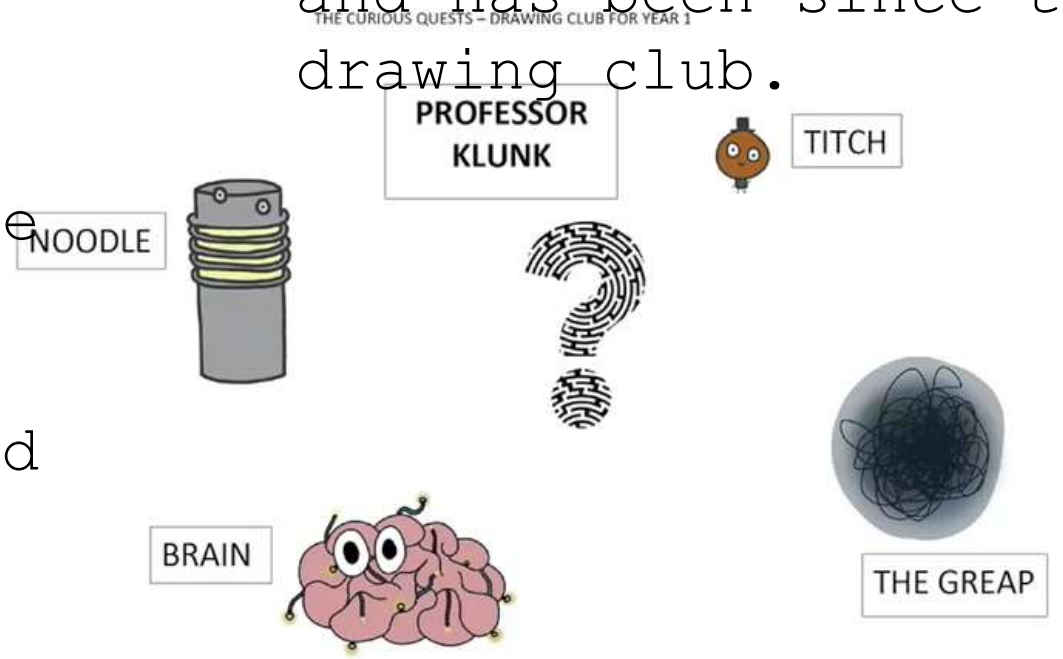
Curious Quest

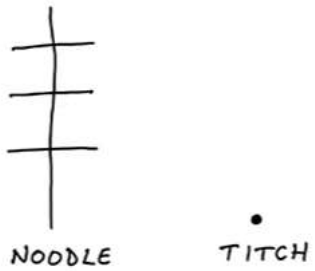
Curious Quest is an imagined world to engage children and make their imagination shine.

Characters

Has a great big story dream machine. Collects their imaginations to feed the machine and has been since they started drawing club.



Noodle and Titch help the stories come through the machine. They have secret symbols that represent capital letter and full stop. Every sentence begins with noodle and end ch.



Noodle and Titch use 'Inventuring' to grow Brain.

The Greap is a baddy who always wants to steal N&Ts inventions.

Portal

This is what books and vocabulary come through. Things are sent through by Professor Klunk.





Inventuring

When children invent they need codes to make them work.

