Primary 3/4

Week 42

The Write Tribe

THEORY TEST

NAME:

DATE:

The Write Tribe

An impulsive decision		

Devi has a _____. After being challenged by her best friend, Harriet, to have a bicycle race down a dangerous hill, Devi jumps to the challenge for a mere reward of $50. Devi loses control of her bike and crashes against a lamp post, twisting her ankle. As a result, she learns to never be impulsive again. After all, it is better to be safe than sorry.

3

The Write Tribe

ACTION VERBS FOR LESSON LEARNT

Example: Jack **swore** never to lie to his mother again! He turned over a new leaf and gave up being a compulsive liar. From that day on, he never even told a white lie!

1. **SCENARIO:** You were caught by the security guard for stealing a toy.

   ACTION VERB: vowed

_____

_____

2. **SCENARIO:** As a result of not reading labels, you accidentally consumed expired food and had explosive diarrhoea in class.

   ACTION VERB: swore

_____

_____

3. **SCENARIO:** You woke up late after playing video games all night. As a result, you missed your examination.

ACTION VERB: made a firm decision

_____

_____

4. **SCENARIO:** As a result of not being careful while crossing the road, you almost got into an accident.

ACTION VERB: assured

_____

_____

5. **SCENARIO:** After spilling the beans about your father's surprise party, everybody in your family is mad at you.

ACTION VERB: solemnly promised

_____

_____

/10

STORY PLANNING

Helping someone		

INTRODUCTION	Character trait	
	Example of character trait	
CONFLICT	Inciting incident	
	Action	
	Stake	

CLIMAX	Ticking clock / Thicken the plot	
CONCLUSION	Solution	
	Emotional adjective	
	Show feelings	
	Lesson learnt (gives up character trait) (Use an action verb)	
	Proverb	

A heroic act		

INTRODUCTION	Character trait	
	Example of character trait	
CONFLICT	Inciting incident	
	Action	
	Stake	

CLIMAX	Ticking clock / Thicken the plot	
CONCLUSION	Solution	
	Emotional adjective	
	Show feelings	
	Lesson learnt (gives up character trait) (Use an action verb)	
	Proverb	

MARKING ASSESSMENT

SECTION	SCORE	ASSESSMENT
FORESHADOWS	/ 10	Poor - 0 TO 4 MARKS Good - 5 TO 8 MARKS Excellent - 9 TO 10 MARKS
ANTICIPATION SENTENCES	/ 10	Poor - 0 TO 4 MARKS Good - 5 TO 8 MARKS Excellent - 9 TO 10 MARKS
WRITING COMPONENTS (Speech tags, Walk cycles, Facial expressions etc)	/ 10	Poor - 0 TO 4 MARKS Good - 5 TO 8 MARKS Excellent - 9 TO 10 MARKS
CHARACTER TRAITS	/ 10	Poor - 0 TO 4 MARKS Good - 5 TO 8 MARKS Excellent - 9 TO 10 MARKS
ACTION VERBS FOR LESSON LEARNT	/ 10	Poor - 0 TO 4 MARKS Good - 5 TO 8 MARKS Excellent - 9 TO 10 MARKS
STORY PLANNING EX 1	/ 25	Poor - 0 TO 12 MARKS Good - 13 TO 20 MARKS Excellent - 21 TO 25 MARKS
STORY PLANNING EX 2	/ 25	Poor - 0 TO 12 MARKS Good - 13 TO 20 MARKS Excellent - 21 TO 25 MARKS

TOTAL: /100	REMARKS: