

A child's writing journey at Hemphill Hall Primary School - * denotes text rich stimulus

	A1	A2	S1	S2	S1	S2
FS	F1 – Amazing Animals *From head to toe *Brown bear, brown bear what do you see? F2 – My world your world *My world your world *So much	F1 – Wonderful Woods *Little red riding hood *Stickman F2 – Wonderful winter *The Tree-Seasons Come, Seasons Go *One Snowy Night	F1 – Bears *We're going on a bear hunt *Peace at last F2 – Space *Whatever Next *Man on the Moon	F1 – Traditional tales *The little red hen *The 3 billy goats gruff F2 – Food *The Enormous Turnip *The Gingerbread Man	F1 – Super Springtime *Jasper's beanstalk *The very hungry caterpillar F2 – Habitats *The Gruffalo *Sharing a Shell	F1 – The Jungle *Monkey puzzle *I don't want to go to bed little tiger F2 – People who help us *Zog and the Flying Doctors *Fire Chief Fran
Y1	Same But Different To What I like About Me Baseline Opportunities to write to develop transcriptional fluency (including dictation): - The Same but Different - Only One You - The Best Part Of Me - My Mum /Dad is Fantastic - Brilliant Bodies - Senses Poetry	Celebrations Poetry – To entertain – Bonfire Poetry *Narrative – To entertain - Kipper's Birthday Sentence Work – To inform – Diwali. * Narrative – To entertain – The Snowman Narrative – To entertain – The Nativity Story	Houses And Homes * Narrative- To entertain - The Three Little Pigs * Narrative- To entertain- It's not a stick – Published book *Letter - To entertain – This is our house Moving towards longer pieces of writing – Units taught over 2 weeks not one.	Giants Character description -To entertain – Giant Grump Letter – To inform -Gretta and The Giants- Retell – The Smartest Giant in Town	Superheroes Report- To inform – The Police * Narrative- To entertain – Supertato Instructions- To entertain/inform - Superheroes	Animals Report – To inform - Elephants. Poetry – To entertain The Ugly Five Narrative – To entertain – Baby Elephant
Y2	Giving * Narrative- To entertain- The Giving Tree Narrative- To entertain – The Girl with The Yellow Bag (Film) Non- Chronological Report – To inform Florence Nightingale	Villains *Narrative- To entertain – The Three Billy Goats Gruff *Instructions – To inform- Make a Witchy Potion (based on The Lost Happy Endings)	Fire And Ice Non -Chronological Reports – To inform – Penguins / Polar bears. Chronological Report - To inform – The Great Fire Of London	The Secret World Around Us Letter writing – To persuade – Nightshift (Film) Letter Writing – To persuade- Fairy Tale Character- Innovate Recount – To inform -Visit to the woods.	Catastrophes At Sea *Setting Description – To entertain – The Light House Keeper's Lunch Non- Chronological Report/ Recount events - To inform – Grace Darling Recount – To inform- A Trip To The Beach	Picture A Better World *Narrative – To entertain – Mr Percy's Magic Greenhouse *Instructions – To inform - The Flower * Character Description- To entertain – The Tin Forest

Y3	Me And My World Poetry - To entertain – The Sound Collector Leaflet – To persuade – Bulwell. *Character description -To entertain – The Tear Thief	China Non- Chronological report – To inform – The Frost Dragon Non- Chronological Report – To inform The..... Dragon – Innovate * Narrative – To entertain – St George and The Dragon	The Stone Age * Narrative -To entertain- Stone Age Boy/ Girl - Innovate Non- Chronological Report – To inform – The Stone Age	The Peak District * Setting description To entertain – The Journey *Setting Description – To entertain -Spooky Setting – Innovate Poetry- To entertain- Mount Cook Residential	*The Merchant Of Venice Narrative- To entertain- The Belmont section of The Merchant of Venice Balanced Argument -To persuade – Antonio for/Against	Ancient Egypt Instructions – TO Inform – Making Papyrus – Explanation Text – To inform - Mummification
Y4	Inventions * Setting description- To entertain -The Lost Thing Setting Description – To entertain - Innovate *Narrative -To entertain -The Quest	Into The Jungle *Narrative– to entertain – The Jungle Book Leaflet -to persuade- Save The Tigers	The Romans Narrative – To entertain – Romans on The Rampage. Innovate own ending No-n Chronological Report – To inform The Romans	India Non- Chronological Report – To inform- India *Letter- To entertain – Asha and The Spirit Bird	The Tempest Poetry -To entertain- Haiku. Newspaper Report – To inform – The Tempest Letter Writing – To inform/To entertain	Chocolate Narrative – To entertain -Charlie and the... Leaflet-To inform- Fair Trade
Y5	Anglo Saxons *Report -To inform – Anglo Saxon Life *Diary – To entertain -Anglo Saxon Boy -	Africa *Leaflet – To inform – Recycling- One Plastic Bag by Isatou Ceeseay *Letter – To entertain – Journey To Joburg	The Vikings Retell -To inform– The Lindisfarne Raids Report - To inform – The Vikings	Macbeth Playscript to Story – To entertain – King Duncan Character Description- To entertain The Three Witches Performance Poetry – To entertain	Ancient Greece Narrative – Myth stories – To entertain. Newspaper Report- To entertain – The Chariot Race Poetry – To entertain	Blue Planet Report – To inform Narrative –The Story Of A Raindrop – Explanation Report-To inform - The Plastic Machine
Y6	Animal Kingdom Poetry To Entertain – Biomes Non- Chronological Report – To inform- Frilled Dragon Lizard *Descriptive Writing To entertain (Skellig) Narrative- To entertain – The Catch (film)	World War 1 Diary – to inform – The Trenches Narrative – to entertain – Battle Scene Biography – To inform- Walter Tull	Mysteries *Setting and Character Description To entertain - The Water Tower Narrative – To entertain – Mystery Stories Innovate Explanation Writing – To inform- Pok A Tok – A Mayan Game	Right to Freedom *Newspaper Report – To Inform – Henry’s Freedom Box * Recount – To entertain – The Arrival	All Work, No Play * Character Description – To entertain – Fagin *Letter – To persuade – Oliver Twist Narrative – To entertain “Wing” (Film)	Location, Location, Location Leaflet – To persuade Walesby Residential and island Innovate DAaRT report