

WEEK 9 Home learning

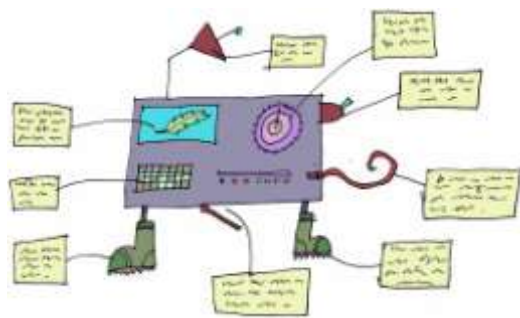
Activity 1: Draw your gadget

Catchy name for the gadget

Bonuses/extras

Key reason for purchasing

To help you get a real picture of what your gadget is like, why not have a go at drawing a diagram of it. Make sure to label you diagram with the different features it offers. As you are drawing, you might come up with new ideas that you haven't thought of yet. Get ready to add them to your plan.



© Talk for Writing

Activity 2: Planning Now we are going to organise our ideas into a box-up planner to help structure your writing. You can just write your ideas in bullet points or try to draft your writing in sentences. The more you get on your plan, the easier your writing will be!

Underlying structure of and advert/persuasion	Jot down notes on your ideas for your gadget
Punchy/catchy title	
Opening hook – to make reader feel must have this item	
List main features in a persuasive manner	
Extra features or bonuses	
Key reason for purchasing gadget	
Supporting quotation from a well-known person/expert	

Free offers plus necessary information (website, phone number, price)

Activity 3: Talk your plan through

It is really important to have a good read through your plan to make sure that it makes sense. Why not read it aloud to someone in your house and see if they have any suggestions for how to improve it.

Activity 4: Time to write your advert/persuasion

To help you with your writing, you have lots of different things to help you:

- ✓ The original model text of an advert – The Multi-Function Mobile Phone
- ✓ The toolkit for persuasion
- ✓ Your ideas page
- ✓ Your diagram
- ✓ The vocabulary we learned from the model
- ✓ And most importantly, your plan

