



The Curriculum

Grade 1 (Age 6)

WRITING

Category	C.C. Reference	Common Core Standard	Night Zookeeper Reference
Text Types and Purposes	LITERACY.W.1.1	Write opinion pieces in which they introduce the topic or name the book they are writing about, state an opinion, supply a reason for the opinion, and provide some sense of closure.	NZK.AP7 NZK.B3AP
	LITERACY.W.1.2	Write informative/explanatory texts in which they name a topic, supply some facts about the topic, and provide some sense of closure.	NZK.G1.S2
	LITERACY.W.1.3	Write narratives in which they recount two or more appropriately sequenced events, include some details regarding what happened, use temporal words to signal event order, and provide some sense of closure.	NZK.G1.S9
Production and Distribution of Writing	LITERACY.W.1.4	Begins in Grade 3	
	LITERACY.W.1.5	With guidance and support from adults, focus on a topic, respond to questions and suggestions from peers, and add details to strengthen writing as needed.	Our tutors provide regular feedback on student writing. They encourage children to revisit their work and make revisions to it.
	LITERACY.W.1.6	With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.	Night Zookeeper is an online creative writing community, therefore, we provide students with an excellent platform to achieve this standard.
Research to Build and Present Knowledge	LITERACY.W.1.7	Participate in shared research and writing projects (e.g., explore a number of "how-to" books on a given topic and use them to write a sequence of instructions).	NZK.G1.S8
	LITERACY.W.1.8	With guidance and support from adults, recall information from experiences or gather information from provided sources to answer a question.	NZK.G1.S1
	LITERACY.W.1.9	Begins in Grade 4	
Range of Writing	LITERACY.W.1.10	Begins in Grade 3	

LANGUAGE

Category	C.C. Reference	Common Core Standard	Night Zookeeper Reference
Conventions of Standard English	LITERACY.L.1.1: Demonstrate command of the conventions of standard English grammar and usage when writing or speaking.		
	LITERACY.L.1.1.A	Print all upper- and lowercase letters.	NZK.G1.C1 NZK.G1.C36
	LITERACY.L.1.1.B	Use common, proper, and possessive nouns.	NZK.AP2 NZK.G1.S2 NZK.G1.S7
	LITERACY.L.1.1.C	Use singular and plural nouns with matching verbs in basic sentences (e.g., He hops; We hop).	NZK.G1.S4
	LITERACY.L.1.1.D	Use personal, possessive, and indefinite pronouns (e.g., I, me, my; they, them, their, anyone, everything).	Children are encouraged to write about the characters they invent on nightzookeeper.com . They do this by using possessive and indefinite pronouns.
	LITERACY.L.1.1.E	Use verbs to convey a sense of past, present, and future (e.g., Yesterday I walked home; Today I walk home; Tomorrow I will walk home).	NZK.AP2 NZK.AP11 NZK.G1.S1 NZK.G1.C11
	LITERACY.L.1.1.F	Use frequently occurring adjectives.	NZK.G1.C43 NZK.G1.C44 NZK.G1.S1 NZK.G1.S5
	LITERACY.L.1.1.G	Use frequently occurring conjunctions (e.g., <i>and</i> , <i>but</i> , <i>or</i> , <i>so</i> , <i>because</i>).	NZK.AP7
	LITERACY.L.1.1.H	Use determiners (e.g., articles, demonstratives).	Students are encouraged to use this skill when writing about the magical animals they create on the website.
	LITERACY.L.1.1.I	Use frequently occurring prepositions (e.g., <i>during</i> , <i>beyond</i> , <i>toward</i>).	<i>Coming soon.</i> <i>October 2021</i>
LITERACY.L.1.1.J	Produce and expand complete simple and compound declarative, interrogative, imperative, and exclamatory sentences in response to prompts.	NZK.AP13	

