**Literacy tasks for the week beginning June 15th, 2020**

The first thing we need to plan is the structure of the story within our Myth. There is usually a problem, which needs to be resolved, and a main character who solves the problem.

Task 1

Read the ‘Rain Player’ then re-read to page 6 to find out what was the problem that needed to be resolved, and who was the main character who resolved it? If you do not have the book, it is not a problem at all, read my attachment that says, ‘Day 1’ for helpful details. Decide what might the problem be in your myth? What will your main character be called? Try to think up a name that sounds Mayan, or you could of course use a name that you found when you were reading Mayan Myths last week. Draw a story board of the start of your myth, where your character lives and what the problem is. If you find that tricky, you could use a different weather problem, perhaps too much rain? Does the sun stop burning? Is the wind too strong? Do you need to sort out the Sun God, God of the Rain, God of the Wind, or perhaps the underground God who sends earthquakes?

Task 2

Now we need to plan how the problem is resolved. If you have the book, read to page 16, if not, please read my ‘Day 2’ sheet. Pik asked three animals to help him; which three people or animals will your character ask for help? How will they be able to help him/her? For each character who helps, write a paragraph describing where your character finds them, and the short conversation between them to show how your character persuades the person/animal to help. Remember to use the correct punctuation for direct speech, as we practised last week. (You are allowed to magpie ideas from the book.)

Task 3

Re-read the ‘Rain Player to page 24 or read my ‘Day 3’ sheet. Research the game pok-a-tok. Try to find images of places the Mayans played pok-a-tok, which still survive today. Amazing!

<https://hobbylark.com/outdoor-hobbies/Pok-A-Tok-The-Maya-Ball-Game>

<https://www.amatravel.ca/articles/pok-a-tok-ancient-mayan-sport-?utm_expid=.SPzQU-MWQnylPNc3mLzytg.1&utm_referrer=https:%2F%2Fwww.bing.com%2Fsearch%3Fq%3Dpo%2Ba%2Btok%26form%3DEDGNB2%26refig%3D6ed34fb19b744ce58c95a174bf637652%26mkt%3Den-gb%26msnews%3D1%26sp%3D-1%26pq%3Dpo%2Ba%2Btok%26sc%3D8-8%26qs%3Dn%26sk%3D%26cvid%3D6ed34fb19b744ce58c95a174bf637652>

<https://spark.adobe.com/page/HaU57lZYC3b6H/>

Plan how the three helpers to your character will help him/her to win the game.

Tasks 4 and 5

Now re-read the end of the ‘Rain Player’ or look at my ‘Day 4’ and use it to help you plan the ending of your Myth.

Once you know how yours will end, it is time to make your first draft of the Myth. Plan the paragraphs and put in as much detail as you can. Remember to think of sounds, sights, smells and touch, to enhance the picture your reader can get in their mind.

When you have written your first draft, go back and edit to improve using the following check list:

* Complex sentences in each of the forms we learned/revised last week
* Subordinate conjunctions within the sentences and at the beginning of sentences (I saw a Wabub)
* Compound sentences using the FANBOYS conjunctions
* Correctly punctuated direct speech.

You must have examples of each of the above, plus our usual, full stops, capitals, spelling etc etc!

I can’t wait to read them!