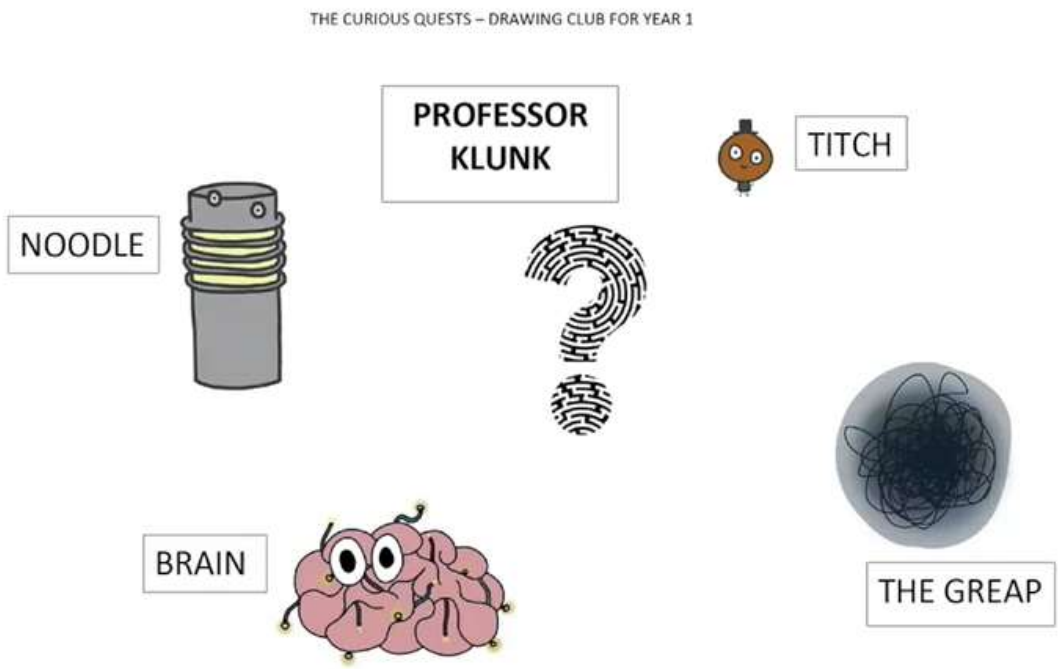
Message Centre

Children use the message centre to write their codes before creating their invention.

We spend the first week exploring characters gradually.

Day 1- Introduce professor klunk and the portal and the story dream machine.
Day 2- Noodle and Titch
Day 3- Inventuring and Noodle and Titches link with Professor Klunk
Day 4- Noodle and Titch's joy in sentence writing and they secret codes.
Day 5- How children will inventure and set expecattions for how they

What does the dream machine look like?
What does professor clunk look like?
Where do they live?
Do they have superpowers?



During the Quest

We don’t know where PK has come from, where he is, where N&T live, where the Greap is and what he wants, how to overcome the greap. Unknowns are raised with them as you go along.

How the Mini Moments work in each lesson

Mini Moment	1	2	3 optional	4 Optional	5	6	7	8
Focus	Word Bathing	From the portal	Optional Gadabout	The Quest codes	Book Snuggle	Modelled drawing	Time Together and Inventuring	To the portal (plenary)
	The 8 ambitious words (same as DC)	PK sends something through the portal to children	Sing the rhyme while marching round the room	SPAG, spelling, handwriting	Read story,/poem/non fiction/animation/traditional tale (same as DC)	Draw and code (same as DC)	Children's turn with me or in the learnng landscape.	Speak to professor Klunk through Potal)

1- word bathing

The words wake up the magic mustard tin

8 words explored with actions (same as DC)

2- from the portal

Show the book and say / write a message from PK

‘Look what I found’

‘look out for p6’

Chance for communication between PK and the children.

3- The gadabout (optional)

Hold the book to chest, hop up and children follow around the room chanting a rhyme as they do it. Every 30s pause and ask a question about the story. Children chat, and then carry on again. Builds comprehension and inference.

THE GADABOUT PICTURE BOOKS	DAY 1	DAY 2	DAY 3	DAY 4	DAY 5
FOCUS	CHARACTERS	LOCATIONS	ACTIONS	WONDERING	EXPLAINING
THE GADABOUT CHANT	"EVERYWHERE WE GO PEOPLE WANT TO KNOW... WHO'S IN THE BOOK? WHY NOT TAKE A LOOK"	"EVERYWHERE WE GO PEOPLE WANT TO KNOW... THE CHARACTERS ARE WHERE? OOO THEYRE OVER THERE"	"EVERYWHERE WE GO PEOPLE WANT TO KNOW... WHAT DID THEY DO? HOW ABOUT YOU?"	"EVERYWHERE WE GO PEOPLE WANT TO KNOW... WHAT ABOUT THE ENDING? TIME TO GET INVENTING"	"EVERYWHERE WE GO PEOPLE WANT TO KNOW... WHAT WAS THE INTENTION OF YOUR WEEK'S INVENTION?
GADABOUT ACTION	LOOK THROUGH BINOCULARS	POINT TO PART OF THE ROOM	SHRUG SHOULDERS	WIND THE BOBBIN UP	CLAP HANDS

4- The Quest Codes (optional/ could do different way)

Whiteboard and pen task

Teacher models the weekly focus e.g. handwriting, spelling, suffixes

Children practice and show their boards.

These Quest Codes start up the machine.

5- The book snuggle (Same as Drawing Club)

Share book/poem/animation

Bring the joy with the story

1 week of the same book then move on otherwise children’s joy will wither away.

