Whole School Writing Overview

Rationale

Our *Whole-School Writing Overview* ensures that we meet the requirements of the national curriculum in that the children will have carefully planned experiences of writing for a range of purposes and a range of audiences.

In terms of writing to entertain (the first column in each half term) every year group will have the same focus eg character, setting etc. for the first year at least. This whole school focus will allow us to provide training, support each other through professional dialogue and ensure clear progress of expectations throughout the school. It will also allow monitoring and evaluation to be a tight and meaningful exercise designed to support colleagues on their writing journey.

There are suggested texts provided but these are by no means compulsory. They have been included because they form part of the T4W programme and as such have resources readily available which staff may find supportive. Staff are free to choose their own texts as long as they provide a high-quality model of the aspects necessary for that unit and to inform short burst writing.

In terms of writing to inform, persuade or discuss (the second column in each half term), it is not necessary to do these units in the order that they are presented on the grid, for this year at least. You may already have writing opportunities that you know work well that you want to repeat this year. Again, as long as they are high quality and meet the expectations for your year group that is fine.

The red text indicates the Alan Peats sentences that children need an opportunity to practise in that particular year group.

To support staff further in planning appropriate opportunities for their children, please see 'Writing for a Purpose' which are easily accessible guidance notes for each of the four writing purposed in each key phase along with the Talk for Writing progression document. Both are available on the staff site in the English folder.

Year	Autumn 1		Autumn 2		Spring 1		Spring 2		Summer 1		Summer 2	
	Fiction	Non-fiction	Fiction	Non-fiction	Fiction	Non-fiction	Fiction	Non-fiction	Fiction	Non-fiction	Fiction	Non-fiction
N	**Text** Mr Wiggle and Mr Waggle **Story Pattern** Journey/Meeting Tale **Focus** Using actions joining in	**Text** **Text Type** Recount **Focus** Temporal Language	**Text** Little Red Hen **Story Pattern** Cumulative Tale **Focus** Joining in chorally with actions	**Text** **Text Type** Instructional Language **Focus**	**Text** Enormous Turnip **Story Pattern** Cumulative **Focus** Story words – once upon a time, happy ever after	**Text** **Text Type** Instructional and explanation language **Focus**	**Text** Gingerbread Man **Story Pattern** Journey Story **Focus** Story Language – unfortunately, finally	**Text** **Text Type** Recount **Focus** Prepositional Phrases	**Text** Sleepy Bumblebee **Story Pattern** Journey Story **Focus** Story Language – next, after that	**Text** **Text Type** Information **Focus** Informational language	**Text** A Mouse called Maisy **Story Pattern** Journey Story **Focus** Story Language – beginning, middle end	**Text** **Text Type** **Focus** Descriptive Language
R	**Text** Squeaky Story **Story Pattern** Cumulative Tale **Focus** Joining in with sounds	**Text** **Text Type** Instructions **Focus** Imperative form - verbs	**Text** Let Me Come In **Story Pattern** Cumulative/ Circular Tale **Focus** Joining in with dialogue	**Text** **Text Type** Explanation **Focus** because	**Text** Gunny Wolf **Story Pattern** Warning Tale **Focus** Time connecting language	**Text** **Text Type** Recount **Focus** Temporal language and prepositional phrases	**Text** Billy Goats Gruff **Story Pattern** Beating the Monster **Focus** Temporal Lang	**Text** Should we save the Troll? **Text Type** Discussion **Focus**	**Text** **Story Pattern** Defeating the Monster **Focus** Adjectives, verbs and alliteration	**Text** **Text Type** Information **Focus** Informational language	**Text** Quackling **Story Pattern** Cumulative Journey **Focus** Early Dialogue	**Text** Give us our Quack back! **Text Type** Persuasion **Focus** Early emotive lang
Y1 AP all the Ws, list sentences	**Text** The Three Little Pigs **Story Pattern** Defeating the Monster **Focus** Character	**Text** Estate Agents details for Pigs' houses **Text Type** Persuasive advert **Focus** Description/ Persuasive	**Text** The Magic Porridge Pot **Story Pattern** A finding tale – magical object **Focus** Setting	**Text** **Text Type** Instructions/ Recipe **Focus** Imperative form - verbs	**Text** Kassim and the Hungry Fox **Story Pattern** Journey tale **Focus** Description – people, placeobjects	**Text** Animal World **Text Type** Information **Focus** Information language – formal, and, so, because	**Text** The Three Bears **Story Pattern** Cumulative/ Finding tale **Focus** Dialogue	**Text** Should Goldilocks be arrested? **Text Type** Discussion **Focus**	**Text** Monkey See, Monkey Do **Story Pattern** Meeting tale **Focus** Opening and Endings	**Text** Sorry Letter from Monkeys **Text Type** Recount in form of letter **Focus** Temporal prepositional	**Text** Little Charlie **Story Pattern** Journey Tale **Focus** Scariness/ Suspense	**Text** Why animals might be scary? **Text Type** Explanation **Focus** And, so, because
Y2 AP Y1 plus 2A BOYS What+!	**Text** Jack and the Beanstalk **Story Pattern** Defeat the Monster **Focus** Character	**Text** Should Jack be punished? **Text Type** Discussion	**Text** Little Red Riding Hood **Story Pattern** Journey Story **Focus** Setting	**Text** How to trap a wolf **Text Type** Instructions **Focus** Imperative form - verbs	**Text** The Glass Cupboard **Story Pattern** Fable **Focus** Description – people, places and objects	**Text** How a magical object works **Text Type** Explanation **Focus** And, so, because	**Text** The Papaya that Spoke **Story Pattern** Journey tale **Focus** Dialogue	**Text** The Farmer's Diary **Text Type** Recount in the form of a diary	**Text** The Story of Pirate Tom **Story Pattern** Rags to Riches **Focus** Opening and Endings	**Text** Pirate Adventure Park **Text Type** Persuasive Leaflet **Focus** Comparative emotive lang	**Text** Kassim and the Greedy Dragon **Story Pattern** Warning Tale **Focus** Scariness? Suspense	**Text** Dragons **Text Type** Information
Y3 AP Y1/2	**Text** **Story Pattern** Wishing Tale	**Text** **Text Type** Instructions	**Text** **Story Pattern**	**Text** **Text Type** Information	**Text** Adventures	**Text** **Text Type**	**Text** Medusa and Perseus	**Text** **Text Type** Explanation	**Text** Daft Jack **Story Pattern**	**Text** **Text Type** Persuasion	**Text**	**Text** **Text Type** Discussion

