

Knowledge Organiser

Year Group	Subject	Topic
6	English	The Water Tower – Mystery Narrative

The Big Picture

The Water Tower is a book by Gary Crew. It is an example of visual literature and so uses pictures to aid in the story telling. The genre of the text is mystery and the aim of the unit is for the children to learn skills and techniques which will help them write their own mystery narrative. Throughout the unit there will be opportunity to practise spelling, grammar and punctuation skills. This text will also be used in Guided Reading sessions where children will develop their skills of comprehension and inference.

Enquiry Question

What are the features of a mystery genre?
 How does the author use picture to depict a story?
 How does the author use “show not tell?”
 How can a writer use language to bring an image to life?
 Which techniques can a writer use to show development of character?
 How does the author build suspense?
 How can punctuation and grammar be used to make writing more effective?
 How can I make my writing better?

Key Vocabulary

Adjectives	Words used to describe a character or object.
Adverbs	Words used to describe an action.
Character	The people whom the story is about.
Edit	Make changes to your story in order to improve it.
Grammar	The way words can be used to structure a sentence correctly.
Main Clause	A clause that forms a complete sentence on its own.
Metaphor	A figure of speech that makes one object take the place of another that it is being compared to.
Mystery	A genre of writing that is exciting and full of suspense.

Key Skills

Analysis	Using images to make predictions about what will happen next in a story. Looking at sentence structure and language used by the author to help provide clues about character.
Correct Layout	Using paragraphs correctly when writing an extended piece of work.
Formal Writing	To use standard English instead of slang or informal language.
Inference	To be able to “read between the lines” of the story.
Reasoning	To be able to justify opinions about the story using evidence from the text.
Sentence Structure	To be able to use correct grammar, spelling and punctuation. To be able to write using the correct tense.
Upleveling vocabulary	To be able to improve the words used to describe and explain in the story.

Personification	When an inanimate object is given human characteristics.
Prediction	Guessing the outcome of the story using evidence from the text.
Punctuation	Symbols used to make a sentence grammatically correct e.g full stops and commas.
Relative Clause	A specific type of subordinate clause that adapts, describes or modifies a noun.
Rhetorical Question	A question that doesn't require an answer but prompts the reader to think about the situation.
Setting	Where a story is based.
Similes	A figure of speech that compares one object with another.
Subordinate Clause	A clause that doesn't make sense on its own.
Suspense	A state of excitement or anxiety about what might happen.
Visual Literature	A book that uses pictures to tell a story.

Resources	
Thesaurus	A book of reference which provides alternative words.
Dictionary	A book of reference used to check spellings.
Word Mat	A glossary of words given to each child to help them with description or sentence structure.
Brainstorming	An activity led by the class teacher to collect ideas from the entire class.



