



Year 8 - Term 4

English Department Homework Booklet

Animal Farm

Student Name:

How to use:

1. Keep your booklet neat and tidy. The presentation of your work reveals your attitude towards your work.
2. You must only complete each task, one week at a time. Do not rush ahead!
3. Your teacher will tell you which day of the week your homework is due in. Write it here:

Week 1

You will be writing your own short story with a moral message. It needs to teach a particular lesson or idea. It should be short and interesting, using language techniques and your best writing. First, you need to refine your thinking by creating a plan of your ideas. Complete the planning template below:

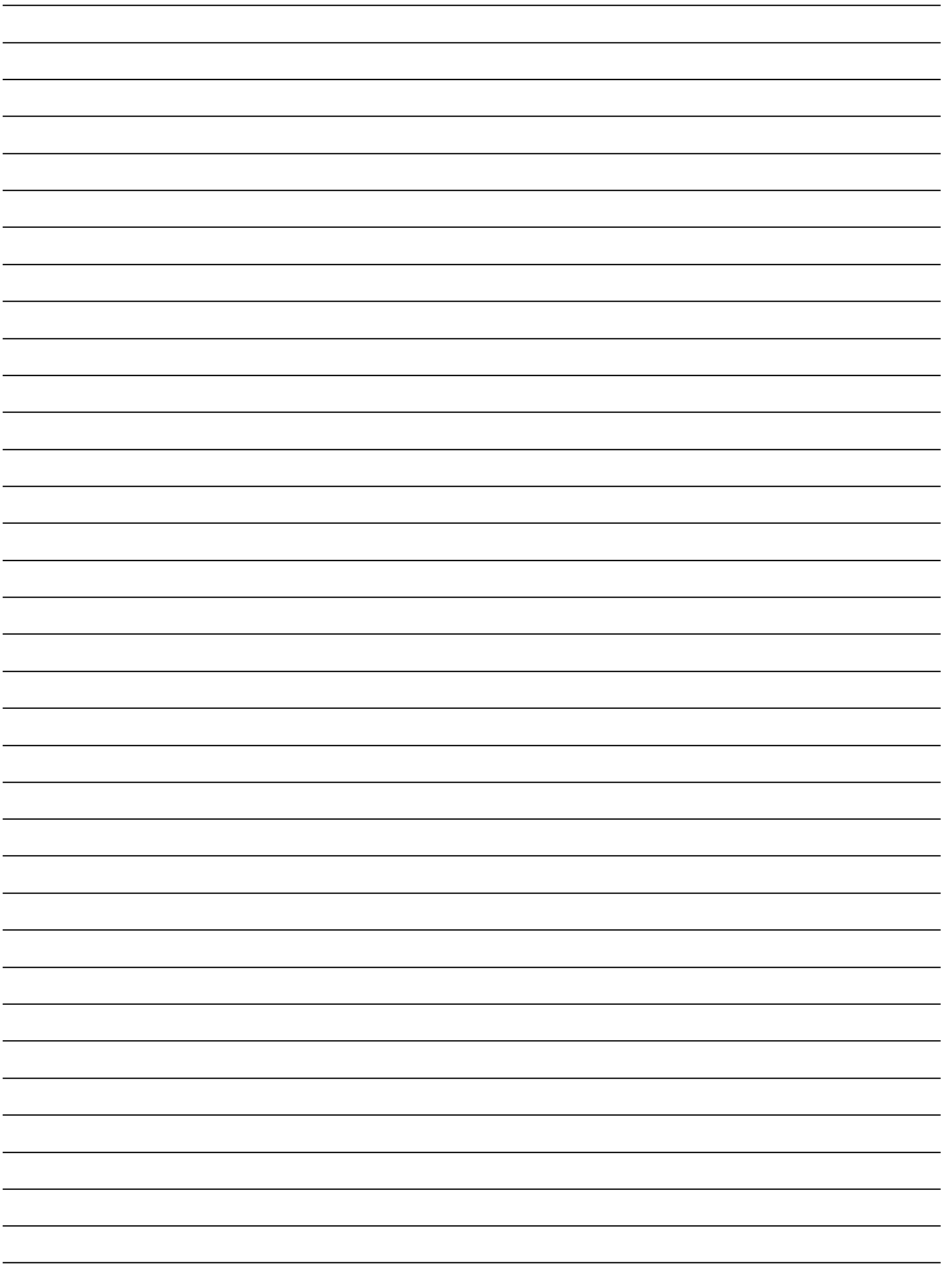
Moral: What will the moral of your story be?	
Setting and Character(s): Where is your story set? Who is your main character or characters? Try to stick to no more than two main characters in your story.	
Plot:	
1. Introduction (exposition)	2. Build up (rising action)
3. High point (climax)	4. Resolution (denouement)

