



Eden Girls

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Dear Year 7 Pupils

Assalaamu alaikum / Peace be with you,

Ref: Summer Transition Pack

Please have a go at writing this adventure story. **Read through the instructions and pick 3 days that you would like to write about.** Each day and new adventure needs to be no more than a side long. Try to include some interesting vocabulary and description, make your characters realistic and the action exciting.

Our year 7 Star Challenge books are also included. Perhaps you could try to read one or two from this list. When you start in September we will explain our reward system to you. You can start your reading journey now.

The English Department are really looking forward to meeting you in September and to reading your engaging stories. We want to hear your verdicts and recommendations about what you have been reading. We all hope you have a lovely Summer and we are excited that we will be meeting you soon.

Best wishes,

The English Department





Escape From Kraznir: Day 1

STARTER: Based upon the title of this unit, what do you think you will be doing?

The Story so far...

There are two countries separated by a river: Krāznir and Slinsil. The people of Krāznir are fierce and warlike. Their land is poor and little will grow there. Their king is called Krill and he lives in a castle in the mountains. To the south of Krāznir is Slinsil. It is a rich and beautiful country, whose people love peace.

The Story so far...

Rumours have reached Slinsil that Krill is planning to send an army to attack them. They hurriedly prepare to defend themselves. They send a team of spies to Krantzir to find out about Krill's plans. They want to know when and where he intends to attack. The spies are successful. Deep in the cellars of Castle Krill they find the complete battle plan. This, and many other valuable documents, is stored in a large wooden chest. Now the spies have got to get the chest and all its contents safely back to Slinsil.

You are the leader of the spies...

Task 1

Using the information provided in "the story so far", draw a map of the area in the box on the previous page. Read the details above again carefully before you begin.

As you are the leader of the spies, please leave a few details so the people of Slinsil know who you are (write your character profile).

There are two countries separated by a river: Kráznir and Slinsil. The people of Kráznir are fierce and warlike. Their land is poor and little will grow there. Their king is called Krill and he lives in a castle in the mountains. To the south of Kráznir is Slinsil. It is a rich and beautiful country, whose people love peace.

Task 2

You are to learn of your companions.

Take notes so that you can better use their skills in the days to come...

Touchfire the Wizard



Touchfire can make himself invisible. He can turn evil creatures to stone, but this spell only lasts for five minutes and does not work near water.



Doughty the Warrior

Doughty wears strong armour and carries a huge sword. He is very brave and strong.



Littlejohn the Hobbit



Littlejohn is very small, only about a metre tall. He is quick and light footed, but not very strong. He carries a small dagger. Because he is so nimble he can usually escape from danger, provided he is not too tired.