	LITERACY.L.1.2: Demonstrate command of the conventions of standard English capitalization, punctuation, and spelling when writing.	
	LITERACY.L.1.2.A	Capitalize dates and names of people. NZK.G1.C1 NZK.G1.C3
	LITERACY.L.1.2.B	Use end punctuation for sentences. NZK.G1.C35 NZK.G1.S10 Night Zookeeper writing tools also remind children to include sentence ending punctuation.
	LITERACY.L.1.2.C	Use commas in dates and to separate single words in a series. NZK.AP2
	LITERACY.L.1.2.D	Use conventional spelling for words with common spelling patterns and for frequently occurring irregular words. NZK.G1.S4 NZK.G1.S3 NZK.G1.G1
	LITERACY.L.1.2.E	Spell untaught words phonetically, drawing on phonemic awareness and spelling conventions. NZK.G1.C6 NZK.G1.C8 NZK.G1.C10 NZK.G1.C12 NZK.G1.C13 NZK.G1.C28-30
Knowledge of Language	LITERACY.L.1.3	Begins in Grade 2
Vocabulary Acquisition and Use	LITERACY.L.1.4: Determine or clarify the meaning of unknown and multiple-meaning words and phrases based on <i>grade 1 reading and content</i> , choosing flexibly from an array of strategies.	
	LITERACY.L.1.4.A	Use sentence-level context as a clue to the meaning of a word or phrase.
	LITERACY.L.1.4.B	Use frequently occurring affixes as a clue to the meaning of a word.
	LITERACY.L.1.4.C	Identify frequently occurring root words (e.g., <i>look</i>) and their inflectional forms (e.g., <i>looks, looked, looking</i>). NZK.G1.S4
	LITERACY.L.1.5: With guidance and support from adults, demonstrate understanding of word relationships and nuances in word meanings.	
	LITERACY.L.1.5.A	Sort words into categories (e.g., colors, clothing) to gain a sense of the concepts the categories represent. NZK.G1.C7 NZK.G1.C24 NZK.G1.C37

	LITERACY.L.1.5.B	Define words by category and by one or more key attributes (e.g., a <i>duck</i> is a bird that swims; a <i>tiger</i> is a large cat with stripes).	NZK.G1.C43 NZK.G1.C25 NZK.G1.C27
	LITERACY.L.1.5.C	Identify real-life connections between words and their use (e.g., note places at home that are <i>cozy</i>).	NZK.G1.C40 NZK.G1.C39 NZK.G1.C38
	LITERACY.L.1.5.D	Distinguish shades of meaning among verbs differing in manner (e.g., <i>look, peek, glance, stare, glare, scowl</i>) and adjectives differing in intensity (e.g., <i>large, gigantic</i>) by defining or choosing them or by acting out the meanings.	NZK.G1.C25 NZK.G1.C27 NZK.G1.G2
	LITERACY.L.1.6	Use words and phrases acquired through conversations, reading and being read to, and responding to texts, including using frequently occurring conjunctions to signal simple relationships (e.g., <i>because</i>).	NZK.B1AP NZK.B2AP NZK.B3AP

Night Zookeeper Lesson Content

NZK Ref.	Series Name	Learning Goals	Text Type	Key Vocabulary	Learning Outcome
NZK.G1.S1	Describing Characters with Maji	<ul style="list-style-type: none"> - Use adjectives to describe appearance. - Use adjectives to describe personality. - Use verbs to describe character actions. - Use different speech verbs. 	Narrative	big, spotty red, purple, happy, funny, brave, jump, fly, run, shout, ask, order	To write sentences describing a character from a story.
NZK.G1.S2	Igloo City Instructions	<ul style="list-style-type: none"> - Identify instructions and commands - Use verbs correctly - Use nouns correctly 	Instructions	Verbs to dress for the snow: pull, put, wrap, fasten, zip, tie Nouns relating to dressing for the snow: gloves, scarf, coat, boots, hat Verbs to open a secret doorway: knock, tap, push, stroke, pull, twist, turn Verbs to track in the snow: look, find, walk, follow, move	To write instructional sentences using nouns and verbs.
NZK.G1.S3	The Sea Lion Sight Words	<ul style="list-style-type: none"> - Learn high frequency sight words. 	Spelling	she, we, be, he, me, was, my, you, her, they, all, are, said, so, have, like, some, come, were, there, little, one	To write sentences including high frequency words.
NZK.G1.S4	Night Zoo Spelling	<ul style="list-style-type: none"> - Spell words with the suffix -ing where the root words stays the same. - Spell words with the suffix -ing where the root word changes. - Use the letter y at the end of a word makes the long e sound. - Use the letter y at the end of a word makes the long i sound. - Use the long oo sound. - Use the short oo sound. - Use the ve sound - the ve spelling pattern is usually used at the end of a word. - Add -s to make a plural. - Add -es to make a plural. 	Spelling	inventing, singing, playing, looking, cleaning create - creating make - making come - coming smile - smiling happy, clumsy, funny try, my, spy zoo, igloo, moon, spoon book, cook, good, wood cave, have, live, five, move, wave birds, beds, legs buses, peaches, buzzes, foxes, dresses, bushes	To write sentences whilst spelling target words correctly.
NZK.G1.S5	Monsters of Nulth	<ul style="list-style-type: none"> - Use adjectives and nouns to describe characters and actions. - Use and understand vocabulary about the Night Zoo. 	Narrative, Report	Voids, unkind, robot spider, red eyes, black legs, scare, trap, evil, owl, metal, Igloo City, rules, round, orange, enemy, hates imagination, hates freedom, mask, army,	To write sentences to describe characters.

				robotic spiders, small, squirrel, red eyes, metal, Nulth's army, monster, metal, gorilla, big, red eyes, metal gloves,	
NZK.G1.S6	Rhyming with Riya	<ul style="list-style-type: none"> - Identify rhyming words. - Use rhyming words. 	Poetry	hat, cat, fat, mat, sat, rat, bat bed, fed, red hot, dot, pot bun, run, sun, fun deer, ear, stir, fur, son, run, fun	To write simple sentences using rhyming words.
NZK.G1.S7	Will's Words	<ul style="list-style-type: none"> - Use common and proper nouns to describe characters. - Use adjectives to describe characters. - Use verbs to describe actions. 	Narrative	hat, backpack, coat Will, Riya, Sam small, blue, large jump, roar, point, run	To use target words to write sentences about a character from a story.
NZK.G1.S8	Fun Animal Facts	<ul style="list-style-type: none"> - To use facts to write sentences. - To learn new animal facts. 	Reports	ears, trunk, Africa, Asia, grass, plants, fruit, mud, Arctic, habitat, endangered, black skin, large, thick fur, Africa, tall, long neck, long legs, leaves, long tongue, nectar, flower, hive, honey, pollen, furry, mane, big cats, Africa, pride, meat, roar, black, white, swimmers, fish, underwater, birds, small, jumpers, climbers, swimmers, round ears, long tails, rodent, night, flippers, swim, fish, squid, land, smart, leaves, flowers, nuts, insects, troop, tribe, long arms, long tails, birds, pink, one leg, great balance	To write sentences about animals using key vocabulary.
NZK.G1.S9	The Night Zookeeper Show	<ul style="list-style-type: none"> - Use and understand vocabulary about the Night Zoo. 	Report, Narrative	Lord Nulth, Will, Riya, Void monster, The Whispering Woods, Green Guardian, panda, Monkey Mountain, volcano, Grand Master, gong, Voids, shape-shifting, Campfire of Creativity, stories, Guardian of Orange, Endless Ocean, Grand Master, Gigantic Garden, magical butterfly, Guardian of Red, dance, Maji, orb, Guardian of Blue, bubbles, Guardian of Grey/Gray, imagination, lonely, colour/color	To answer comprehension questions based on a story. To write simple sentences using key vocabulary.
NZK.G1.S10	Sentences with Sam	<ul style="list-style-type: none"> - Recognize and name end punctuation. - Capitalize the first word in a sentence. - Use end punctuation for sentences. 	Sentences	statement, capital letter, period question, question mark, why, where, when, who, how what command, stop, get, dance, walk, look exclamations, exclamation point	To write a statement using a capital letter and a period. To write a question using a capital letter

		-Understand and use question words.			and a question mark. To use question words to begin a question. To write commands using action words. To write an exclamation using a capital letter and an exclamation point.
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Night Zookeeper Skills Challenges

