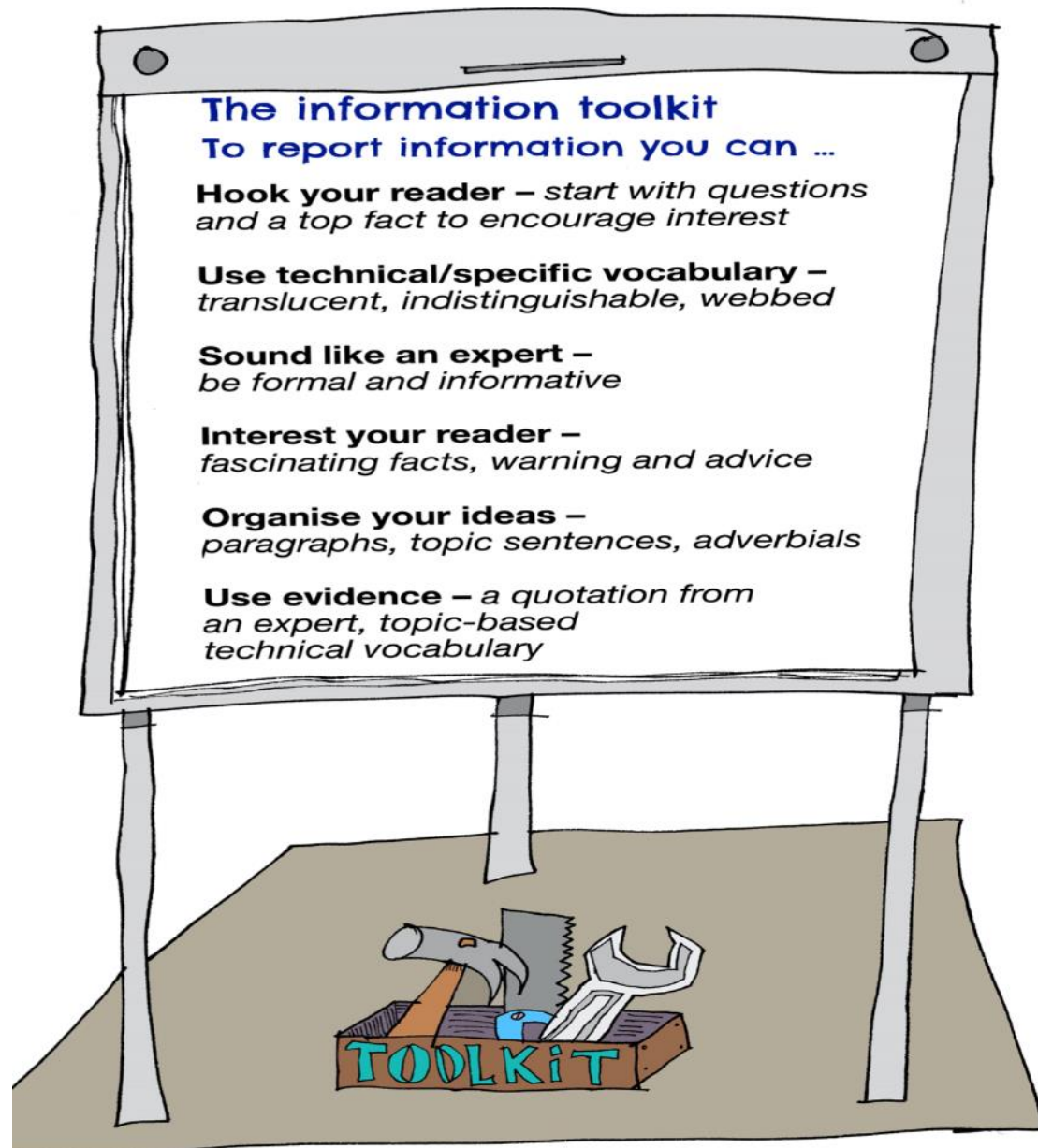


Activity 8: Let's look at the toolkit

Before we start thinking about our own ideas for our monster, we need to look closely at the text and see what writing tools/tips/tricks the author has used so we can do the same in ours. Here is a toolkit I have made for writing information texts.



Activity 9: new ideas

Now comes the fun part! Your challenge is to write an information text about a type of elf or sprite. The choices are endless and I am sure that you already have an idea about the type of creature that you might write about. To help you think of what type of elf or sprite, here is a list of suggestions and some ideas and pictures that might inspire you:

The forest elf is found in large woods and hedgerows. It has twigs and leaves sprouting out of its head.