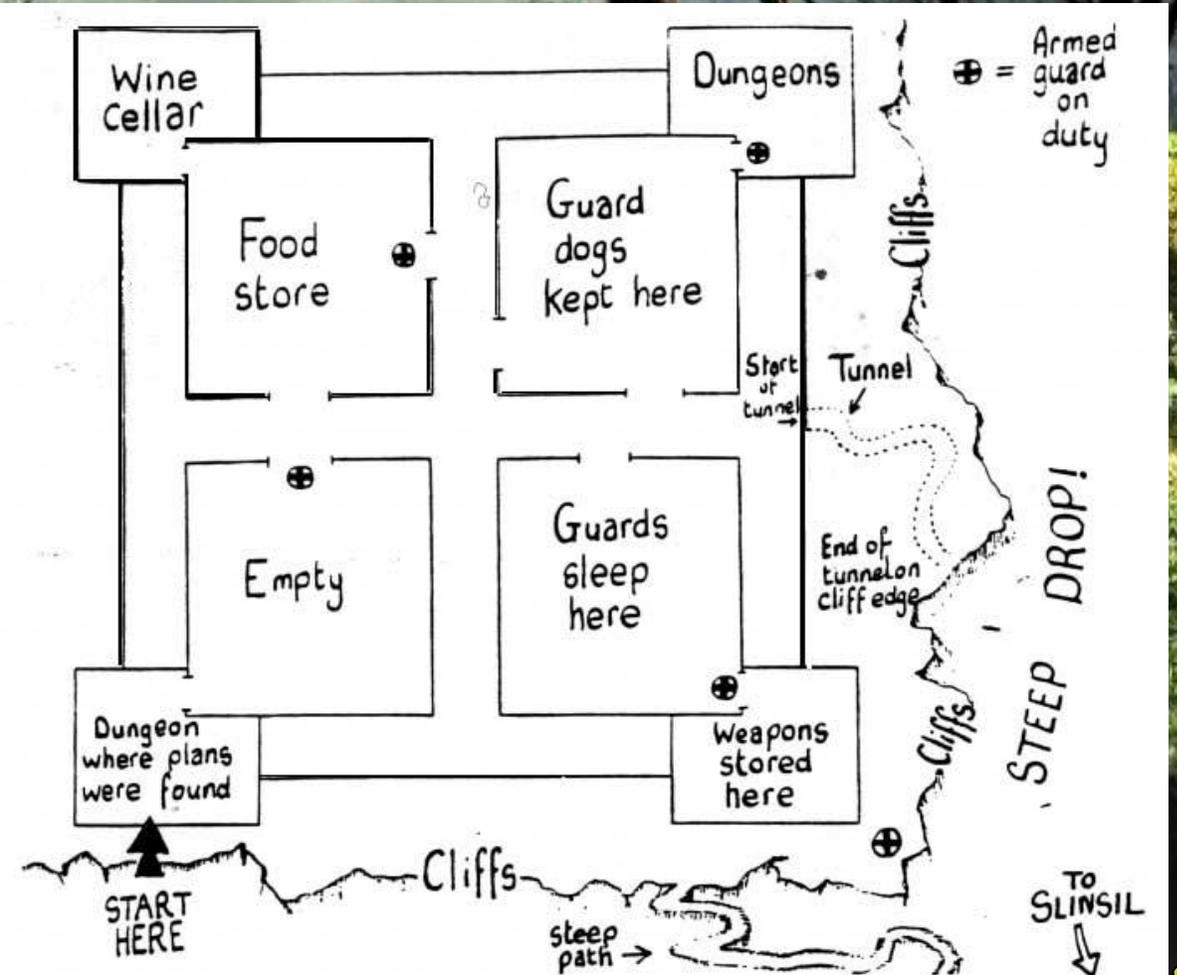
Athor the Dwarf

He, too, is short, but he is broad and strong. He is accustomed to living underground, so can see in the dark and can make himself almost invisible. He is very brave and carries a battle axe.



Day One - Short Story

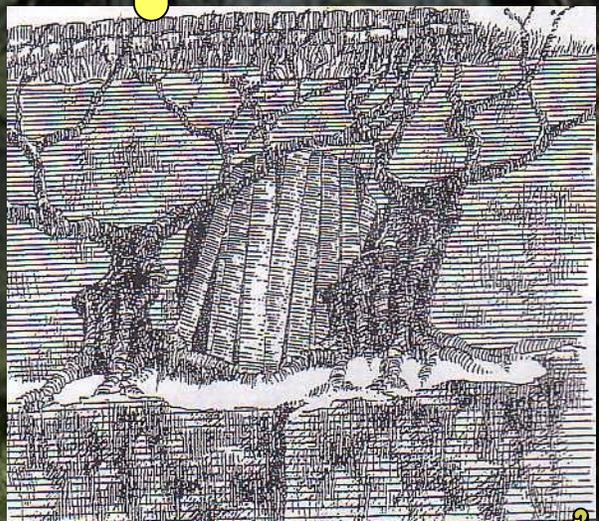
The five of you have to escape from Castle Krill and begin the journey home to Slinsil.



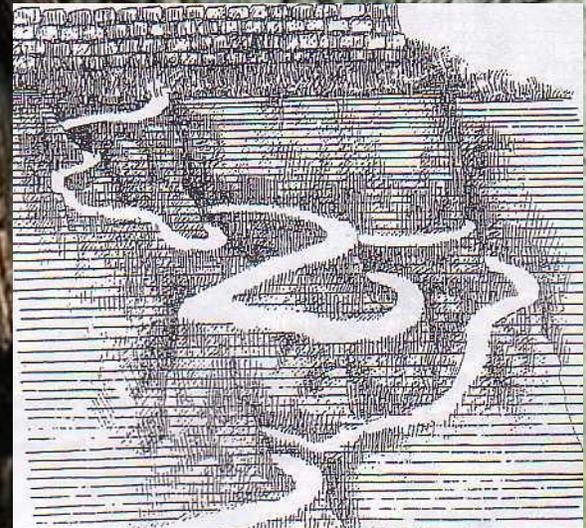
Plan of Castle Basement

Write the story of how you and your companions escape.
FOCUS on using accurate SPAG.

EXTENSION: There is another character in the dungeons.
Dare you rescue them?