NZK Ref.	Learning Goal	Challenge Example	Learning Outcome
NZK.G1.C1	Use capital letters for names of people.	Will, Riya, Maji	To select the word that uses capital letters correctly. To group words that should start with a capital letter.
NZK.G1.C2	Use capital letters for names for places.	London, New York City, India	To reorder jumbled words, placing the capital letter at the beginning of the word. To write a sentence including at least two words that start with a capital letter.
NZK.G1.C3	Use capital letters for days of the week.	Monday, Tuesday, Wednesday	To write a sentence including a day of the week. To identify days of the week in a sentence.
NZK.G1.C4	Spell the days of the week correctly.	Thursday, Friday, Saturday	To select the correct answer on a multiple choice quiz. To group the days that are spelled correctly.
NZK.G1.C5	Spell common words correctly.	book, shoe, house	To type the appropriate word into a sentence. To unscramble words so they are spelled correctly.
NZK.G1.C6	Use the ff spelling for the /f/ sound.	off, fluff, puff	To write a sentence including a word that ends in -ff.
NZK.G1.C7	Identify rhyming words.	cat / hat, me / tree, did / hid	To group rhyming words together. To match words to those that they rhyme with.
NZK.G1.C8	Use the ll spelling for the /l/ sound.	well, ball, dull	To unscramble words that include the 'll' spelling pattern. To find words that include the 'll' pattern in a wordsearch.
NZK.G1.C9	Use common modal verbs that help to understand what's happening in a sentence.	is, can, did, will	To re-order a jumbled sentence ensuring it makes sense.
NZK.G1.C10	Use the ss spelling for the /s/ sound.	miss, class, gloss	To find words that include the ss pattern in a wordsearch. To unscramble words that include the 'ss' spelling pattern.
NZK.G1.C11	Use frequently occurring action verbs.	run, walk, sing	To write sentences using action verbs. To identify action verbs using their definitions.
NZK.G1.C12	Use the zz spelling for the /z/ sound.	buzz, jazz, frizz	To write a sentence including a word with the 'zz' spelling pattern.
NZK.G1.C13	Use the ck spelling for the /k/ sound.	back, luck, dock	To use a word with the 'ck' spelling pattern in a sentence. To identify 'ck' words from pictures.

NZK.G1.C14	Spell words containing the consonant digraph 'tch' correctly.	watch, hatch, witch	To find a 'tch' word in a sentence or paragraph. To spell 'tch' words correctly.
NZK.G1.C15	Spell words containing the consonant digraph 'wr' correctly.	wrap, wrench, wrong	To select the correct spellings in a multiple choice quiz.
NZK.G1.C16	Divide words into syllables.	c-at, ch-air, li-on	To count syllables and identify the correct answer on a multiple choice quiz.
NZK.G1.C17	Spell words containing the consonant digraph 'wh' correctly.	where, when, which	To use a word with the 'wh' spelling pattern in a sentence.
NZK.G1.C18	Use the /v/ sound at the end of word.	shave, live, give	To unscramble jumbled up words containing the /v/ sound.
NZK.G1.C19	Spell words containing the consonant digraph 'th' correctly.	that, three, there	To use words including 'th' correctly in sentences.
NZK.G1.C20	Use --ay for certain sounds at the end of words and at the end of syllables.	day, play, say	To find words that include the '--ay' pattern in a wordsearch. To identify '--ay' words from a picture.
NZK.G1.C21	Use --oy for certain sounds at the end of words and at they end of syllables.	boy, toy, enjoy	To find words that include the '--oy' pattern in a wordsearch.
NZK.G1.C22	Spell words using the a-e sound correctly.	made, came, same	To identify 'a-e' words from their definitions.
NZK.G1.C23	Spell words containing the vowel digraph 'oa' correctly.	boat, coat, road	To unscramble jumbled up words containing the 'oa' pattern.
NZK.G1.C24	Use collective nouns to name a group of things or people.	group, team, family	To match collective nouns to their correct group. To add a collective noun to a sentence.
NZK.G1.C25	Identify and use similar words.	big / large, little / small, cry / weep	To use synonyms when writing sentences.
NZK.G1.C26	Spell words using the e-e sound correctly.	these, theme, complete	To find words that include the 'e-e' pattern in a wordsearch.
NZK.G1.C27	Identify and use opposite words.	bad / good, big / small, up / down	To answer multiple choice quiz questions correctly. To match opposite words to their appropriate partner.
NZK.G1.C28	Spell words using the i-e spelling pattern correctly..	five, ride, like	To unscramble jumbled up words containing the 'i-e' spelling pattern.
NZK.G1.C29	Spell words using the o-e spelling pattern correctly.	home, those, woke	To unscramble jumbled up words containing the 'o-e' spelling pattern.
NZK.G1.C30	Spell words using the u-e spelling pattern	June, rule, rude	To find words that include the 'u-e' pattern in a wordsearch.

