

More Ideas for this author:

NC Objectives (KS2)

Reading:

- Maintain positive attitudes to reading and understanding of what they read by continuing to read and discuss an increasingly wide range of fiction, poetry, plays, non-fiction and reference books or textbooks
- Understand what they have read by summarising the main ideas drawn from more than one paragraph, identifying key details that support the main ideas

Writing:

- Plan their writing by using further organisational and presentational devices to structure text and to guide the reader [for example, headings, bullet points, underlining]
- Plan their writing by noting and developing initial ideas, drawing on reading and research where necessary
- Plan their writing of narratives, considering how authors have developed characters and settings in what pupils have read, listened to or seen performed
- Draft and write by selecting appropriate grammar and vocabulary, understanding how such choices can change and enhance meaning
- Draft and write narratives, describing settings, characters and atmosphere and integrating dialogue to convey character and advance the action
- Evaluate and edit by assessing the effectiveness of their own and others' writing

Computing:

- select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information

Task 1:

Reading/Writing: [Listen to Anthony Horowitz discuss how travel influences his writing.](#) Consider somewhere in the world that you have been and use it as the setting for your own spy movie. This could be abroad or in the U.K. Use the Internet to research a historical event that took place here. You could use J2e to record your findings.

Out of ideas? Try using the [LGfL Ancient Egypt Resource](#) to help you.

Task 2:

Writing/Computing: Now it's time to develop your main characters: the spy and the villain. [Listen to how Anthony Horowitz gets to know his characters before he starts writing.](#) Create a fact file about your main characters; write as much information as you can to really get to know them! Consider how their personal traits support their job as a spy/villain.

Build a digital profile for your characters using Adobe Express (formerly known as Spark). Include music to represent the character.

Task 3:

Writing: Begin your story by setting the scene and introducing your character. [Consider advice from Anthony Horowitz on turning your inspiration into writing](#) to create an opening that will keep your reader turning the pages.

Task 4:

Reading: [Anthony Horowitz discusses the importance of research when writing a story.](#) Research other spy stories for 9-11 year olds to gather ideas for your own story. Consider how the spy and the villain interact? Do they meet on numerous occasions before the spy eventually succeeds? How could you use these ideas for your own story?

You could do this with friends and create a blog using J2webby where you can share your findings.

Task 5:

Writing: Complete your Spy Story. [Anthony Horowitz discusses the importance of his family in helping him to write his books.](#) Ask a family member to read your story. Can they be helpful critics in giving you advice to improve what you have written? Do they have any experiences that will help you to develop any of the main events?