	
1. Key Terms	<p>1. Etymology: the study of the history of words.</p> <p>2. Register: how formal the language used is e.g. formal, neutral, informal.</p> <p>3. Avatar: The character in a game that the player gets to control when playing.</p> <p>4. Target audience: The specific group of people that something is aimed at.</p> <p>5. Protagonist: The main character in a plot.</p> <p>6. Antagonist: Someone who opposes or is hostile towards the main character.</p> <p>7. Figurative Language: Using a word or phrase outside of its every day meaning – usually to describe or compare something (e.g. similes, metaphors, personification).</p> <p>8. Genre: different types of writing which share similar features.</p> <p>9. Nuance: subtle or slight difference.</p> <p>10. Perspective: a way of looking at something, a viewpoint.</p> <p>11. Sensory: descriptions which relate to the five senses.</p> <p>12. Rhetoric: persuasive language and style.</p>
2. Useful Sentence Starters	<p>1. Adverbials. E.g. Forcefully, the... -ed words. E.g. Focused, challenged</p> <p>3. -ing verbs. E.g. Vaulting, sprinting...</p> <p>4. Simile starts. e.g. Like an uncoiled spring, the ...</p> <p>5. Prepositions. E.g. Above the door...</p> <p>6. List of adjectives. E.g. Strong, powerful, majestic...</p> <p>7. Comparisons. E.g. Unlike the armoured opponent, the...</p> <p>8. A noun to start. e.g. Quests are often...</p> <p>9. When...</p> <p>10. As ...</p> <p>11. Although ... <i>English</i> </p>
5. Mood words. Can you write a paragraph to demonstrate each one?	<p>1. Intriguing</p> <p>2. Anticipatory</p> <p>3. Tense</p> <p>4. Exhilarating</p> <p>5. Frantic</p> <p>6. Exhilarating</p> <p>7. Chaotic</p> <p>8. Suspicious</p> <p>9. Foreboding</p> <p>10. Ominous</p> <p>11. Mysterious</p> <p>12. Whimsical</p> <p>13. Awe-inspiring</p> <p>14. Idyllic</p> <p>15. Playful</p> <p>16. Hopeful</p> <p>17. Sombre</p> <p>18. Energetic</p> <p>19. Dreamy</p> <p>20. Aggressive</p>
3. Ways to make your writing more persuasive and engaging	<p>Anecdote E.g. That reminds me of a time when I...</p> <p>Alliteration E.g. Powerful, prancing penguins.</p> <p>Pronouns E.g. I, you, he, she, we</p> <p>Facts E.g. Completing puzzles helps your memory.</p> <p>Opinions E.g. Xbox is the best games console.</p> <p>Rhetorical Questions E.g. How would you feel if...?</p> <p>Repetition E.g. Monopoly is fun, fun fun!</p> <p>Emotive Language e.g. I was isolated and alone.</p> <p>Exaggeration e.g. Gaming is taking over the world.</p> <p>Statistics e.g. 89% of people have played a computer game.</p> <p>Threes e.g. Playing games is exciting, challenging and rewarding.</p> <p>Vary sentences for pace</p> <p>Sensory language</p>
4. PALL: planning for non-fiction writing	<p>Example: Games Room</p> <p>Purpose: To persuade the audience to invest in your game.</p> <p>Audience: A panel of industry experts looking to invest in a new game.</p> <p>Language: Persuasive, informative and engaging.</p> <p>Layout – 6 paragraphs including:</p> <ul style="list-style-type: none"> • Introduction • Setting and plot • Introducing main character • Explanation of how the plot develops and how it fills a gap in the market • Conclusion  <p>What is the PALL for your writing?</p>
7. Super Spellings	<ol style="list-style-type: none"> Virtually Persistent Sinister Dominant Participation Quest Valiantly Eliminate Response Generated Energy Victorious Promote Succeed Effervescent Illuminating Consequences Strategy
6. SPaG: complete these	<p>Apostrophes are used for...</p> <p>Ellipsis is used to...</p> <p>An exclamation mark shows ...</p> <p>Commas are used to...</p> <p>Brackets can...</p> <p>A semi colon is used to...</p>

1. Key Terms		English Year 8 Reading		7. Further reading	
<ol style="list-style-type: none"> Protagonist: central character or hero who moves the story forward. Genre: different types of writing which share similar features. Culture: the customs, behaviours, celebrations and social institutions of a group of people. Audience: the person or people who will be listening to or reading your text. Purpose: the reason you are doing something. Intent: what you are trying to achieve Reveals: gives new information. Demonstrates: gives an example of something that has already been mentioned. Implies: suggests something – hints at something. Evokes a feeling of: creates a feeling. Suggests: an idea is put forward. Monologue: a longer speech by a character to another character. Soliloquy: a longer speech by a character to themselves or the audience. Cyclical: happens in circles, reoccurs. 	<ol style="list-style-type: none"> Interpretation Significant Circumstances Ultimately Ambiguous Alternative Implicit Consistent Integral Exploitation Manipulation Implications Community Enhanced Resolution Temporary 	<ol style="list-style-type: none"> At this point in the play/story, I felt... I was forced to consider... Clearly, the writer wants us to think about... My initial prediction was that... As the play/story progressed, I began to question... Notably, when the character..., I.... I question the meaning behind the words " _____ " as they could imply... because ... 	<h3>4. Contextual Information</h3> <p>Context is the background information that helps us to understand the story and characters better.</p> <p>Author information: What do they usually write about, what influenced them, what was their life experience?</p> <p>Era: When was it written? What did people at the time believe about the world that was different to what we believe today?</p> <p>Historical Events: Were there any big events that will have affected the characters in the story?</p> <p>Location: Where was the book written or set? How does this affect what we can expect from the characters in terms of how they act the they way they do and why?</p> <p>Genre: Are there any techniques that are used in the story that are common in this particular style of novel?</p> <p>Audience: How would an audience in this time/location react differently to us?</p>	<p>The Boy in the striped Pyjamas - John Boyne</p> <p>Scythe Trilogy - Neal Schusterman</p> <p>The Poet X - Elizabeth Acevedo</p> <p>The Lie Tree - Frances Hardinge</p> <p>Hunger Games Trilogy - Suzanne Collins</p> <p>The Red Ribbon - Lucy Adlington</p> <p>Mortal Engines - Phillip Reeve</p> <p>The Enemy Series - Charlie Higson</p> <p>Bone Talk - Candy Gourlay</p> <p>The Graveyard Book - Neil Gaiman</p> <p>Things a bright girl can do - Sally Nicholls</p> <p>Chronicles of Narnia series - CS Lewis</p> <p>The Divergent Series - Veronica Roth</p> <p>Chaos Walking Series - Patrick Ness</p> <p>Percy Jackson Series - Rick Riordan</p> <p>The Smell of Other People's Houses - Bonnie-Sue Hitchcock</p> <p>School of Good and Evil series - Soman Chainani</p> <p>House with the Chicken Legs - Sophie Anderson</p>	
<ol style="list-style-type: none"> 1. What questions did the opening make me want to find the answer to? 2. Do I like the main character? Why? 3. What does the writer want us to think about the main character? 4. Do any of the characters have a particular weakness or challenge to overcome? How do they do it? 5. Which character would be the best leader in a zombie apocalypse? 6. Which character would you want to be quarantined with? 7. If you could get transported into this story, would you? Why? 8. Which character would you let walk your dog? Why? 	<h3>5. Big questions</h3>	<h3>6. Structuring your essay</h3> <p>Introduction What is the novel about? ' _____ ' by _____ is about... What does the writer want you to think about?</p> <p>Analysing the text Chose moments from the text that you think are important to answer the question. _____ is presented as _____. The word ' _____ ' when _____ suggests _____ This makes me.... Can you choose moments from the beginning, middle and end of the text?</p> <p>Conclusion What are your overall thoughts? How successful was the writer? Overall I feel.... I think the _____ wanted us to....</p>	<h3>2. Super Spellings</h3>	<h3>3. Response to reading</h3>	

English Year 8 Speaking and Listening

1. Key Terminology:

Target Audience: The specific group of people something is aimed at.

Counter Argument: An opposing view that considers the other side of an issue.

Topic Sentence: The first sentence of a paragraph that summarises what the paragraph will be about.

Facial Expression: The way you use your face to show your emotions.

Intonation: The way you vary the pitch and volume of your voice.

Demographic: The particular group/area that your product/speech is aimed at.

Non verbal communication: Gestures, sounds and body language used to show the person speaking that you are following what they're saying (e.g. nodding).

4. Famous Speeches

- **Martin Luther King** – I have a dream
- **Winston Churchill** – We shall fight on the beaches
- **Rocky Balboa** – The World ain't all sunshine and rainbows
- **Chickens Run** – Ginger's speech
- **Greta Thunberg** – Global warming.

2. Super Spellings

1. Communicate
2. Consider
3. Compromise
4. Impact
5. Identified
6. Source
7. Process
8. Specific
9. Derived
10. Significant
11. Relevant
12. Convention
13. Dominant
14. Alternative
15. Sequence
16. Circumstances
17. Emerged
18. Resolution

3. PALL of 'The Games Room' speech

Purpose: To persuade the audience to invest in your game.

Audience: A panel of industry experts looking to invest in a new game.

Language: Persuasive, informative and engaging

Layout – 6 paragraphs including:

- Introduction
- Setting and plot
- Introducing the main character
- Explanation of how the plot develops and fills a gap in the market.
- Conclusion.

5. Success Criteria

- Express challenging ideas/information/feelings using a range of vocabulary.
- Respond to what you hear in a thoughtful and considerate way.
- Organise and structure ideas clearly to meet the needs of the listener.
- Ask questions to clarify understanding of other's ideas.
- Engage with other's ideas.
- Listen to questions and feedback, responding formally and in some detail.
- Make effective contributions which help shape discussions.

6. Persuasive Techniques

Alliteration: starting 2 or more words with the same letter.

Anecdote: a short story to support your idea

Pronouns: I, you, he, she, we

Facts: something proven to be true

Opinion: a personal view.

Repetition: using the same word/phrase more than once.

Rhetorical Questions: a question that doesn't require an answer but encourages deeper thought.

Exaggeration: making an over the top statement.

Emotive Language: language that is designed to evoke an emotional response.

Statistics: numerical fractions and percentages.

Threes: using three words/phrases to support or describe.