The river sprite lives under riverbanks. It is covered in a salmon's scales and is very slippery to touch.

The rose elf inhabits gardens and has red, soft skin. It smells very sweet and likes to sleep in a rose's petals.

Lemon tree elves live in grocery departments of big stores and are an astonishing bright yellow. However, they have sour spit which is best avoided.

The library sprite hides on bookshelves, is pale and, because of reading so much, tends to wear glasses.

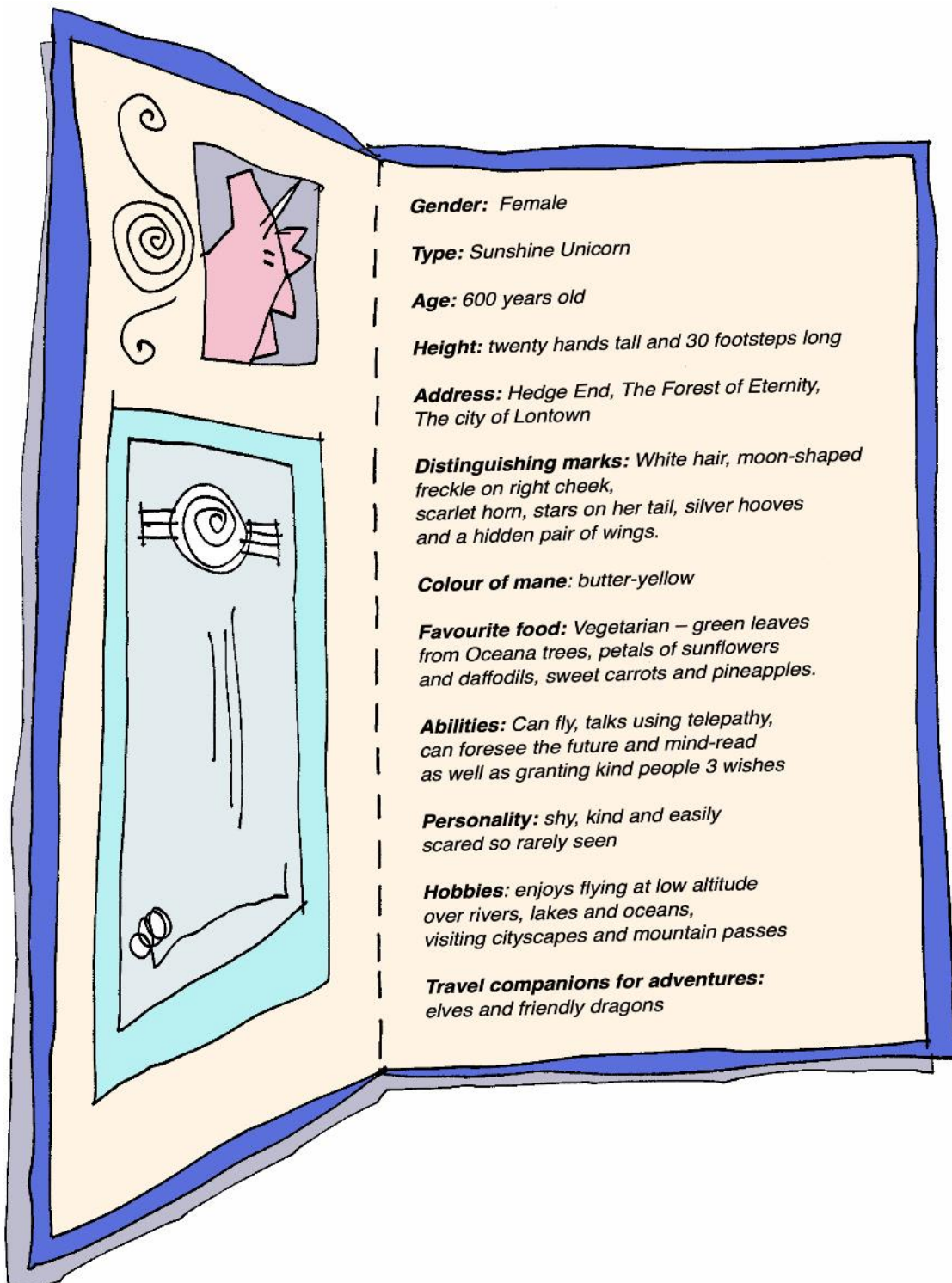
The sky elves live in clouds, can fly with their tiny wings and have misty hair. They are the only species of elf that can fly long distances.

