

LEGO® Education Story Starter

During the workshop pupils will take a chronological tour of Shrewsbury Museum & Art Gallery to investigate historical periods, experience a museum setting and respond to museum objects via storytelling and role play. children will work in groups using LEGO® Education Story Starter resource packs to discuss, structure and build a story based on the theme of 'A Night at the Museum'. Workshops last two hours.

Pupils will record their stories via drawings, photographs and/or as a written summary. You will need to bring either school ipads or digital cameras to record the childrens' work. If you have school ipads it would be useful to download the StoryVisualizer software prior to the visit, although it is unlikely there will be time during the workshop session to begin constructing digital storyboards. Post visit children can use LEGO® Education Story Starter software to create a digital story board featuring their group's story in a classroom setting as follow on work.

Reception and Key Stage 1 pupils will work on a three scene story structure (beginning, middle and end), KS2 and more able groups will work on a 5 scene story structure (beginning, a build-up, a climax, a resolution, and an end).

National Curriculum Links

Key Stage 1

- Composing a sentence orally before writing it (Year 1 & 2)
- Saying out loud what they are going to write about (Year 1 & 2)
- Sequencing sentences to create short narratives (Year 1)
- Re-reading what they have written to check it makes sense (Year 1)
- Discuss what they have written with teacher and other pupils (Year 1)
- Read aloud their writing clearly enough to be heard by their peers and teacher (Year 1)
- Writing narratives about personal experiences or those of others (Year 2)
- Writing for different purposes (Year 2)
- Writing down ideas and key words including new vocabulary (Year 2)
- Encapsulating what they want to say sentence by sentence (Year 2)
- Make simple additions, revisions and corrections to their own writing (Year 2)
- Evaluating their writing with the teacher and others (Year 2)
- Re-reading to check that their writing makes sense and that verbs used to indicate time are used correctly (Year 2)
- Proof-reading to check for errors in spelling, grammar and punctuation (Year 2)
- Read aloud what they have written with appropriate intonation to make the meaning clear (Year 2)

English – Lower Key Stage 2 (Years 3 & 4)

- Plan their writing
- Discuss writing similar to that which they are planning to write
- Composing and rehearsing sentences orally building a varied and rich vocabulary
- Organising paragraphs around a theme
- In narratives creating settings, characters and plots
- Assessing the effectiveness of their own and other's writing and suggesting improvements
- Proposing changes to grammar and vocabulary to improve consistency
- Proof read for spelling and punctuation errors

- Read aloud their own writing

English – Upper Key Stage 2 (Years 5 & 6)

- Plan their writing
- Identify the evidence for and purpose of the writing
- Noting and developing initial ideas
- In writing narratives consider how authors have developed characters and settings
- Select appropriate grammar and vocabulary, understanding how choices can change and enhance meaning
- In narratives describe settings, characters and atmosphere and integrating dialogue
- Using a wider range of devices to build cohesion within and across paragraphs
- Using further organisational and presentational devices to structure text and guide the reader
- Assessing the effectiveness of their own and others' writing
- Proposing changes to grammar, vocabulary and punctuation to enhance effects and clarify meaning
- Ensuring the consistent and correct use of tense throughout a piece of writing
- Ensuring correct subject and verb agreement when using singular and plural
- Proof-read for spelling and punctuation errors
- Perform their own compositions using appropriate intonation, volume and movement so meaning is clear

The session aims to:

- Demonstrate the creative potential of LEGO® bricks.
- Allow children to experience a museum setting
- Create, sequence and retell stories
- Enhance their speaking, listening and comprehension skills
- Speak with confidence in a range of contexts
- Develop their reading and writing skills
- Analyse stories, characters and plots
- Identify and understand genres
- Integrate technology and digital learning

An overview of the session:

- 10 mins arrival and introduction.
- 45 mins in the museum galleries
- 5 mins in the education room discussing story structure and introducing the theme of a 'night at the museum'
- 5 mins planning their story (class of 30 children to be split into groups of 5)
- 25 mins building their story
- 30 mins each group to feed back to the class (5 groups x 5 minutes)

Downloading the Story Starter Software

This product includes an app, which can be downloaded from the App Store or Google Play. Type **StoryVisualizer** into the search bar. When you open the app for the first time you will be asked to enter a code. Code provided when booking confirmed

By combining word and images, the StoryVisualizer software helps students to present, share and document their stories. Using a web cam, digital camera, or smart device, students can take images of their story creations and import them into the software. The program allows users to select from a variety of pre-existing writing templates or to customise their own. Also available on tablets.