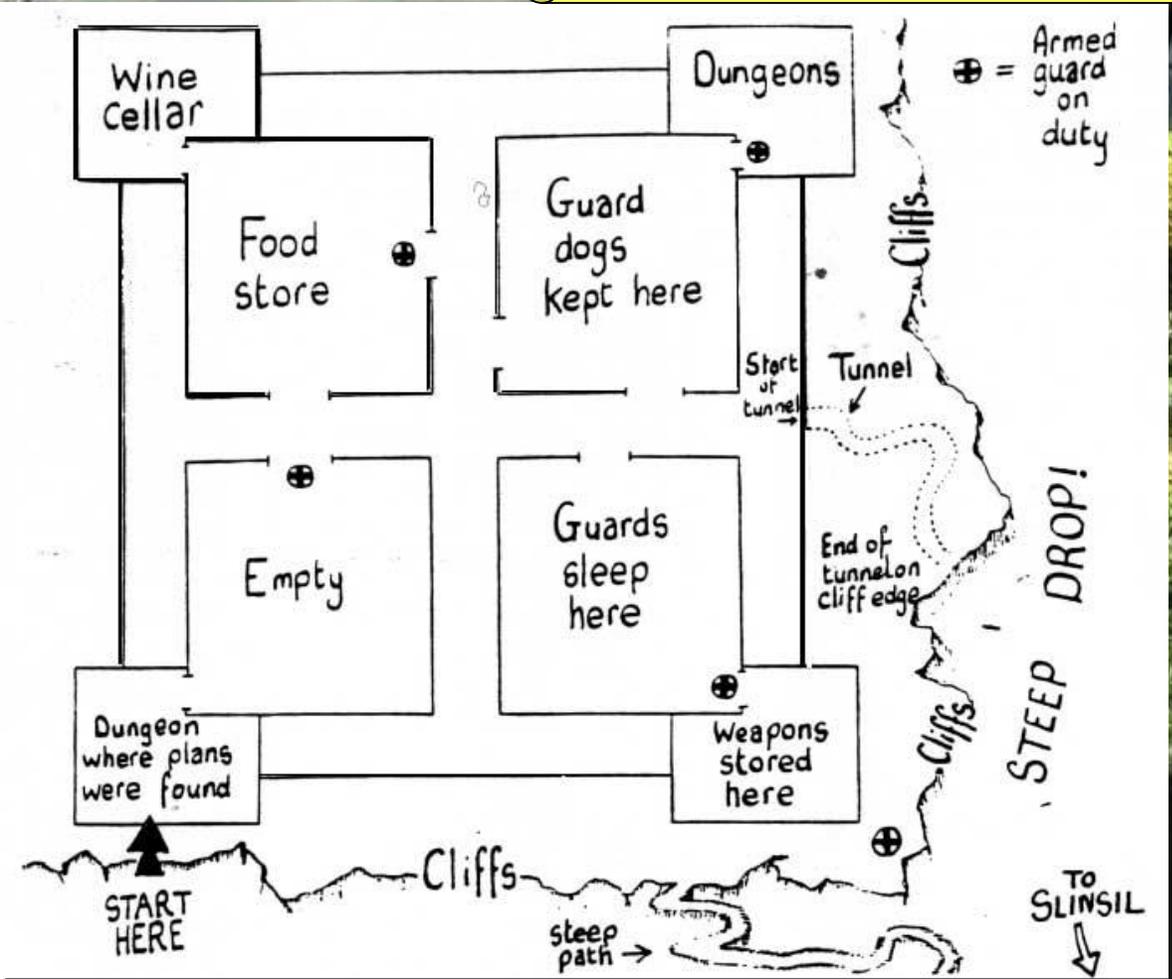


End of Tunnel



Route down Cliffs

- Study the map and the pictures carefully
- Decide how to get to the food without a general alarm being raised
- Decide how to get from the food store to the start of the tunnel without being stopped
- Decide how to get past the guard on the cliff top
- Decide how the chest and the food are going to be carried



Plan of Castle Basement

Escape From Kráznir: Day 2

STARTER: Your companions bestow a title upon you for leading them out of Castle Krill. What is your title?

The escape artist? Master of the dungeon keys? Bane of Castle Krill?

Do you still need to write your story for DAY 1?

Learning Objectives and Outcomes

- *Learning Objective: To demonstrate your ability to write in a clear adventure story style AND to focus on describing character and settings.*
- *MUST:*
 - *Engage with task.*
 - *Use descriptive language.*
- *SHOULD:*
 - *Demonstrate some creative skill.*
 - *Use vocabulary and other language techniques to describe characters and setting.*
- *COULD:*
 - *Demonstrate clear creative skill, consciously crafting your words.*
 - *Present setting and characters in a skilful manner.*

DAY 2: The story so far...

You have escaped from the castle and are now high up in the mountains. It is very cold. You have spent the night on a narrow ledge. It is just getting light. There is a sheer drop below you and steep cliffs above. Suddenly you hear noises.

They get louder...

It is the followers of Krill...

SOUND EFFECTS



Wind on Mountain Peak



Orcs Marching



Haunted Forest

We are discovered! Defend yourselves!

Giant Spiders

They are two metres across.

They have legs that are 3 metres long.

Their bite is poisonous to anyone, except dwarves.



There are more! Have at them comrades!



Wargs

Wargs are man-eating wolves who also enjoy a meal of hobbit or dwarf.

They are twice as big as the biggest dog you have ever seen.

They do not touch wizards because wizards throw fireballs at them.

Wargs are terrified of any kind of fire.

What? More? Will the madness never end...

Orcs

Orcs are vicious, mean monsters which eat absolutely any living creature.

They carry very sharp spears and have cruel teeth, but they wear no armour. Therefore they can easily be injured – if you can get close enough.



Story

Write about what happens when the enemy attack.

Remember the qualities of your companions and your own character profile. You can write about all three beasts or chose one.

Remember sounds and movement from your reading.

SKILL FOCUS: *You are to pay particular attention in describing the environment and the monsters attacking you.*

EXTENSION: *If you rescued the character from the dungeon, then one of your companions is sadly fated to die...*

Plenary

PLENARY 1:

If a character dies in your story, spend a few moments writing the part where you and your surviving companions say their farewells.

PLENARY 2:

You are to camp in the forest area at the very base of the mountains – what terrors does the night bring to your companions?

Beware the darkness...



A fantastical landscape with a river, mountains, and flying creatures. The scene is set in a lush, green environment with a river flowing through a valley. In the background, there are tall, jagged mountains under a sky filled with large, white, bird-like creatures flying. The overall atmosphere is bright and airy, with a soft glow from the sun or moon.

Escape From Kraznir: Day 3

STARTER: You awake in the forest. Describe the breakfast experience you and your companions have.

Do you need to finish your Day 2 story?

Learning Objectives and Outcomes

- *Learning Objective: To demonstrate your ability to write in a clear adventure story style AND to demonstrate an ability to offer clear and precise instructions.*
- *MUST:*
 - *Engage with task.*
 - *Provide some instructions.*
- *SHOULD:*
 - *Demonstrate some creative skill.*
 - *Offer instructions that can be followed.*
- *COULD:*
 - *Demonstrate clear creative skill, consciously crafting your words.*
 - *Phrase your instructions in a precise and accurate manner.*

DAY 3: The Story so far...

*At last you have left the mountains.
Now you have reached the River Glin.
Krill's soldiers are still following you and
are not far behind you.*

*You must cross the river quickly. It is
very deep and fast-flowing, so you cannot
swim it.*

Luckily you have found a small boat...



Task

Information

- The boat will carry only four people, or the same weight as four people
- It needs one person to row it, and one person to steer it
- There are five of you
- There are also two bags of food. Each bag weighs the same as one person
- There is also the chest. It weighs the same as one person
- The wizard's magic does not work on this river

Work out the shortest number of trips in which you can ferry the whole party and its luggage across the river. Do not forget: each time you have to send two people back across the river – the boat cannot row and steer itself!

Writing

When you have worked out the answer, write the explanation down clearly for future travelers.

Remember explanations/instructions must be clear and simple to follow.

Plenary

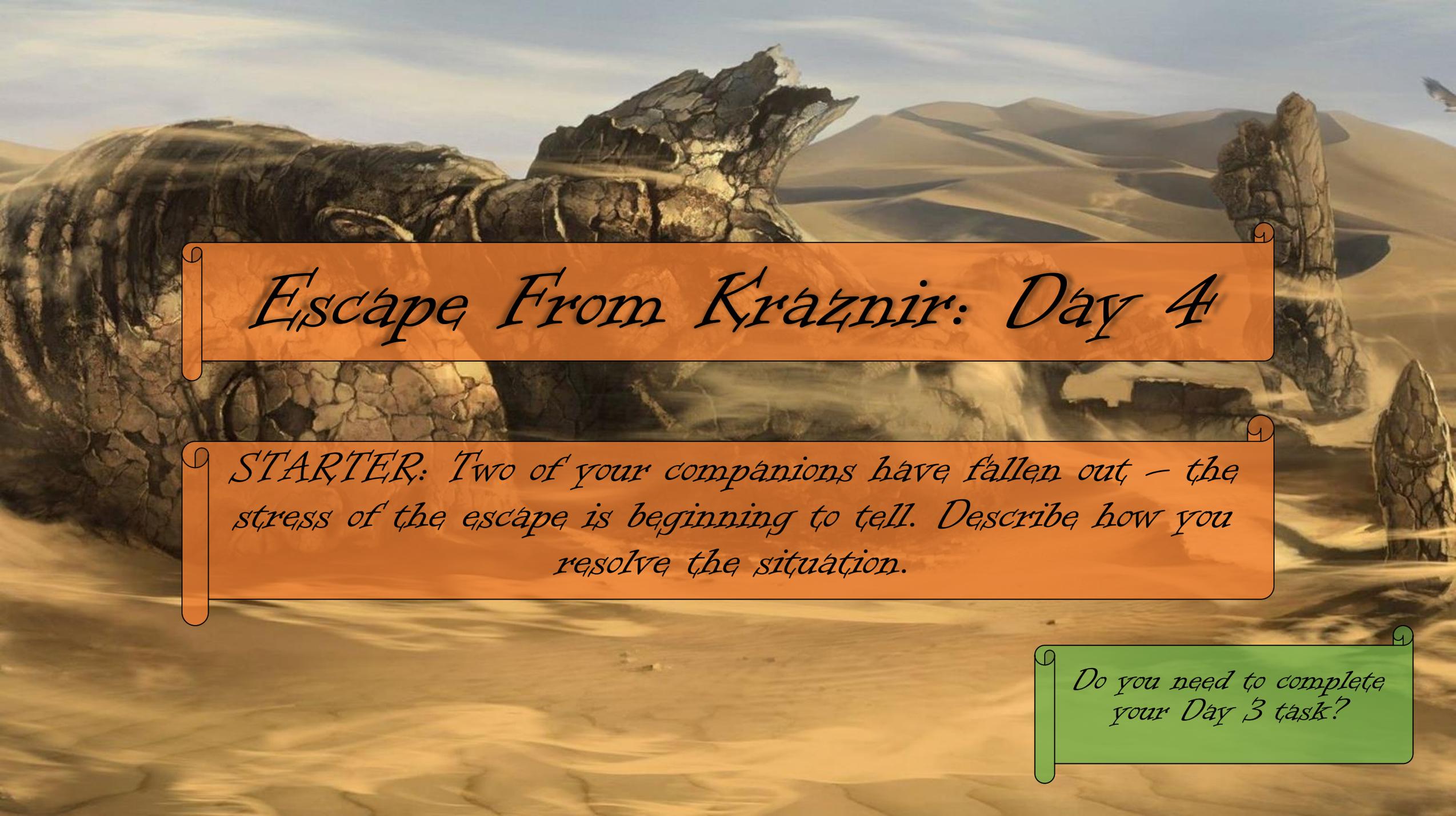
On the other side of the river, you come across the sad remains of a party of adventurers. Clearly the forces of Krill have crossed the river in the past.