	correctly.		To identify 'a-e' words from their definitions.
NZK.G1.C31	Spell words containing the o-u spelling pattern correctly.	out, about, mouth	To unscramble jumbled up words containing the 'o-u' spelling pattern.
NZK.G1.C32	Know the difference between ue and ew.	blue, clue, threw	To group words correctly identifying the difference between 'ue' and 'ew'.
NZK.G1.C33	Use common linking words within a sentence.	to, from, in, out	To complete sentences by using linking words.
NZK.G1.C34	Use a capital letter at the beginning of sentences.	The dog is red.	To write sentences using capital letters correctly.
NZK.G1.C35	Use sentence ending punctuation correctly.	The cat is green.	To unscramble sentences to display the correct use of punctuation.
NZK.G1.C36	Use upper and lower case letters correctly.	The house is by my school. The school is called St. Andrews.	To write sentences using upper and lower case letters correctly.
NZK.G1.C37	Write about food and drink.	vegetable, water, rice	To group food and drink into correct categories.
NZK.G1.C38	Use words to describe school life.	desk, science, lesson	To write sentences including vocabulary used to describe school life.
NZK.G1.C39	Use words to write about hobbies.	football, tennis, swimming	To write sentences about hobbies.
NZK.G1.C40	Use words to describe life in a zoo.	giraffe, flamingo, habitat	To identify words from their definitions. To group words into categories.
NZK.G1.C41	Answer simple questions about a short text.		To answer questions correctly to show an understanding of a text.
NZK.G1.C42	Make the correct word choices.		To complete sentences by making the correct word choices.
NZK.G1.C43	Use simple adjectives to describe characters.	tall, pretty, clever	To write sentences to describe characters. To select adjectives that match a picture.
NZK.G1.C44	Use simple adjectives to describe places and objects.	dry, dusty, hot	To put adjectives into correct groups. To write sentences including adjectives.

Night Zookeeper Vocabulary, Spelling & Grammar Games

NZK Ref.	Game Name	Learning Goal	Game Explanation	Learning Outcome
NZK.G1.G1	Volcano Word Hop	Identify words that are correctly spelled.	Students work on their spelling skills by selecting the correctly spelled words on the volcano platforms before they sink into the lava.	To increase confidence and accuracy when spelling common words.
NZK.G1.G2	Forest Word Climb	Identify and use similar words.	The objective of the game is to help your animal climb as high up the tree as possible by selecting the synonyms that appear on the branches.	To build and broaden vocabulary for use when writing a variety of text types.
NZK.G1.G3	Word Wings	Spell common words correctly.	In this game, children are challenged to spell words by collecting letters in the correct order.	To increase confidence and accuracy when spelling common words.
NZK.G1.G4	Torch Type in Nulth	Develop proficient typing skills.	Students develop their keyboard skills in this game by typing the words as they fall from the top of the screen.	To increase speed and stamina when typing stories and reports.
NZK.G1.G5	Waterfall Word Jumble	Construct sentences using correct grammar.	The objective of this game is to construct sentences using the words available. Students collect the words as they fall down the waterfall and need to place them in the grammatically correct order to help their animal run around the mountain.	To develop an understanding of grammatical structure when writing sentences.
NZK.G1.G6	Word Void Wrecker	Spell common words correctly.	Children complete words by filling in the missing letters that have been stolen by the void monster. The objective is to spell as many words correctly as possible to defeat the monster and send them back to Nulth.	To increase confidence and accuracy when spelling common words.
NZK.G1.G7	Underwater Word Hunt	Identify verbs correctly.	In 'Word Hunt', students need to correctly identify the verbs that are floating in the water in front of them. They score points of every verb collected.	To gain an understanding of grouping words into categories, whilst also growing a broader vocabulary.
NZK.G1.G8	Sentence Dash	Proof-read to check for errors in punctuation, spelling and grammar.	In this live game, students compete against other users to spot the mistakes in the sentences as quickly as possible. The first player to 20 mistakes identified wins the game.	To develop skills in proof-reading in order to check draft work before publishing.
NZK.G1.G9	Night Zoom	Identify and use similar and opposite words. To identify rhyming words.	Night Zoom is a live racing game where children increase the speed of their vehicle by answering quiz questions correctly. They also score points for accuracy so it is not all about answering quickly.	To build and broaden vocabulary for use when writing a variety of text types.

