



Year 9

English Department Homework Booklet

Boys Don't Cry - Term 4

Student Name:

How to use this booklet

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

Week 1:

You will be writing the start of your own short story about prejudice and teenagers in modern Britain. The story should teach an important lesson about being kind and tolerant. It should take place in only 5-10 minutes of time – make it short and interesting. First you need to refine your thinking by creating a plan of your ideas. Complete the planning template below:

Setting: where will your story take place? Add some descriptive detail here.

Character(s): who is your main character or characters? Try to stick to no more than two people in your story.

Plot - what happens in your 5-10 minute story?

1. Introduction (exposition)

2. Build up of excitement (rising action)

3. High point of excitement (climax)

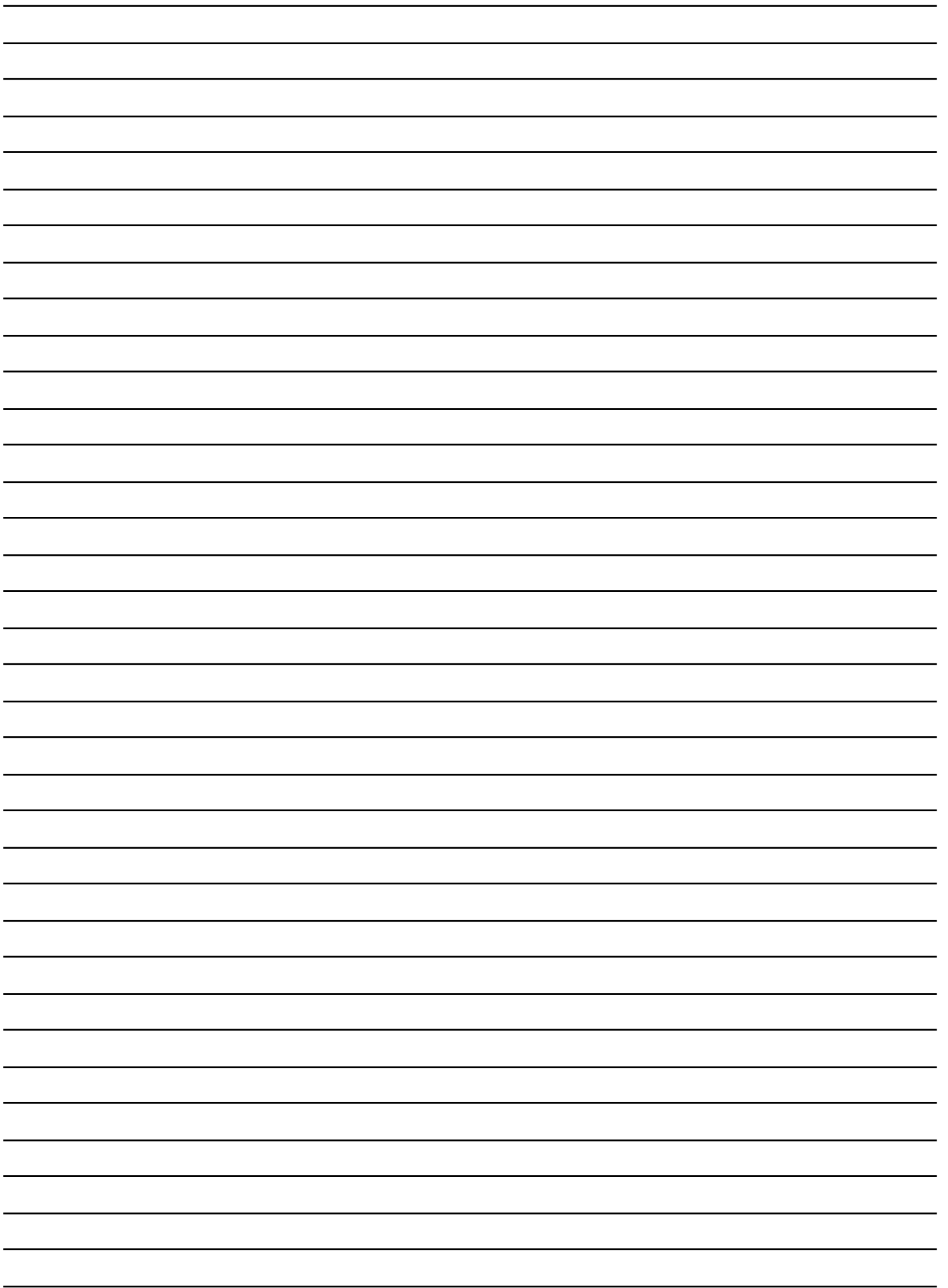
4. Ending (resolution)

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 2: Self-Assessment

1. Read through your work again.
2. Check your SPaG. Make any corrections you can see in green pen.
3. Complete the boxes below in green pen.