Week 1: Peer Assessment

Swap homework with your partner and read their work. Use green pen to complete this page.

WWW: Which areas of your partner's plan interested you and why?

EBI: Where do they need to add more detail? Can you give them any additional ideas?



Week 4

- 1) Read the description of the characters from the start of George Orwell's *1984* and look at the success criteria.
- 2) Underline and label/annotate where the writer has achieved the success criteria.

The flat was seven flights up, and Winston, who was thirty-nine and had a varicose ulcer above his right ankle, went slowly, resting several times on the way. On each landing, opposite the lift-shaft, the poster with the enormous face gazed from the wall. It was one of those pictures which are so contrived that the eyes follow you about when you move. BIG BROTHER IS WATCHING YOU, the caption beneath it ran.

Inside the flat a fruity voice was reading out a list of figures which had something to do with the production of pig-iron. The voice came from an oblong metal plaque like a dulled mirror which formed part of the surface of the right-hand wall. Winston turned a switch and the voice sank somewhat, though the words were still distinguishable. The instrument (the telescreen, it was called) could be dimmed, but there was no way of shutting it off completely. He moved over to the window: a smallish, frail figure, the meagreness of his body merely emphasized by the blue overalls which were the uniform of the party. His hair was very fair, his face naturally sanguine, his skin roughened by coarse soap and blunt razor blades and the cold of the winter that had just ended.

Success Criteria

- (A) Used language devices: e.g. similes, metaphors, personification, group of 3.
- (B) Chosen ambitious and advanced vocabulary.
- (C) Described details of the character.
- (D) Created a tone or sense of atmosphere.
- (E) Chosen adverbs (eg 'ly' words) and adjectives to boost their description.
- (F) Used short or long sentences for effect.

Your turn:

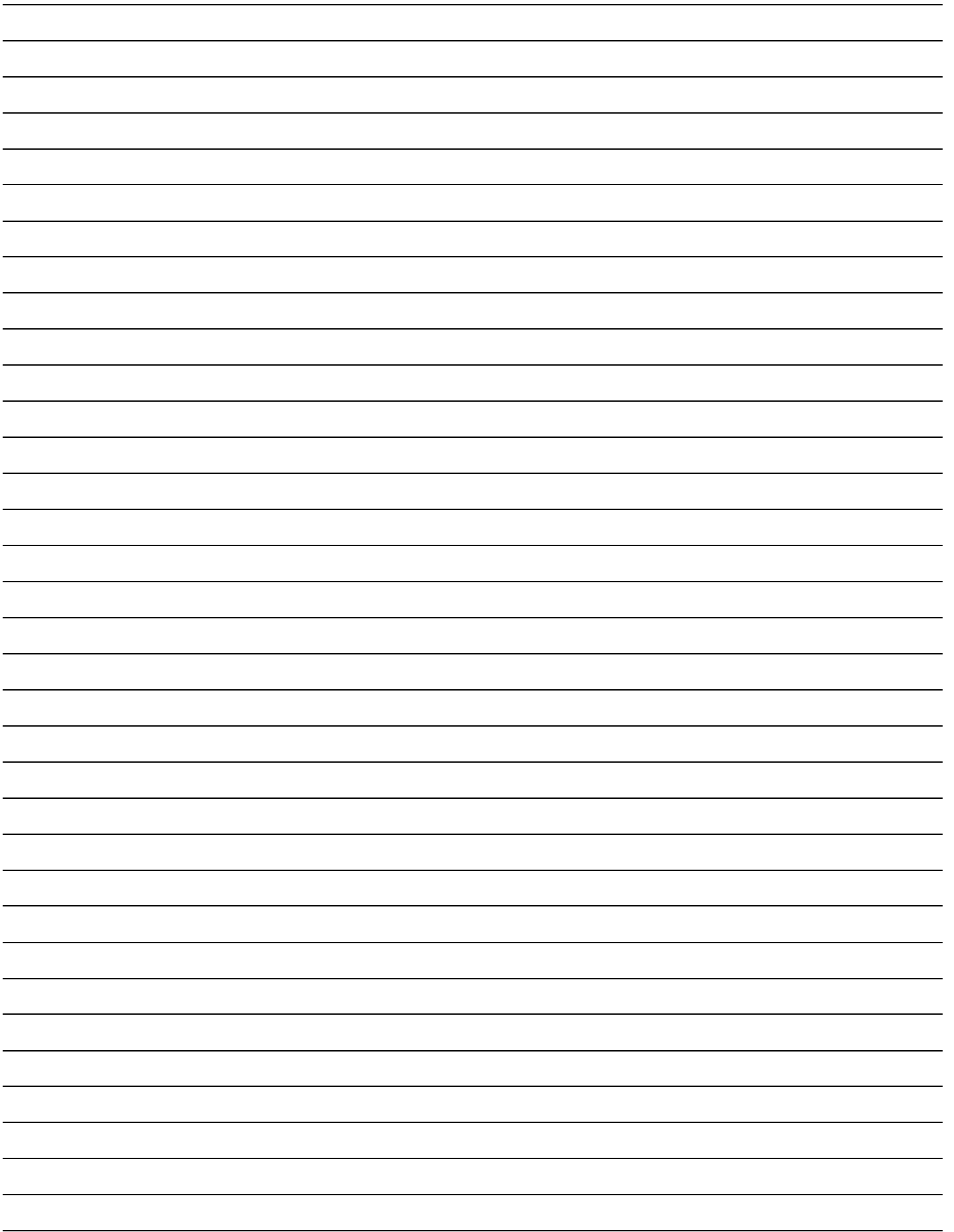
Tick which of the success criteria you have achieved. Pick one of the success criteria you have not achieved and add this to your story in a new, extra paragraph.

Week 5

It is time to add a higher level skill into your writing.

Choose one skill from the table below, that you could add to your story. Write a detailed paragraph which shows off the skill you have chosen and use the * to show where you would add it to your story.

RAG SKILL	WHAT IS IT?	EXAMPLE
RED SKILL 1. Metaphor	When you describe an item by saying it is something else.	"The deep, purple, night-sky was a blanket over the town."
AMBER SKILL 2. Personification	When you give non-human items in your story, human characteristics or qualities.	"The chewing gum desperately gripped the underside of the desk, remembering a time when it was somewhere warmer."
AMBER SKILL 3. Pathetic Fallacy	When you give human emotions and actions to animals, plants, and other parts of nature.	"The gusts of wind were so furious, that high buildings in town had had the tiles violently stripped off their roofs."
GREEN SKILL 4. Flashback / Flashforward	When a character thinks back to another time or place. When the narrator describes another time or place.	"I remembered how it used to be when we were children. He tightly held my hand and stroked my hair when I was upset. Looking at the awkward distance between us now, made me realise just how much our relationship can change."
BLUE SKILL 5. Symbolism	When one thing represents something else.	"As the Beast let out his final breath, the last petal dropped from the red rose."



Challenge: Create a front cover for your story here