Your companions and yourself discover several new pieces of equipment in and amongst the wreckage.

*Each character acquires a new item or skill (learned from a scroll or book). They may add only **ONE** item to their inventory.*

This item should be in keeping with the pace and tone of the story (not an all powerful light sword – else how would the dead adventurers have perished?)

Update your equipment roster.



Escape From Kraznir: Day 4

STARTER: Two of your companions have fallen out – the stress of the escape is beginning to tell. Describe how you resolve the situation.

Do you need to complete your Day 3 task?

Day 4: The story so far...

You have crossed the river and reached the Stony Desert. You are all very tired. You have not eaten for nearly six hours.

It is beginning to get dark.

You have decided to make camp in a rocky place.

Just at that moment there is a fearful noise. You look round and find yourselves face to face with a terrible creature. It is nearly dark and at first you cannot see whether it is a Dragon, or a Margatroph or a Balrog.

SOUND EFFECTS



Desert Wind



Monster Roar

What manner of fell beast is this?

Dragon

The dragon is 15 metres long and, like most dragons, breathes flame. It can kill by burning or by crushing its enemies in its jaws. The wizard is sometimes able to speak to it and soothe its anger. This does not always work, so it is unwise to rely on it. The warrior can kill it with his sword – if he can get close enough.



Another nightmarish beast?



Margatroph

The Margatroph is a huge creature with two heads, one at each end. It has fierce teeth and six legs.

It is very dangerous to all living creatures, except hobbits.

They are too small for the Margatroph to see easily. It can only be killed by chopping off one of its heads.

Will the madness never end?

Balrog

The Balrog's body is made of fire. It can glow dully or flame brilliantly. The only weapon you can use against it is water.

The only water you have is your small supply of drinking water, and you are in the middle of a desert. There is one chink of hope: the Balrog only moves quite slowly.



Task

Instructions

- *Decide which of these creatures is attacking you*
- *Decide how you and your companions can defend yourselves against it*
- *Decide what happens in the end*

The day has ended with you seated at the edge of the desert, your battle behind you.

You have never experienced anything like this day, and you are worried that you might not make it back alive.

To that end, you write a letter to a relative, describing today's events and how they have affected you.

***SKILL:** Remember, you are to write this as a letter.*

Plenary

- *One of your companions slips off into the night, you decide to follow.*
- *You find them sitting on a rock a short distance away. Clearly they are upset.*
- *In the following conversation you find out that something has been bothering your companion for a long while.*
- *What story do they tell you?*

Escape From Kráznir: Day 5

STARTER: Your companions converse as you move forward, talking of the things they miss and the things they will do when they return home. What sort of things do you speak of?

Do you need to finish your Day 4 task?

Day 4: The story so far...

After leaving the desert, you continue along the path until you come to the edge of a murky forest.

By the entrance of the forest, there is a signpost that reads:

There is only one way to get to the other side of the forest. First, you must never walk on your feet but only on your knees. Secondly, you need to find the silver maid and she will lead you to the magic bear. They're, at his house, stay the knight, otherwise the wicked witch will eat you. In the morning, ask the bear for a golden pear. Don't leave the house until you've eaten. Then, hurry to the edge of the forest.

Day 4: The story so far...

You and your companions look at the message, puzzled. One of your companions notice that the word 'their' is spelt wrong and you realise the message contains many incorrect homophones.

Re-write the message, changing the wrong spellings. There are 17.

Their is only one way to get to the other sighed off the forest. First, ewe must never walk on you're feet butt only on your knows. Secondly, you need to fined the silver maid and she will lead ewe to the magic bear. They're, at his house, stay the knight, otherwise the wicked which will eat ewe. In the morning, ask the bear four a golden pear. Don't leave the house until ate. Then, hurry to the edge off the forest.

Development

The task takes longer than you anticipate – clearly you were all busy doing other things at school.

You are compelled to rest for another evening.

As a leader, you are responsible for presenting an accurate account of what has happened over the course of the last few days.

Starting with DAY 1, re-read ALL of your material and see if there are any improvements that can be made.

SKILL: Identify SPAG and continuity errors – ensure that the story reads coherently and fluently.

Plenary

The campfire conversation turns to previous exploits and tall tales.

Tell the backstory of your character or that of one of your companions.

Escape From Kráznir: Day 6

STARTER: List all of your remaining equipment.

