

YEAR 6 STUDY GUIDE 1

This study guide is to help you study, but I still expect you to use your copybooks and sheets to study too. Your exam will include 2 papers.

Paper 1: two non-fiction comprehension, grammar in the comprehension and writing a newspaper report.

Paper 2: one fiction comprehension and one writing (fiction)

A) Writing Newspaper report:

Purpose-It keeps people up to date with news events, provides entertainment and tells people more about subjects that interest them.

Organisation Toolkit:

- Include an eye catching headline
- The first paragraph will give a basic one sentence summary of the story to interest the reader.
- The second paragraph will start to give some details about ‘who, where, when, what, why, how.’
- The third paragraph gives a comments from a professional, witness or victim.
- The fourth paragraph gives more details about ‘who, where, when, what, why, how.’
- The fifth/final paragraph will end the story by referring to the future and give other examples of a similar incident or event.
- It can include pictures and captions.

Language Toolkit:

- Write in the third person (he/she/it/they)
- Use attention grabbing language such as powerful verbs and adjectives, emotive language and short phrases.
- Include quotes from people who have seen what happened as direct or indirect speech.

B) Fiction story Genres

➤ **Structure**

1. Introduction: Introduces the main characters and setting of the story(The characters and setting must match the genre of the story).

2. Build up: it gets the story going (the characters are doing something and the problem is introduced).

3. Climax (dilemma): Something goes wrong and there is a problem to solve. This is the most exciting part of the story so it needs to be full of suspense and action.

4. Resolution: characters begin to solve the problem.

5. Ending: how does your story end? Have the characters learnt anything?

Genre	Characters	setting	Plot	Typical dialogue
Fairy tale	Good VS evil characters King, queen, prince, princess, poor characters, animals	castle,forest, cottage Animals having human characteristics	Magical/supernatural forces. Eg: fairies, witches, animals that can grant wishes. Good VS evil: good always wins.	Once upon a time, long ago. “your wish will be granted; you are only allowed one wish.”
Real life adventure	People you would meet in real life (friends,family,pets)	Can be believable settings such as city or countryside Can be exotic: mountain, castle, Foreign city,.....	A series of problems that takes the main character closer to disaster. The ends are often cliff-hangers(creates interest and suspense)	Written in 3 rd person and uses lots of dialogue (speech)
Science Fiction	Robots, Scientists, Aliens, Astronauts	Planets, in the future 2040, moon, science lab, spaceship	It must include scientific idea(discovery of an unknown planet)	“ An unidentified object has been spotted!”
Adventure	Explorers, children,pirates, normal people	Jungle, island, desert, cave, sea, ocean	Quest/journey; suspense; exciting events	A problem might happen and characters try to solve it
Suspense	Young person/couple; older person; mysterious stranger	Deserted building, forest, road or town late at night, an old house	It often revolves around finding out reasons why some unusual or mysterious events happening	Suspense created: unexplained voices, fading light ,extreme weather
Horror	Ghosts, zombies, clowns, devils,	Haunted house, graveyard, abandoned places, forests	Horrific and scary details; spooky things happening	Suspense also makes the story interesting
Myth	Gods, animals, unusual characters, dragons,.....	Usually about the whole universe than a particular place	Explains reasons behind natural events that happened before human existed(why does it rain, why do volcanoes explode,.....)	Very entertaining and full of imagination
Legends	Hero(impressive, admirable), monsters (, villains, poor people	Ancient kingdom, desert,cave, dark scary place,.....	Legends usually involve heroes that need to fight some sort of monster. The hero usually defeats the monster and is rewarded.	Supernatural power / ideas
fantasy	Fantastical creatures(unicorns,drag ons,.....),talking animals, witches,lost children	Forests, imaginary places	Good vs evil; adventure or quest, doesn't need a happy ending	Full of imagination and unrealistic events

C) Grammar

1) **Parts of speech:**

- Nouns are naming words. They name a person, place, thing or idea.
- Adjectives are describing words. They tell us more about a noun.
- Verbs are action/doing words.
- Prepositions tell us where something is.
- Pronouns are words that substitute a noun or another pronoun.
- An adverb is a word used to modify a verb, an adjective or another adverb.
- Connectives or Conjunctions connect parts of the sentence together.
- Articles: a/an/the
- Interjections are words that express emotion. They are often followed by an exclamation mark.

