

### English Writing Genre Map – Year 3

Y3	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
<u>Writing Units</u>	Unit 1	Unit 1	Unit 1	Unit 1	Unit 1	Unit 1
	<u>Power of Reading</u> <i>The Tin Forest</i>	<u>Non-Fiction</u> <i>Instructions</i>	<u>Power of Reading</u> <i>Moon man</i>	<u>Fiction</u> <i>Fantasy</i> <i>Stories(Narnia)</i>	<u>Non-Fiction</u> <i>Recount</i>	<u>Fiction</u> <i>Stories with familiar settings- Soar</i> <i>(Literacy Shed)</i>
	Unit 2	Unit 2	Unit 2	Unit 2	Unit 2	Unit 2
	<u>Poetry</u> <i>Nonsense poetry</i>	<u>Fiction</u> <i>Myths and Legends</i>	<u>Power of Reading</u> <i>Moon man</i>	<u>Non-Fiction</u> <i>Discussions</i>	<u>Power of Reading</u> <i>The Little Island</i>	<u>Poetry/PoR</u> <i>Hot like fire</i>
	<b>Word</b>	<b>Sentence</b>	<b>Text</b>	<b>Punctuation</b>	<b>Terminology</b>	
<u>Grammar</u>	Formation of <b>nouns</b> using a range of <b>prefixes</b> (eg. <i>super-</i> , <i>anti-</i> , <i>auto-</i> ) Using <b>a</b> and <b>an</b> correctly according to whether the next <b>word</b> begins with a <b>consonant</b> or a <b>vowel</b> <b>Word families</b> based on common <b>words</b> , showing how words are related in form and meaning (eg. <i>solve, solution, solver, dissolve, insoluble</i> )	Expressing time, place and cause using <b>conjunctions</b> (eg. <i>when, before, after, while, so, because</i> ), <b>adverbs</b> (eg. <i>then, next, soon, therefore</i> ), or <b>prepositions</b> (eg. <i>before, after, during, in, because of</i> )	Introduction to <b>paragraphs</b> as a way to group related material <b>Headings</b> and <b>sub-headings</b> to aid presentation Use of the <b>present perfect</b> form of <b>verbs</b> instead of the simple past (eg. <i>He has gone out to play</i> contrasted with <i>He went out to play</i> )	Introduction to <b>inverted commas</b> to <b>punctuate direct speech</b>	preposition, conjunction word family, prefix clause, subordinate clause direct speech consonant, vowel inverted commas (or 'speech marks')	
<u>Skills</u>	<ul style="list-style-type: none"> <li>Continue to secure range of planning tools ie. Story map/story mountain</li> <li>Plan opening around character(s), setting, time of day and type of weather</li> <li>Extend vocabulary to introduce the 5 story parts:  <b>Introduction</b> – should include detailed description of setting or characters  <b>Build-up</b> – build in some suspense towards the problem or dilemma  <b>Problem/dilemma</b> – include details of action/dialogue  <b>Resolution</b> – should link with the problem  <b>Ending</b> – clear ending should link back to the start, show how the character is feeling, how the character or situation has changed from the beginning.</li> </ul>					