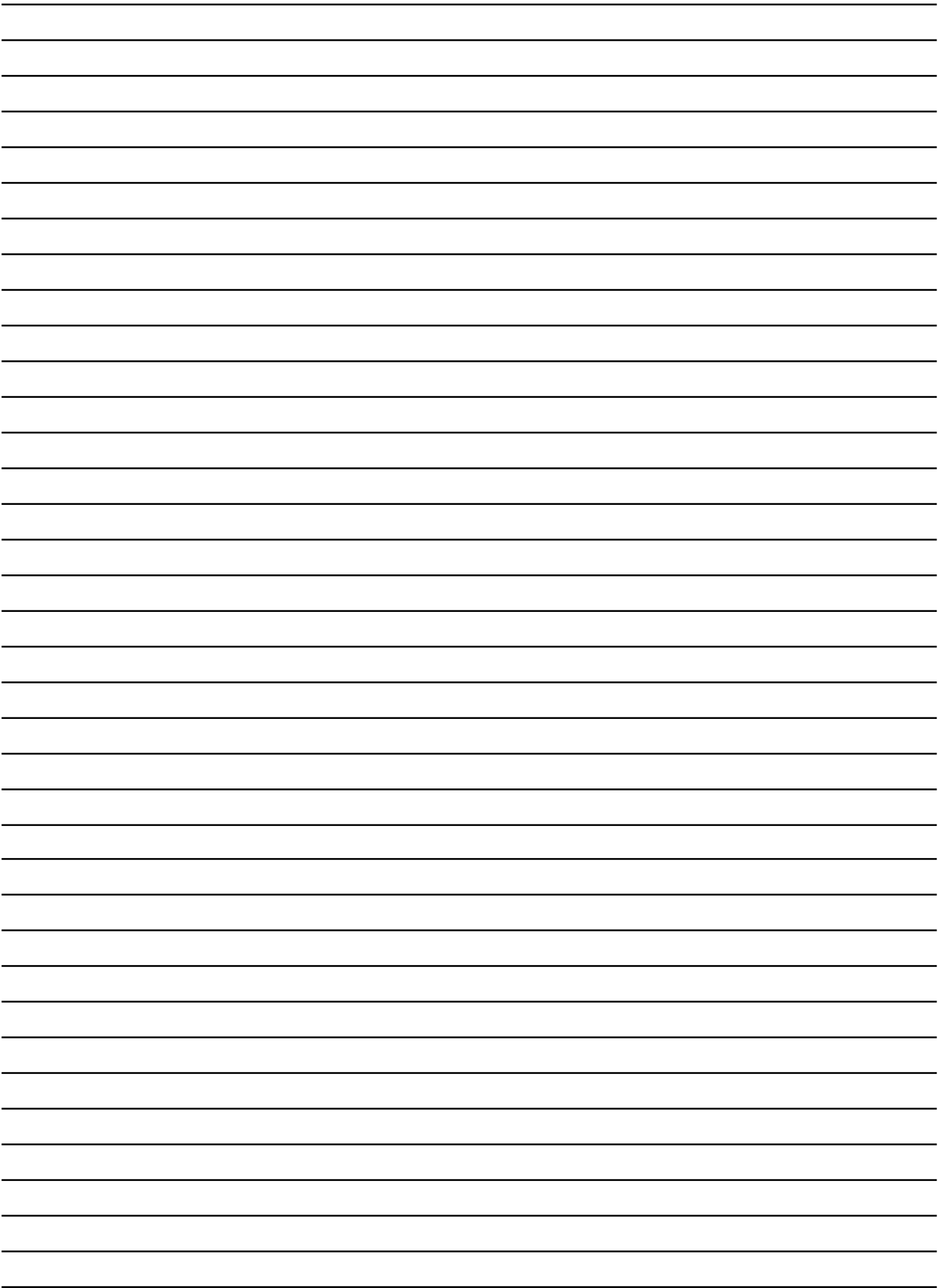
WWW: Which areas of your story are you most proud of and why?

EBI: which areas of your story do you feel you could improve? How can you make these improvements?

