

# Skellig

## Summer 2 Week 2 English

This half term, you are going to be reading extracts from the book *Skellig* by David Almond and completing reading, writing and grammar activities about it.

In session 2, you had a go at writing a setting description using the sentence structures from *Skellig*.

Over the next two sessions, you are going to be planning and writing a setting description of a setting of your choice

### Session 3

In this session, you are going to draw your own spooky setting to help you plan your description. It could be similar to one of the settings you have been using in the last few sessions or it could be somewhere different.

Once you have drawn your setting, you are going to label it with the key words and phrases you are going to use. Remember to think carefully about the vocabulary- choose words that make your setting sound spooky and unpleasant not happy and nice.

## Session 4

In this session, you are going to be writing the description using your plan from session 3. When you are writing think about:

- Making your reader want to read on to find out more. Don't give away all the information.
- Use carefully chosen adjectives to make your setting sound spooky not pleasant.
- Use the sentence structures you have practised.
- Use similes to help your reader picture your setting.
- Use all the senses to describe. How does it smell? What textures are there?

If you are confident you can do the above three things, can you also:

- Use some different sentence openers.
- Add in some detail using relative clauses.
- Use some inference to suggest how your character is feeling when they are looking around your setting.

There are some examples on the next pages to give you more inspiration if needed.

## Examples:

Finally, I persuaded myself to venture in. As the rickety roof sagged like a hip on a sofa, it creaked. Like a magic spell, dust flew around and tickled my nose. Suddenly, a large rat dropped from the ceiling and onto a cracked, wooden table. When I looked up, a chandelier, which was covered in grime, hung from ropes. It didn't look safe. I wanted to leave, but my heart told me to go forwards. Two semicircular and rounded staircases sat in front of the archway. The handrails were underneath a paint-stained sheet and the paintings looked as if they were ~~about to jump out at me~~ going to jump out at me. I tiptoed further in, avoiding to stand underneath the chandelier in case it fell.

When I got to a door, I knocked. ~~Like anyone was in there~~. Surprisingly, it opened and creaked. Who was in there? Or what was in there? The door revealed a long hallway. I had to be careful because there were planks missing from the floorboards. At the end of the crooked corridor, an ~~entrance~~ entrance with ~~wooden~~ wooden planks nailed across was awaiting.

As I walked into the kitchen, I could hear strange noises and the roof was sagging. I could see cobwebs in the corners of the room and dust covering the <sup>cupboard</sup> ~~cupboards~~. With my heart pounding, I stumbled further in to see the dirty, shattered plates in the sink.

Worriedly, I bent down and I looked inside the cupboards, which ~~had~~ had holes in. Inside there were jars with dead bugs inside them alongside nails <sup>hammered</sup> in to the timber doors. Creepily, something creaked open above me. <sup>Screamed</sup> I looked up and there was nothing there...

Terrified, still scared, I cautiously carried on exploring the creepy setting.