

English - Summer Term 2

## Gadgets

Please use the following link as the activities we have set refer to this booklet:

<https://www.talk4writing.com/wp-content/uploads/2020/05/Y6-Gadgets.pdf>

### Introduction Activity:

#### Spies

(p2) code breaking

(p3) find your own spy name

Draw and label a character profile for your spy.

### Activity 1:

(P4) read the text 'The Multi-Function Mobile Phone.

(P5) Complete vocabulary work.

### Activity 2:

#### Persuasive Games

Read through Crazy Persuasions - take one minute to try to persuade .....

- A teacher to cancel all homework
- The England manager to pick you for a sports team

Now that you have had a go at this, write a speech to persuade somebody about **one** of the following from the list:

- All sports should be banned except for ping pong
- All forests should be cut down and built on
- All wild animals should be put into zoos
- All types of technology should be made illegal for under 18 years old

(we have purposely thought of arguments that are really tricky to argue for)

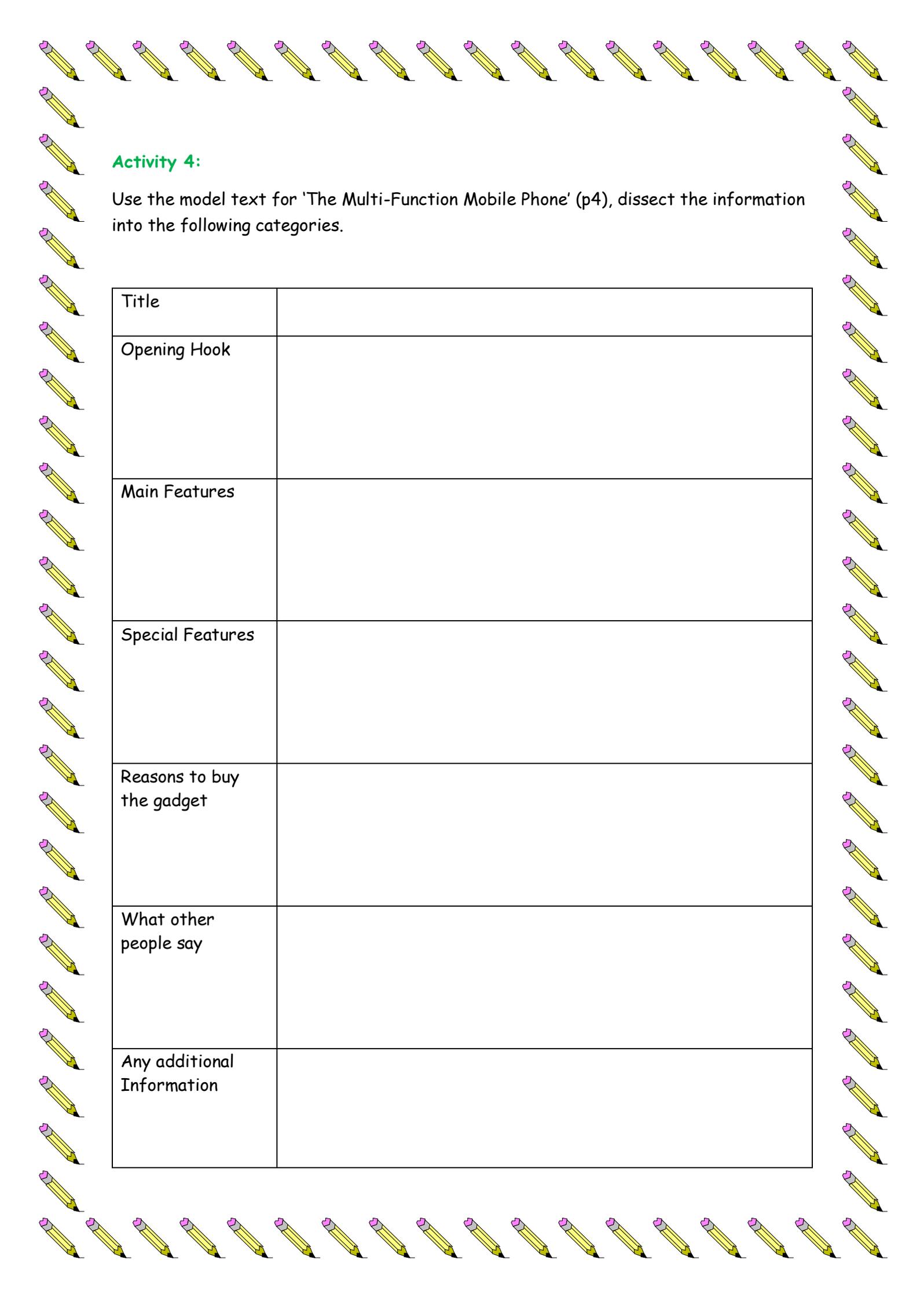
If you would like to you could record your persuasive speech.