2) **Phrases and Clauses:**

- A phrase is part of a sentence; it is either without a verb or a subject.
- A clause is part of a sentence, which has a subject and a verb.
 - Main Clause: It is a clause that would make sense on its own.
 - Subordinate Clause (supporting clause): It is a clause that won't make sense on its own. It starts with a subordinating connective.

3) **Types of sentences:**

- Simple Sentences contain one main Clause
- Compound Sentences are made up of two main clauses (2 simple sentences) connected by one coordinating conjunction(FANBOYS) (For/ And /Nor/ But/Or/Yet/So)
- Complex Sentences have at least one main clause and a subordinate clause joined by a subordinating conjunction.
 - ✓ A Relative Clause: A relative clause gives us extra information about the noun in the main clause. It is connected to the main clause by a relative pronoun. A relative clause starts with a relative pronoun: that, who, whom, whose, which, where, when.

4) **Finite and non-finite verbs**

- Finite verbs depend on the person and number of the subject.
- Non-finite verbs do not change their form even when the person and the number of the subject changes.
 - Gerund: ('-ing' form of the verb)
 - To+Infinitive (the root word of the verb)
 - Participles(present participles: -ing form to the root word/ Past participles are formed by adding -d, -ed, -en, -t or -n to the base verb)

D) Punctuation:

- 1- All sentences should start with capital letters and end in full stops. Proper nouns always start with capital letters.
- 2- All questions should end in question marks.
- 3- All commands should end in exclamation marks.
- 4- Commas are used:
 - To separate independent clauses when they are joined by any of these coordinating conjunctions: but, for, or, nor, so, yet.
 - After introductory a) clauses, b) phrases, or c) words that come before the main clause.
 - To separate items in a list
 - A pair of commas is used in the middle of a sentence to show extra information.
- 5- Speech marks look like this “.....”. They help us know when someone is talking.
 - Each word spoken goes inside the speech marks.
 - Every spoken sentence starts with a capital letter.
 - A reporting clause is used at the end (said Jane, shouted Paul, replied Mum).
 - You must punctuate before closing the speech marks. This is often a comma, but could be a full stop, an exclamation mark or a question mark.
- 6- Colon(:)is used before a list, before quotes and before an explanation.
- 7- Semi-colon (;) is used to separate phrases (at least three words long) in a list and joins two related clauses into one sentence.
- 8- Brackets/ parenthesis () – they are used in formal texts to add extra information to the sentence and when removed the sentence would still makes sense.
- 9- Dashes - they are use in informal texts to provide additional information and emphasize it, indicate an explanation is coming and to create dramatic effect (as in a newspaper headline).

E) Figurative Language:

- **Metaphor:** When you use a metaphor, you make a statement that doesn't make sense literally, like “time is a thief.” It only makes sense when the similarities between the two things become apparent or someone understands the connection between the two words.
Ex: You are my sunshine.
- **Simile:** compares two things like a metaphor; but, a simile uses the words “like” and “as.”
Ex: They fought like cats and dogs.

- Personification: gives human characteristics to non-human objects, animals, or ideas. Ex: The sun greeted me this morning.
- Idiom: is a word or phrase which doesn't mean what it literally says but whose meaning is understood. Ex: Bark up the wrong tree: to make the wrong choice.
- Onomatopoeia: is a word that represents the same sound it makes such as meow, splash, roar, oink, buzz,.....
- Alliteration: the repetition of a series of words that are in a row (or close together) and have the same first consonant sound. For example, She sells sea-shells down by the sea-shore, Peter Piper Picked a Peck of Pickled Peppers,.....