6- Modelled drawing (Same as DC)

Day 1- Character

Day 2- Location

Day 3- Adventure time

Day 4- Adventure time

Day 5- Adventure time

Focus on making conversation and writing

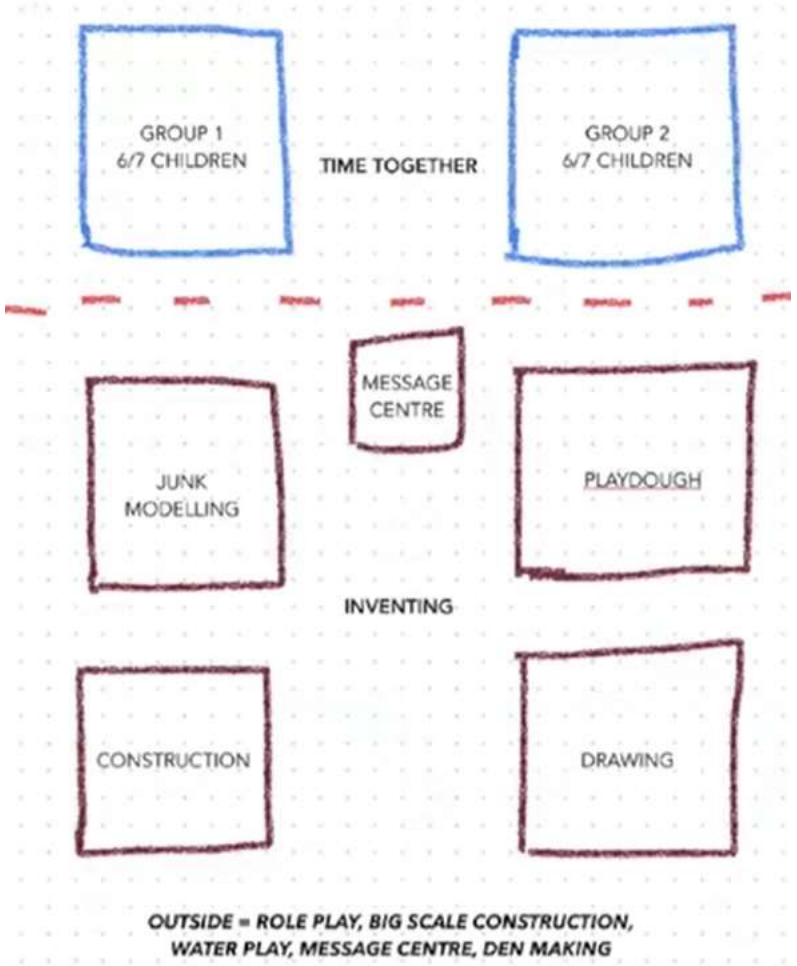
7- Time together and Inventuring

Half come to the teaching area to draw and write codes (sentences)

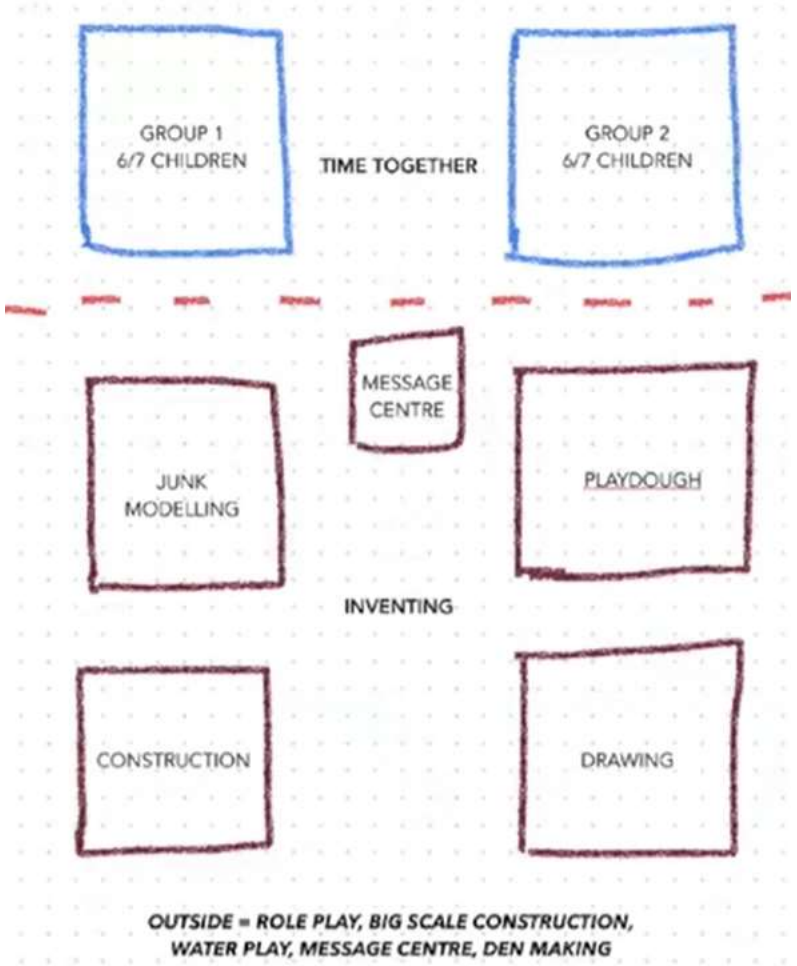
While my group are beginning their drawing, the other half write their code first and go off and invent at different ‘pop-up stations’ with play dough, construction, modelling, drawing.

If inventions have nothing to with the book its ok. They still feed the dream machine and building their imagination.

These inventions are for PK and must have a code otherwise it isn’t good for him.



Message centre in the middle is where their books go back through the portal to PK.



Example Groups

Days	1	2	3	4	5
Time Together Table 1	Most confident	Getting there	Most confident	Getting there	Getting there
Time together Table 2	Least	Getting there	Least	Getting there	Least
Inventing	Getting there	Most confident	Getting there	Most confident	Most confident
Inventing	Getting there	Least	Getting there	Least	Getting there

Writing codes at the cusp of confidence

TYPE OF WRITING	SCRIBBLING AND EMERGENT	LETTERS	WORD BUILDING	PHRASES	A SENTENCE (MAY HAVE PUNCTUATION ETC)	TWO SENTENCES OR CONNECTIVES	THE WIDER WORLD – TEXT TYPES
	PRE-'WRITING'	SINGLE LETTERS AND/OR SOUNDS	SINGLE CVC WORDS OR A LIST AND 'TRICKY' WORDS	TRUNCATED SENTENCES	A SHORT SENTENCE	A MORE COMPLEX SENTENCE STRING	INSTRUCTIONS POEM STORY
EXAMPLES		c a j k oo igh oa	Pig frog clamp The no they	A red dog Tap the box	I went to the shop.	I went to the shop. I got an apple. I went to the shop, and I got an apple.	Begin to explore 'text types'
WHO?	WHICH CHILDREN?	WHICH CHILDREN?	WHICH CHILDREN?	WHICH CHILDREN?	WHICH CHILDREN?	WHICH CHILDREN?	WHICH CHILDREN?
WHAT JOY DO YOU NEED TO SHOW THEM?	WHAT ARE THE BARRIERS?	WHAT ARE THE BARRIERS?	WHAT ARE THE BARRIERS?	WHAT ARE THE BARRIERS?	WHAT ARE THE BARRIERS?	WHAT ARE THE BARRIERS?	WHAT ARE THE BARRIERS?

8- To the portal

Chance to gather and share inventions with each other and with PK by speaking through the portal.

Can put written message in.

Last day of the week, celebrate helping noodle and titch, PK and brain. They always want to overcome the Greap too.

After Christmas we meet the Faithful Friends

Mini moment 2 changes slightly and it's no longer PK sending the books and words. PK now sends the faithful friends on a quest through the imagined world. They are the ones who send something through the portal. This requires a

FAITHFUL FRIEND	The Midnight Fox 	Scruff 		
WHAT THEY LOVE	The Midnight Fox loves dreams and dreaming.	Scruff is a blackbird who loves to sing and listen to music	Latimer is a little mouse who loves inventing things and finding out how things work.	Byron is a ginger cat who loves poetry and rhymes
THE RATIONALE FOR THE NAME	The Midnight Fox has been lifted from the older children's book by Betsy Byers. She represents dream and imagination.	Scruff was a real blackbird that my late father-in-law used to feed every day. The two of them had a simple unspoken bond. I have incorporated Scruff to keep that memory alive.	Latimer is named after Lewis Howard Latimer, one of the first major African American inventors who drew the blueprints for Bell's telephone in 1876.	Byron is named after the great Romantic poet, Lord Byron.

THE CURIOUS QUESTS – THE ADVENTURE OF THE FAITHFUL FRIENDS

IN MINI MOMENT 2, TELL THE CHILDREN THAT THE FFS HAVE COME TO…

WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
LAVA LAKE	*THE BISCUIT GOBLIN*	*THE BAG OF JOY*	*THE HOVERING HELICOPTER*	*THE MALEVOLENT MOUNTAINS*	*THE SPIDER DRAGONS*	*THE STAFF OF LIGHT*

WEEK 9	WEEK 10	WEEK 11	WEEK 12	WEEK 13	WEEK 14	WEEK 15
THE MUDDLED-UP MOTOR CAR	*THE WHISPERING WOOD*	*THE GINGERBREAD GIANT*	*THE TIMELESS CLOCK*	*THE RAPID ROLLERSKATES*	*THE POND OF DESPOND*	*THE CHOCOLATE ZOMBIE*

By Friday, the FFs need to have the codes, any knowledge (eg comprehension skills), the drawings and the inventions to get past what they have encountered. We 'send' them to them in Mini Moment 8 on Friday, but they could tell them as the week goes along too.

It would be great if we could all follow this flow week by week as it means we can share successes and ideas together, so as best as you can try to keep to the flow of the weeks. If you can't then don't panic, it's okay ☺

After week 15 you can now make up your own locations, characters, tools and vehicles – you are liberated.