Tuesday 2nd March

English

Learning Intentions:

4: discussing writing similar to that which they are planning to write in order to understand and learn from its structure, vocabulary and grammar.

5 and 6: I can describe atmosphere to convey the mood using appropriate grammar and vocabulary.

Starter:

- Read from page 13 – 25.

- As you are reading, make notes on any inferences that give you details/hints about the <u>weather.</u>

- Copy words/phrases.

- On the pages without any writing, look closely at the illustrations to help.

Recap

Our aim: we are building up to writing our own character descriptions of a Mayan God.

Over the weeks, we will look at different Mayan Gods and aspects of their life.

We'll take notes and collect **vocabulary** on some of the Gods with a different focus each day.

Like before, there will be lessons where we collect vocabulary and super sentences.

This will help you when the time comes to write up your **own** character description.

Pathetic Fallacy

Pathetic fallacy is giving human feelings to something non-human.

Be careful: don't mix up pathetic fallacy with personification.

Pathetic fallacy is *always* about giving EMOTIONS to something something non-human.

Personification is giving any human attribute to an object. For example, 'The wind whispered through the trees.' or 'The flowers danced in the breeze.'

Pathetic Fallacy

Weather and Seasons

Pathetic fallacy is often used to describe the *environment*. The weather and season can be described with human emotions to reflect the mood of a character or create a tone.

'The raindrops wept around him.'

'A friendly sun shone down brightly on the party guests as they arrived in the garden.'

'The weather is miserable outside.'

In 'Rain Player', the weather plays a big part in letting the reader know what the atmosphere is like. Did you find any examples?

Examples of weather/time of day references in Rain Player:

<u>Your turn: fill in the gaps to add to the mood</u>

The city lay in _____

The air smelled like _____

As the sun set, Pik lowered himself into the _____

Chac _____ a score of _____

Chac came down from the _____

Examples of weather/time of day references in Rain Player:

The city lay in darkness

The air smelled like lightening

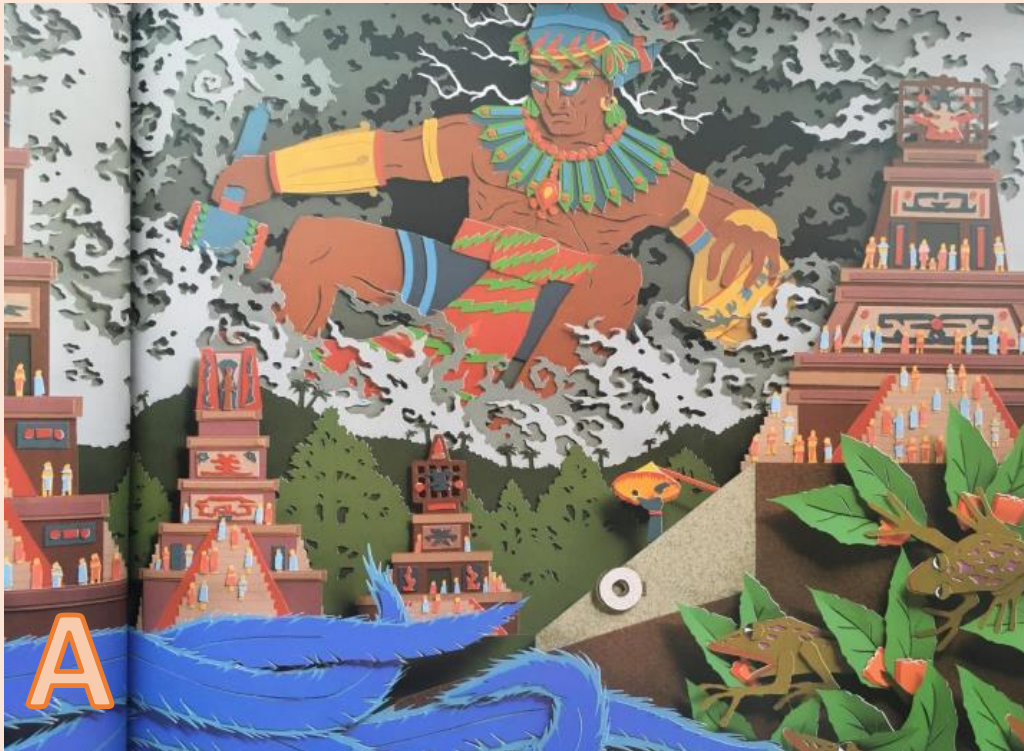As the sun set, Pik lowered himself into the darkness

Chac loosed a score of lightening bolts

Chac came down from the clouds

Task 1:

Create your own paragraph describing ONE of the two pictures below. Focus on including **pathetic fallacy** by describing the weather.

A

B

Model (picture A):

The <u>unfriendly</u> sky turned from a <u>pale</u> shade of <u>grey</u> to a moody, sombre black. Chac perched on his knees, his deep frown glaring madly at the world beneath him. Clenching his mallet tightly, evil bursts of lightning danced in the sky like electric fireworks, causing mass panic from the village below. Without warning, a sharp gust of wind swept through the trees, its' howl laughing and echoing off of the stone walls. The sacred temples wobbled, as yet another bout of chuckling wind ripped through, pushing aside the trees and wildlife in its path.

Plenary: Find that Word!

Look up the definition of following words before lesson:

- Colossal

- Plunge

- Gourd

- Quetzal

- Victory