



# **Week 13**

# **Primary 5/6**

**The Write Tribe**

## **THEORY TEST**

**NAME:**

**DATE:**

## **PART 2**

### 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.

## ACTION VERBS FOR LESSON LEARNT

**Example:** Jack **swores** 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

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

**ACTION VERB:** swore

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**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

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

**ACTION VERB:** assured

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

**ACTION VERB:** solemnly promised

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## STORY PLANNING

Helping someone



<b>INTRODUCTION</b>	Character trait	
	Example of character trait	
<b>CONFLICT</b>	Inciting incident	
	Action	
	Stake	



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





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## 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
<b>TOTAL:</b> /100		REMARKS:

