

SEVERN PROJECT

Guidelines for the use of The Magic Surfboard

Activity title: The Magic Surfboard
Curriculum area: English
NC objectives: English En1 1e), 2d), 8a) & 9a) and En2 4f), 4g), 4h), 4i) & 8c) and En3 1), 2), 3), 4), 5a), 9d), 11) & 12)
Main learning objective: To write the continuation of a story using characterisation and imagination in the style of the text read

Lesson plan ideas, activities and resource sheets

INTRODUCTION: 18 minutes

- Explain to the class that there are not many stories written about surfing for children, but there are several surfing travel books for adults and biographies and autobiographies of famous surfers.
- Carry out shared reading of '1.6a The magic surfboard' and discuss the character James and how he changes after the tingling sensation. Being a fiction story for young children, what is likely to happen next? What will the ride be like? Will James and his friends have a long ride or a short one? Will something else happen? Perhaps they encounter some wildlife or other surfers?

MAIN ACTIVITY: 35 minutes

- After discussing the beginning of the story that has been read, the pupils write their continuation of the story. Provide the pupils with some surfing vocabulary on the board to help by using the sheet '1.6b A - Z of surfing vocabulary'. Also discuss emotions and feelings that characters may encounter throughout the story.

PLENARY: 10 minutes

- Move around the class and allow pupils to read aloud their continuations of the story.
- The rest of the class can provide feedback in relation to the story line and development of the characters.

Suggested extension activities or cross curricular links:

- Create cartoon or story characters to make a series of short stories for younger children about surfing. This could also link in to using the 'Design a Severn surfboard' (3.1) activity.
- Provide the class with a title and allow them to write their own story following the title from beginning to end.