

## Design a loop game

Make a language loop game where you have the answer to someone else's description then you give a description of a word for the next person.

	A TOOL FOR
	CUTTING
GIRAFFE	WOOD.

	SOMEONE
AXE	WHO WEARS
	A UNIFORM

Play it like dominoes.

## What if...

To begin this exercise, come up with a single What If question which you can write down on a piece of paper. The more off-the-wall the better! Ask at your home (or you could ring up some relatives) to write a what if question too. For example, 'What if everyone in the world knew what you were thinking?' or 'What if your pet dog could talk?' Fold up all the questions and drop them into a hat. Every Monday and Thursday pick one out of the hat, and write what you think the answer or the scenario would be. For example, If dogs could talk, they would tell me that they don't like the dried pet food we give them because it isn't very tasty. They would explain that their

favourite game is chewing the sofa!

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# **English Challenges**

## Design an advert

Look at a range of adverts in magazines, on TV and the internet. Decide which is your favourite and why. Then use it as inspiration to design an advert for a magazine, TV or the Internet for A Time Machine. If your advert is for the TV, draw a storyboard.



# **Missing Letters**

Write a sentence on sport without using the letter **e** 



Write a sentence about rugby without using the letter  ${\bf a}$ 

Write a sentence about zombies without using

the letter i

Now think of some more of your own sentences with other missing letters!

### **Word Chains**

Make a word chain using all the letters of the alphabet as links.

The last letter of a word and the first letter of the next word have to be the same.

Eg. able – elephant – today – yam – mob

> AA BB CC DD EE FF SG HL 11 33 KK 11 MM HN 00 PP QQ RR SS TT UU WW XX YY XX

#### **Double Letters**

Write a sentence where all the words have a set of double letters.

Eg. Molly pulled all Tommy's apples off

Tommy's tree.