Activity 3:

(P6) Estate Agent role play

Take the role of an estate agent whose job it is to try and sell houses. Choose one of the pictures below and sell it to me!!!!





**Activity 4:**

Use the model text for 'The Multi-Function Mobile Phone' (p4), dissect the information into the following categories.

Title	
Opening Hook	
Main Features	
Special Features	
Reasons to buy the gadget	
What other people say	
Any additional Information	

--	--

**Activity 5:**

(P9) **Quotation Practice:**

Read and follow activity 5 in booklet.

**Activity 6:**

(P10) **New Ideas:**

Now comes the fun bit, you need to come up with your own gadget. There are a couple of examples on p10 in the booklet to look at.

Think of 3 of your own gadgets, make sure that you pick a gadget that you can easily talk about. You will need to pick your favourite design in the next activity.

**Activity 7:**

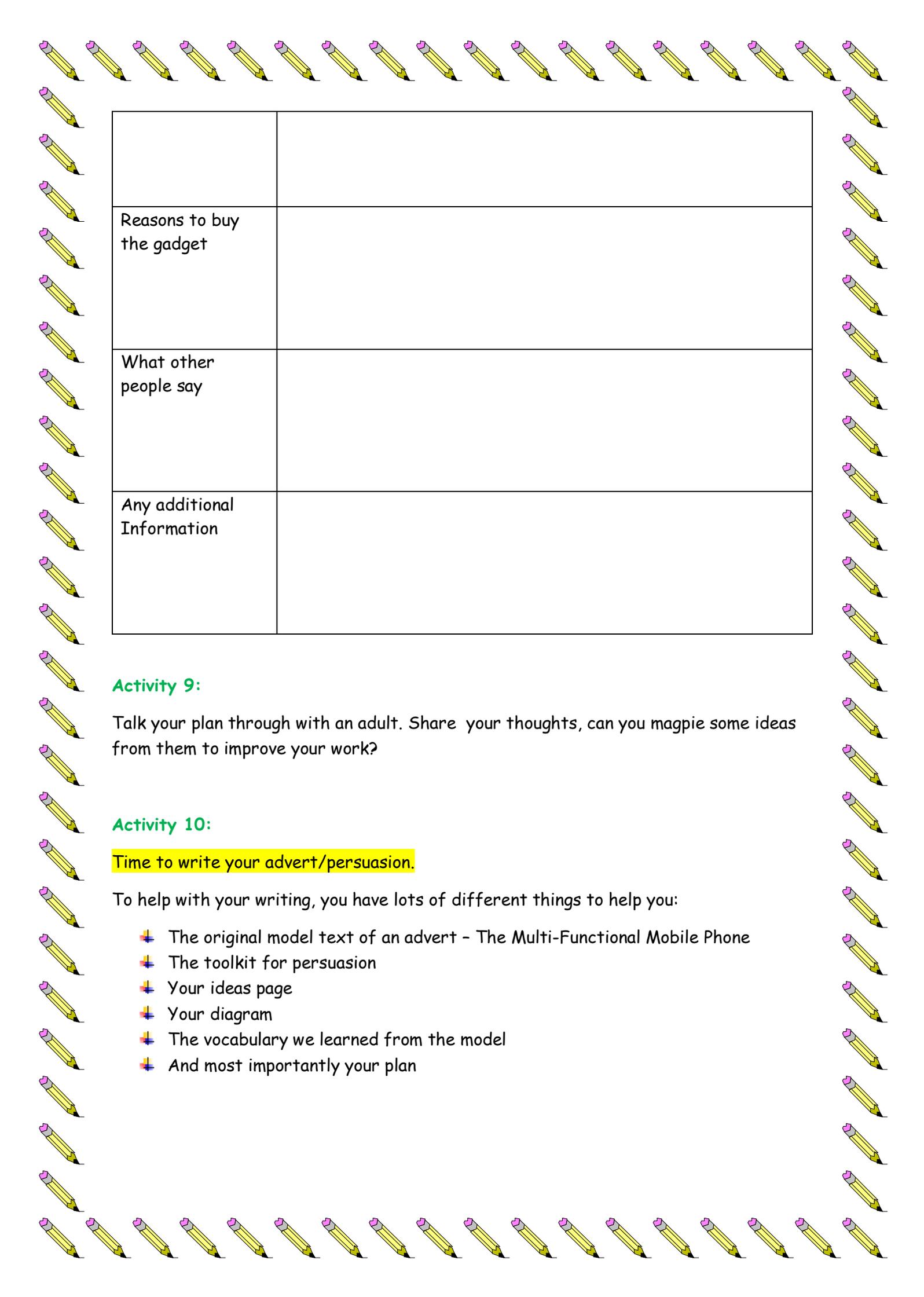
(p11) **Draw your gadget**

Draw your final design and label it. Get ready to add your ideas to your plan.