*Do you need to finish
your Day 5 task?*

Learning Objectives and Outcomes

- *Learning Objective: To demonstrate your ability to write in a clear adventure story style AND experiment with creating tension.*
- *MUST:*
 - *Engage with task.*
 - *Attempt to create tension.*
- *SHOULD:*
 - *Demonstrate some creative skill.*
 - *Control the pace of your writing, creating tension.*
- *COULD:*
 - *Demonstrate clear creative skill, consciously crafting your words.*
 - *Skilfully control the pace of your writing to illicit a variety of emotions.*

Day 5: The story so far...



At last you have reached the Forest of Haag. You have to find your way through this thick and dangerous forest. On the other side is the River Slin and freedom.

The forest is the home of an evil magician, Nehemath. If anyone tries to pass through the forest, he becomes very angry and tries to stop them.



Day 6: The story so far...

In addition, you have a number of problems:

- You have lost all your food and are all becoming weaker*
- The hobbit is now so weak that he has to be carried*
- You may also have lost your water on day four (The Balrog)*
- The wizard's spells do not work in the forest itself*

Task

- *Decide what nasty scheme Nehemeth has set in place to stop you from passing through the woods*
- *Decide how your party tries to survive*
- *Decide what happens in the end*

Development: The Tavern at The Edge of Darkness

After dealing with Nehmath, you reach the famous Tavern at The Edge of Darkness, run by the enormous Burlyman Butterbear.

Over a few drinks, you tell your tale...

Write the next part of your story building up tension, making the reader feel your fear and believe they are with you fighting.

INSTRUCTIONS

- *Write about entering the wood and discovering what Nehmath is up to*
- *Write about the encounter*
- *Write about escaping from the wood*



The Tavern at The Edge of Darkness

Plenary



*You spend the night in the tavern
– your tale has won you and your
companions a bed for the night...*

*WAKE UP! Nehemath has
returned to confront you!*

Describe what happens...



The background is a dark, atmospheric landscape. In the center, a large, multi-tiered castle with a prominent blue-tinted spire sits atop a dark, rocky cliff. The sky is filled with heavy, dark clouds, with a faint light source on the horizon creating a soft glow. The overall mood is mysterious and foreboding.

Escape From Kráznir: Day 7

STARTER: What details do you need to add to your map?

Do you need to finish your Day 6 task?

Learning Objectives and Outcomes

- *Learning Objective: To demonstrate your ability to write in a clear adventure story style AND to demonstrate your ability to write a speech.*
- *MUST:*
 - *Engage with task.*
 - *Attempt to write a speech.*
- *SHOULD:*
 - *Demonstrate some creative skill.*
 - *Write a speech that follows some of the rules of speech writing.*
- *COULD:*
 - *Demonstrate clear creative skill, consciously crafting your words.*
 - *Skilfully write a speech that takes into account the audience and controls their emotions.*

Day 7: The story so far...

You and your companions can see Slinsil not too far away. There are only two minor things left to do; cross the River Slinsil and get past the over-protective guard on duty at the city gates.

Day 7: The story so far...

The River Slinsil is beautiful but dangerous. In the water there are creatures and the water is very deep and fast flowing.



Day 7: The story so far...

As you approach the only bridge, you notice it is weak and will probably not bear the weight of all of you.

Explain in a step by step manner how you and your companions crossed the river. skills do your companions have? Can you use these?



Day 7: The story so far...

*Explain in a step by step
manner how you and your
companions crossed the river.*



So close...

Once across the river, Grouchen, the gate sentry, is the last obstacle to your arrival home. Grouchen, will not let you enter unless you can complete his riddles.

He is in a good mood today and so will let you pass if you get them all correct. Any less and you are stuck outside!



*1. What has roots as nobody sees,
is taller than trees,
up, up it goes, and yet
never grows?*