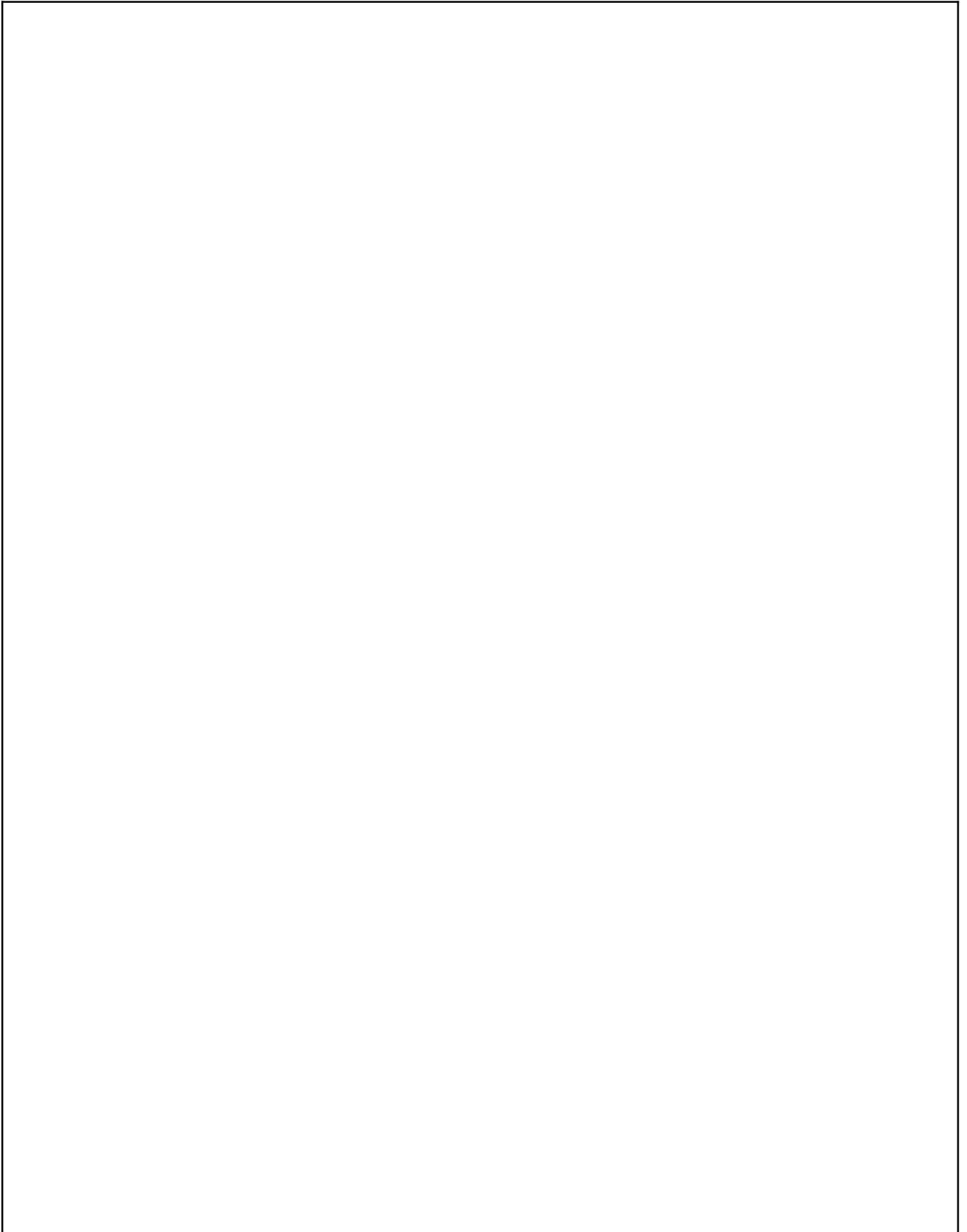
Week 4:

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 changed.”
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.”



If you enjoy art and illustration, you may use this space for an image that enhances your story.



Struggling with your homework?

Have you tried:

- Asking another student or your family?
- Using the information on the previous page and below?
- Researching ideas online?
- Looking at your exercise book for other model answers?
- Speaking to your teacher (out of lesson time, before the deadline)?

Language devices to consider analysing	
G roup of three	Definition: three words or phrases used to describe something Example: <u>The wooded forest seemed dangerous, vast and unexplored.</u>
O nomatopoeia	Definition: a word that sounds like its meaning Example: <u>The windows creaked in the storm</u>
M etaphor	Definition: comparing two things by saying one thing is the other thing Example: <u>The castle gates were hungry jaws, waiting for them to enter</u>
A lliteration	Definition: the same sound being used at the start of successive words Example: <u>The towering trees appeared to tremble in the turbulent weather</u>
S enses	Definition: language that evokes the 5 senses – sight, sound, smell, touch and taste Example: <u>The air smelt like smoke and he could taste the bitter fumes as he walked</u>
S imile	Definition: comparing two things using like or as Example: <u>Her old, pale skin was like tissue paper</u>
I magery	Definition: words that put a clear picture in the reader's mind. Example: <u>His eyes narrowed with suspicion, their grey-green colour was flecked with amber and a shadowy darkness encircled his lashes.</u>
V ocabulary	Definition: words and phrases that are ambitious and exciting Example: <u>Two fearless travellers, traversed the abandoned cemetery</u>
E motive language	Definition: words that make the reader feel a strong emotion Example: <u>His fangs were dripping with spittle. The bloodthirsty wolf snarled and lept into the air, towards me. My heart stopped with fear.</u>