**Activity 8:**

**Start your planning using the blank tool kit**

Title	
Opening Hook	
Main Features	
Special Features	



Reasons to buy the gadget	
What other people say	
Any additional Information	

### Activity 9:

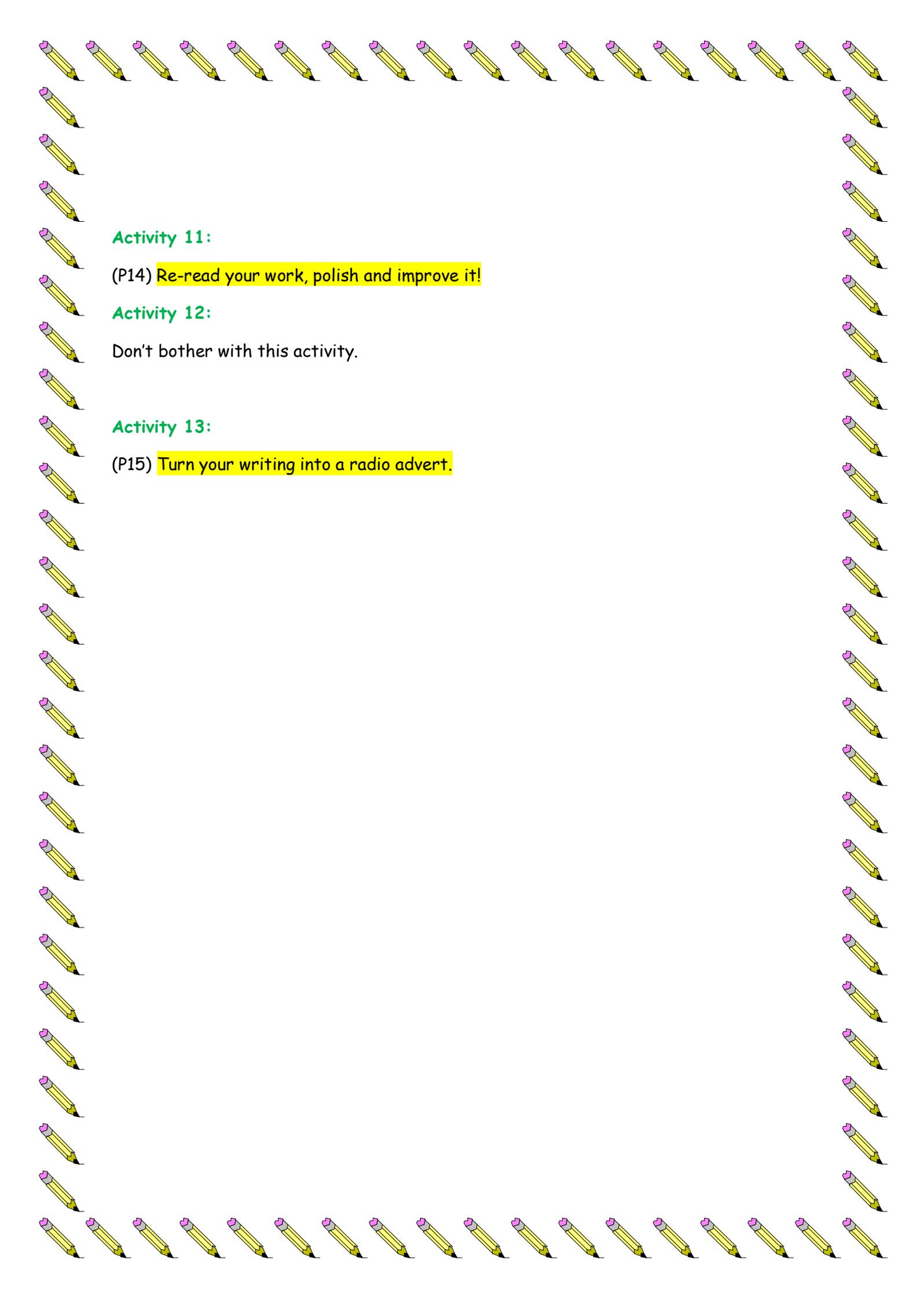
Talk your plan through with an adult. Share your thoughts, can you magpie some ideas from them to improve your work?

### Activity 10:

**Time to write your advert/persuasion.**

To help with your writing, you have lots of different things to help you:

- ✚ The original model text of an advert - The Multi-Functional Mobile Phone
- ✚ The toolkit for persuasion
- ✚ Your ideas page
- ✚ Your diagram
- ✚ The vocabulary we learned from the model
- ✚ And most importantly your plan



**Activity 11:**

(P14) Re-read your work, polish and improve it!

**Activity 12:**

Don't bother with this activity.

**Activity 13:**

(P15) Turn your writing into a radio advert.