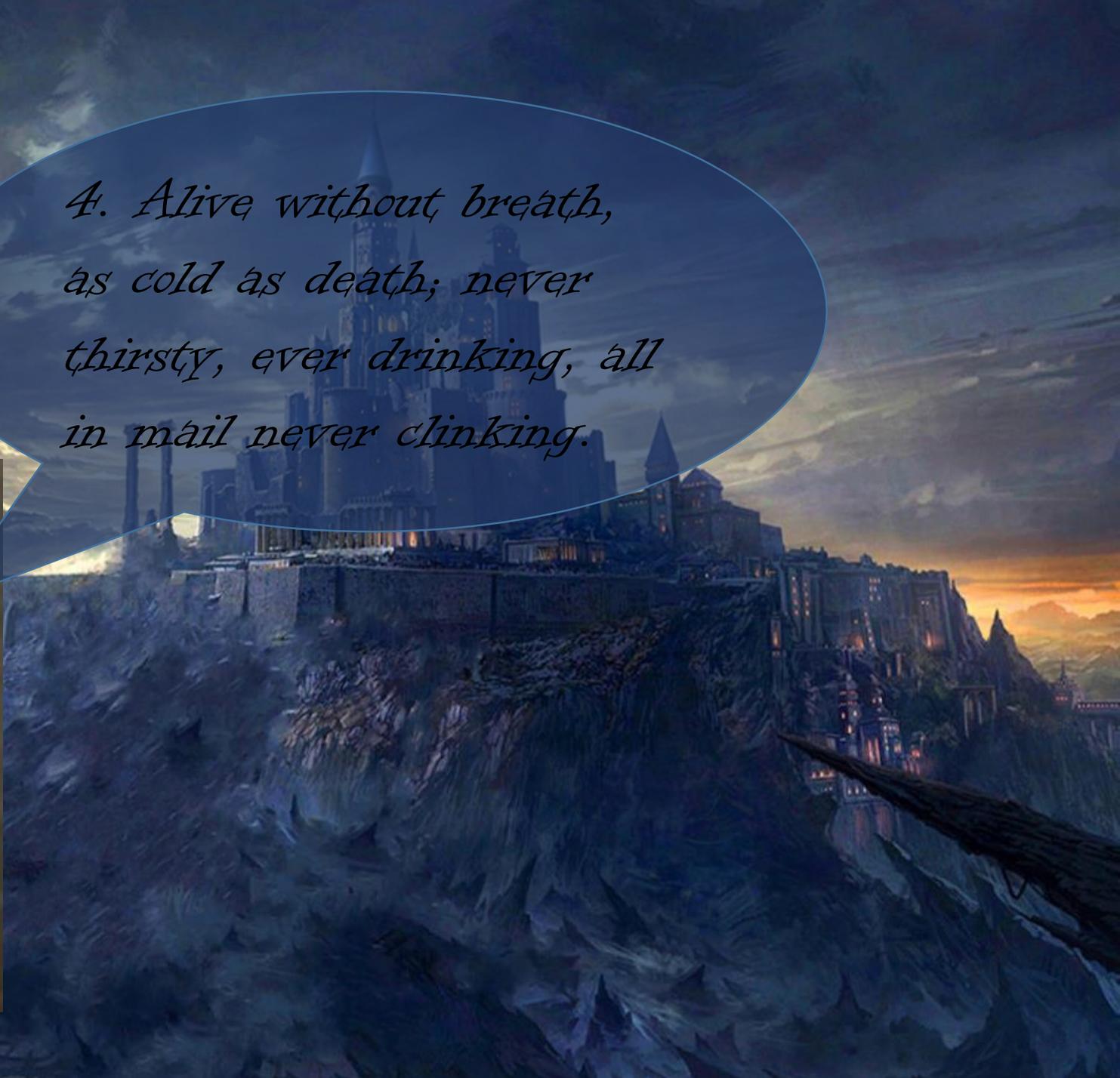
*2. Voiceless it cries,
wingless flutters, toothless
bites, mouthless mutters.*



3. *It cannot be seen, cannot be felt, cannot be heard, cannot be smelt. It lies behind stars and under hills, and empty holes it fills. It comes out first and follows after, ends life, kills laughter.*



*4. Alive without breath,
as cold as death; never
thirsty, ever drinking, all
in mail never clinking.*



5. *This thing all things devours;
birds, beasts, trees, flowers:
gnaws iron, bites steel; grinds
hard stones to meal; slays king,
ruins town, and beats mountain
down.*



A Hero's Welcome!

You finally arrive home to a hero's welcome. You must present Krill's plans to the town council and advise them what to do. You do not have long but must make it clear how dangerous Krill is, and how important it is that the town is ready to defend itself.

Task:

Prepare a speech to deliver to the town's people.

Plenary

That's it – you did it!

You escaped from Kráznir – well done!

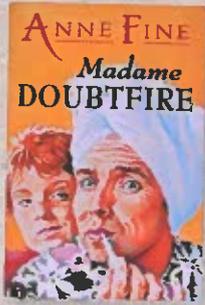
Now, you must decide which of your days contains the BEST example of you writing creatively.

THAT is the day I will assess.

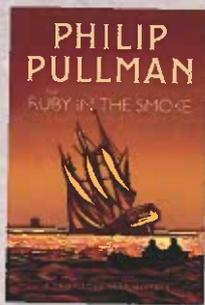
Choose wisely...