Verb, person, if, if, if, double ly, paired conjunct-tion, simile	**Focus** Character		Defeating the Monster **Focus** Setting		at Sandy Cove **Story Pattern** Warning Tale **Focus** Description - action	Recount in the form of a letter	**Story Pattern** A Quest **Focus** Dialogue – varying sentences and speech		Losing Tale **Focus** Opening and Endings		The Thing in the Basement **Story Pattern** Finding Tale **Focus** Suspense	
Y4 AP Y1/2/3 2 adjective pairs, 3-ed, emotion word comma, person weather, last word, first word	**Text** Cockleshell Hero **Story Pattern** Defeating the Monster **Focus** Character	**Text** **Text Type** Instructions	**Text** The Fountain of Immortality **Story Pattern** Quest tale **Focus** Setting	**Text** **Text Type** Discussion	**Text** War Horse **Story Pattern** Tale of Fear **Focus** Description - action	**Text** **Text Type** Recount in the form of a letter	**Text** **Story Pattern** Losing Tale **Focus** Dialogue	**Text** **Text Type** Information	**Text** Risky Business **Story Pattern** Warning tale **Focus** Opening and Endings - Cliffhangers	**Text** **Text Type** Persuasion	**Text** The Noise **Story Pattern** Finding Tale **Focus** Suspense	**Text** **Text Type** Explanation
Y5 AP Y1/2/3/4 Noun, who/which/where, Outside/inside, the more, the more, short, -ing, -ed,	**Text** The Story of Isis and Osiris **Story Pattern** Wishing Tale **Focus** Character	**Text** Mummificat-ion – The Truth! **Text Type** Explanation	**Text** **Story Pattern** Quest tale **Focus** Setting	**Text** **Text Type** Discussion	**Text** Harry Potter **Story Pattern** Defeating the Monster **Focus** Description - action	**Text** Adverts and Leaflets for Hogwarts **Text Type** Persuasion	**Text** Why the Whales Came **Story Pattern** Warning Tale **Focus** Dialogue - characterisation	**Text** Protect the Whales **Text Type** Journalistic recount	**Text** **Story Pattern** Tale of Fear **Focus** Opening and Endings	**Text** **Text Type** Information	**Text** The Lost **Story Pattern** Losing Tale **Focus** Suspense	**Text** **Text Type** Instructions
Y6 AP Y1/2/3/4/5 De: de Adj same adj, 3 bad-dash,some ; others, irony, one word, one phrase	**Text** White Horse of Zennor **Story Pattern** Wishing Tale **Focus** Character	**Text** **Text Type** Biography	**Text** The Canal **Story Pattern** Tale of Fear **Focus** Setting	**Text** How Canals work **Text Type** Explanation	**Text** Holes **Story Pattern** Warning Tale **Focus** Description - action	**Text** Should Stanley try to escape? **Text Type** Discussion	**Text** Macbeth **Text Type** Dilemma **Focus** Dialogue	**Text** **Text Type** Persuasion	**Text** Kidnapped **Story Pattern** Quest tale **Focus** Suspense	Invented writing covering range of text types		