

**IDEAS FOR USING THE GRIM GRUESOME BOOKS
FOR TEACHING TEXTS
WITH THE NATIONAL LITERACY STRATEGY FRAMEWORK**



Year 3

Adventure and mystery stories

This works with all the Grim Gruesome books, which are pure adventure from start to finish, incorporating many elements of mystery.

- Read one of the stories as a serial, as an example of the genre
- Explore significant aspects of the text, eg. opening, build-up, climax and final resolution, atmosphere, twists and turns of plot. Are the events credible?
- Discuss the characters feelings, behaviour and relationships and how they resolve dilemmas.
- Plan the plot for a new Grim Gruesome story including: Grim Gruesome appearing in disguise; trapping his victims; how they escape and overcome him.
- 'Become' one of the characters and write a first person account of what happens to them in the story
- Write a review of the book.

Year 4

Historical stories and short novels ALSO Stories that raise dilemmas *(on next page)*

Historical stories and short novels *would work especially well with The Queen s Poison which is set in Jorvik (Viking York), with many vivid descriptions of the town which could be linked in with History teaching. For further information go to www.jorvik-viking-centre.co.uk.*

- Read one of the books as a serial, as an example of the genre.
- Investigate how historical settings and characters are built up from small details. What can be learned about life in the Viking Age from the story?
- Identify the main characteristics of the key characters. How do they differ from 'modern' characters?
- Explore chronology and narrative order
- Prepare a playscript based on one of the scenes
- Write character sketches
- Write about one of the incidents in the story and "how I would have responded"

YEAR 4 Continued...

Stories that raise dilemmas would work especially well with *Trolls Treasure*. In this book, the boy hero has the opportunity of saving his own life - but only on condition that he joins forces with the evil Grim Gruesome! Further dilemmas for all the child characters unfold as the story develops, each time exploring good versus evil decisions.

- Read as a serial story and record each dilemma as it appears. What are the possible solutions?
- Predict outcome of the dilemmas and write your own ending, then finish reading original story and compare these.
- Dramatise relevant 'dilemma' scenes, exploring possible outcomes.
- Take on the role of a Viking child and write advice for one of the characters on how to resolve their dilemma.

Year 5

Novels and stories by significant children's writers

Compare any two of the Grim Gruesome stories, and look at the author's other books.

- Compare the different Grim Gruesome stories, with their diverse characters and settings. What unites them into a single series?
- Compare with author's other books of myths, legends and fairy tales and explore how these might have inspired the Grim Gruesome stories.
- Record ideas, reflections and predictions about the stories in a reading log

Year 6

Historical Genre Novels would work with any of the Grim Gruesome books, but especially with *The Queen's Poison* which is set in Jorvik (Viking York), with many vivid descriptions of the town which could be linked in with History teaching. For further information go to www.jorvik-viking-centre.co.uk.

- Explore narrative style, plot structure, characterisation, description, dialogue, cover and frontispiece. How do these evoke the historical setting?
- Does the historical setting facilitate elements that would not be included in a modern novel (e.g. children taking part in sword fights; children taking responsibility for decision making)?
- Write a brief synopsis or review of the story, discussing how it works as a historical novel.
- Write your own narrative set in the Viking Age, using ideas from the story.