YEAR SEVEN

7



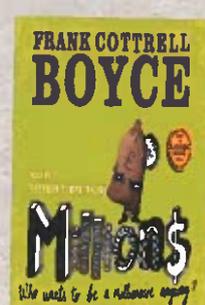
Madame Doubtfire
ANNE FINE



The Ruby in the Smoke
PHILIP PULLMAN



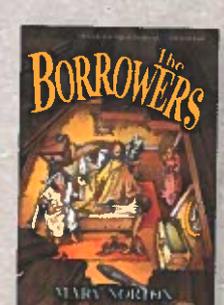
Carrie's War
NINA BAWDEN



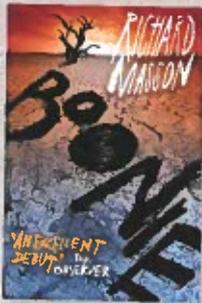
Millions
FRANK COTTRELL BOYCE



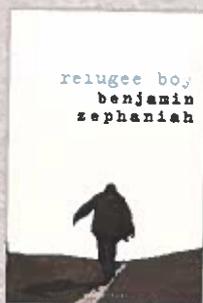
Chinese Cinderella
ADELINE YEN MAH



The Borrowers
MARY NORTON



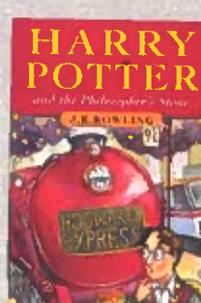
Boonie
RICHARD MASSON



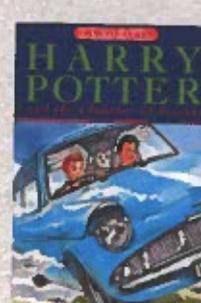
Refugee Boy
BENJAMIN ZEPHANIAH



The Railway Children
E. NESBIT



Harry Potter and the Philosopher's Stone
J.K. ROWLING



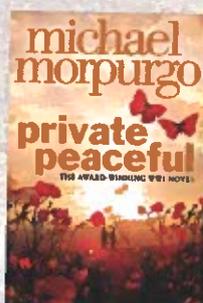
Harry Potter and the Chamber of Secrets
J.K. ROWLING



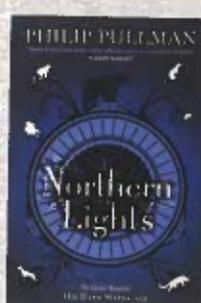
Step by Wicked Step
ANNE FINE



Born to Run
MICHAEL MORPURGO



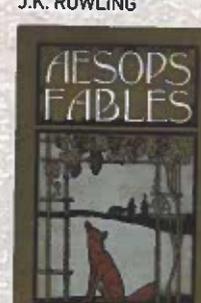
Private Peaceful
MICHAEL MORPURGO



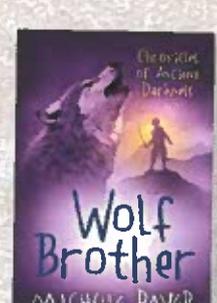
His Dark Materials Series
PHILIP PULLMAN



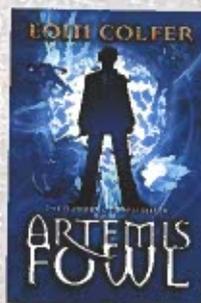
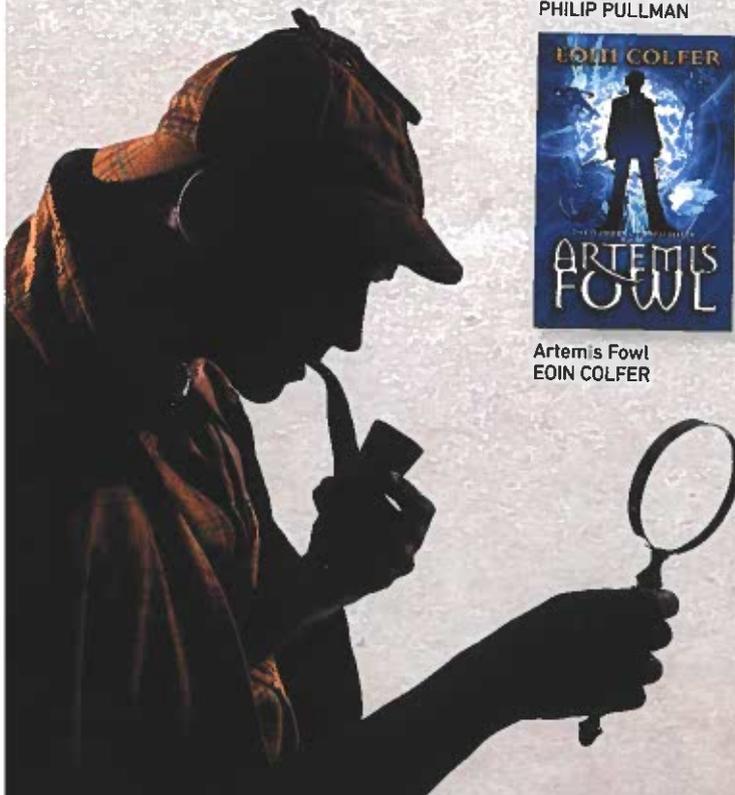
Grimm's Fairy Tales
JACOB AND WILHELM GRIMM



Aesop's Fables



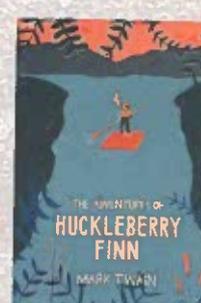
Wolf Brother
MICHELLE PAVER



Artemis Fowl
EOIN COLFER



The House of Silk
ANTHONY HOROWITZ



The Adventures of Huckleberry Finn
MARK TWAIN



The Lion, the Witch and the Wardrobe
C.S. LEWIS



Alice's Adventures in Wonderland
LEWIS CARROLL



A Wrinkle in Time
MADELEINE L'ENGLE



The Giver
LOIS LOWRY