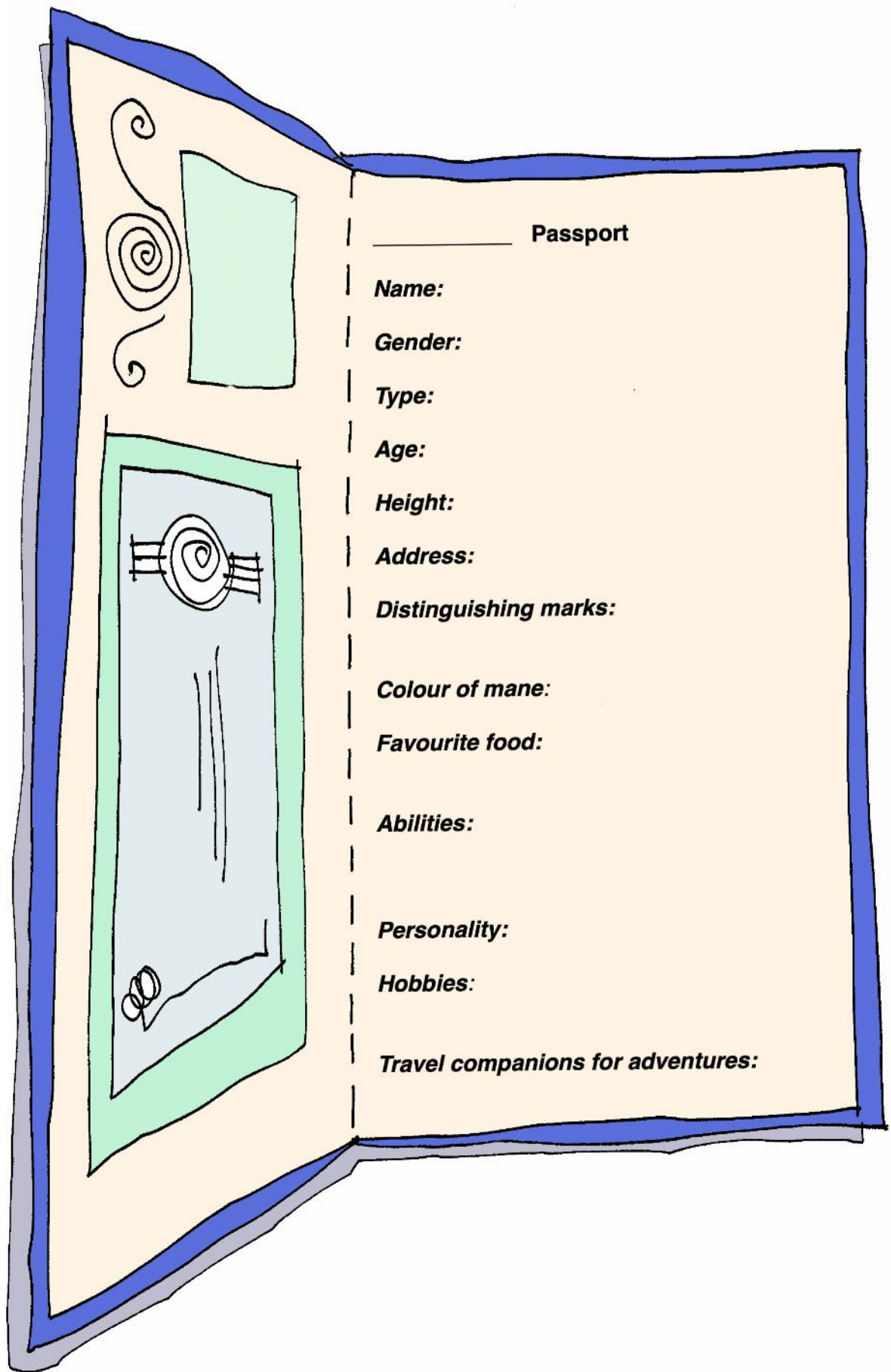


Time to make your mind up. Which type of elf or sprite will you be writing about? Write a couple of sentences to explain which type of elf or sprite you are going to write about, where they live and what they look like. Use the pattern of the above sentences as a model.

Activity 10: create a Passport

To help you think about your chosen type or species of creature, you are now going to create a passport. You will need to provide details and draw a picture. Here is an example of a passport for a unicorn. Use the template on the next page to create your own passport for one of your chosen species of elf or sprite.





Activity 11: draw and label your chosen species of elf or sprite

To help you get a real picture of what your creature is like, have a go at sketching them. Then label basic information.

