

# Lesson Plans for Story B4 - Sharkerino



# Lesson 1 for Story B4 - Sharkerino



- Levelled Comprehension Worksheets for Homework

# Sharkerino Comprehension Questions – Level 1

Class Information:

1. Where is the Ranterino?

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2. What does he have in his eyes?

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3. How is the sea water?

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4. How many sharks are in the water?

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5. Is the shark friendly?

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One

It's cold.

Sun Cream

Yes, he is.

At the beach.

1. Why does the Ranterino jump into the sea?

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2. Why is the Ranterino having a bad day?

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3. Why isn't the Ranterino afraid of the shark?

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4. Are you afraid of sharks?

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1. Why do you think the Ranterino was happy to see the shark?

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2. Have you ever met a talking shark?

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3. If you could meet a talking shark, what would you say to the shark?

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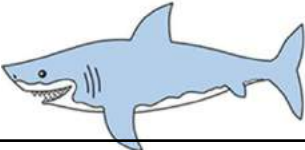
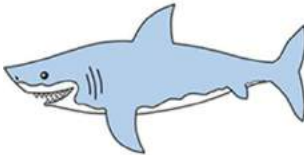

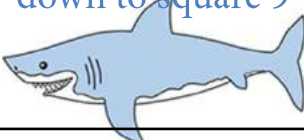
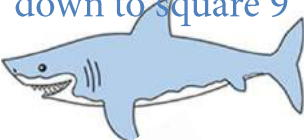



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# Lesson 2 for Story B4 - Sharkerino



- Game Board
- Instruction List
- Player counter template sheet

# Sharkerino's Sharks & Ladders

<p>Winner!!!! Congratulations!!! Have a nice swim!</p> 	<p>24 The Ranterino can swim anywhere! Tread water here...</p>	<p>22</p>	<p>21 Dangerous sharks here. Swim away down to square 9</p> 	<p>20</p>	<p>19 Keep swimming! Back to Square 14!</p> 
<p>13 The Ranterino swallows some sea water. Miss a go!</p>	<p>14</p>	<p>15 Lucky you. Up you go!</p> 	<p>16</p>	<p>17 Dangerous sharks here. Swim away down to square 9</p> 	<p>18</p>
<p>12</p>	<p>11 Dangerous sharks here. Swim away down to square 9</p> 	<p>10</p>	<p>9 The Ranterino plunges his head under the water. Aggggh!</p>	<p>8</p>	<p>7 Friendly shark helps you! Move up to square 18</p> 
<p>1 The Ranterino has got sun cream in his eyes. Let's go into the water. Throw the dice!</p>	<p>2 The Ranterino walks down to the shore.</p> 	<p>3 The water looks cold...</p>	<p>4 The Ranterino dips his toe into the water and jumps up!</p> 	<p>5</p>	<p>6 Dangerous sharks here. Swim away back to square 1</p>

# Sharkerino's Sharks & Ladders

## Instructions

1. You must **start on Square 1**
2. You have to **throw the dice and move around the board.**
3. You must **try and get to Square 25 before the other players**
4. You have to **take turns in a clockwise direction**
5. You mustn't **cheat**
6. You have to **read the information on each square you land on. Sometimes you might have to go forward. Sometimes you might have to go backwards. Sometimes you might have to just stay where you are. Sometimes you might have to miss a go!**



# Player Counters

The board game doesn't have any player counters.

In your groups you must design and make enough player counters.

They must be big enough to hold but they must be small enough to use to go around the board.

You must use coloured card, scissors and coloured pens or pencils to make your player pieces.

You must strengthen the card by covering it with tape.

Counter template for groups to make their game counters.  
Every student needs one small counter to play Sharks & Ladders


# Lesson 4 for Story B4 - Sharkerino




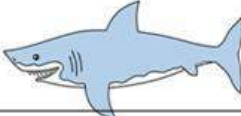
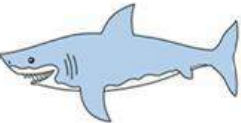






- 'How to Discuss' Slides
- Group request letter Version 1 & 2
- Peer Feedback template worksheet

# Board Game Making

Some people get bored playing board games....

- What makes a board game fun?
- What makes it boring?
- Is Sharks and Ladders a fun *board* game?  
Or were you *bored* when you played it?

How can you make this game better?  
 Or can you make a better new game?  
 Need to add final board game design on this slide with pictures

Sharkerino's Sharks & Ladders					
<p>Winner!!!!                      Congratulations!!!                      Have a nice swim!</p> 	<p>24                      The Ranterino can swim anywhere!                      Tread water here...</p>	<p>22</p>	<p>21                      Dangerous sharks here. Swim away down to square 9</p> 	<p>20</p>	<p>19                      Keep swimming!                      Back to Square 14!</p> 
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<p>1                      The Ranterino has got sun cream in his eyes. Let's go into the water. Throw the dice!</p>	<p>2                      The Ranterino walks down to the shore.</p> 	<p>3                      The water looks cold...</p>	<p>4                      The Ranterino dips his toe into the water and jumps up!</p> 	<p>5</p>	<p>6                      Dangerous sharks here. Swim away back to square 1</p>

If we want to make the game better. Or if we want to make a new game which is more fun. We must talk about how to do it.

*You can use phrases such as this:*

- Maybe we should....
- Maybe we could...
- I think we need to...

# First Request Letter

Dear \_\_\_\_\_ ,

We are writing to you to ask for help. We would like to

\_\_\_\_\_.

To do this, we need some things.

Could you give / lend us these things so we can \_\_\_\_\_.

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.

Thank you for your help.

Yours Sincerely,

\_\_\_\_\_

# Second Request Letter

Dear \_\_\_\_\_ ,

We \_\_\_\_\_.

We \_\_\_\_\_.

To do this, we need some things.

Could \_\_\_\_\_ so we can \_\_\_\_\_.

1.

2.

3.

4.

5.

6.

Thank you for your help.

Yours Sincerely,

\_\_\_\_\_



What do you think of the other groups' games? Choose four to write about.

**Group Number**

**This Game**