NZK.G1.G10	Night Zoo Card Battles	Identify and use similar and opposite words. To identify rhyming words.	Night Zookeeper students collect points for their animals by completing English Language Arts challenges. These points are then used to help them increase their performance in this game. They also answer quiz questions relating to vocabulary.	To build and broaden vocabulary for use when writing a variety of text types.
NZK.G1.G11	Word Woods	Identify and use similar and opposite words.	This platform game challenges children to run through the Whispering Woods with their animal answering questions as they progress. The questions test their knowledge of synonyms and antonyms.	To build and broaden vocabulary for use when writing a variety of text types.
NZK.G1.G12	Word Pairs	Identify and use similar and opposite words.	In this game, children use their memory and knowledge of synonyms & antonyms to find matching pairs of words.	To build and broaden vocabulary for use when writing a variety of text types.

Night Zookeeper Printable Activity Packs

NZK Ref.	Activity Pack Name	Learning Goals	Example Content	Learning Outcome
NZK.AP1	Storytelling and Spelling with Electro Spike	<ul style="list-style-type: none"> - Turn adjectives into adverbs using the suffix -ly. - Use the // sound spelt -le at the end of words. - Use different settings in stories. - Use the prefix un-. - Structure a story using a beginning, middle, and end. 	suffix -le: temple, castle suffix -ian: electrician, magician prefix un-: unwell, unlucky suffix -ly: suddenly, slowly	To write a story using the story mountain structure, adding prefixes and suffixes to words to develop characters and plot.
NZK.AP2	Writing Skills with Sam	<ul style="list-style-type: none"> - Identify past and present tense verbs. - Turn adjectives into adverbs using suffix -ly. - Identify contractions. - Use fronted adverbials in sentences. - Use commas to create lists. - Capitalize letters of proper nouns. - Correctly place speech marks in a text. 	Past and present verbs: listens vs listened, draws vs drew, explained vs explains Suffix -ly: quietly, kindly Fronted adverbials: quickly, thankfully Contractions: would've. Can't Capital letters: Christmas, Florence, Wednesday	To write a story that uses fronted adverbials, speech marks, past tense and commas.
NZK.AP3	Using Adjectives with Night Zookeeper Will	<ul style="list-style-type: none"> - Use adjectives to describe characters. - Use sensory adjectives to describe places. - Write a story using the adjectives learned. 	Appearance: sparkly, beautiful Shape: round, square Actions: annoying, caring Size: tiny, small Sounds: quiet, loud Quantity: few, couple	To write a story using a variety of adjectives.
NZK.AP4	Using Adverbs with Riya	<ul style="list-style-type: none"> - Turn adjectives into adverbs using the suffix -ly. - To identify and use adverbs of time and place. - To identify adverbs in a passage of text. 	Suffix -ly: recklessly, thoughtfully How: happily, gracefully Where: nearby, outside When: soon, yesterday	To write a story using adverbs of time and place.
NZK.AP5	Poem Writing with Riya	<ul style="list-style-type: none"> - Use the ABAB rhyme scheme. - Identify adverbs used in a poem. - Identify and write an acrostic poem. - Finish the lines to form a limerick. 	Rhyming words: half, calf ABAB: sky, dark spy, bark	To write a poem using what has been learned.
NZK.AP6	Describing Characters with Maji	<ul style="list-style-type: none"> - Use adjectives to describe characters and places. - Use dialogue to create a character's voice. - Read character descriptions and answer comprehension questions. - Illustrate characters and label their key features. 	Describing phrases: white tusks, strong legs Adjectives that describe personality: friendly, fearless	To describe characters associated with particular settings, using relevant adjectives. To write a character description based upon the

		- Sort words into categories.		content learned.
NZK.AP7	Persuasive Writing with the Penguin Professor	<ul style="list-style-type: none"> - Identify and use facts, statistics and opinions. - Identify the conditional statements. - Identify cause, time and affect, and contrasting connectives. - Use rhetorical questions in a paragraph. 	<p>Cause and effect connectives: therefore, so</p> <p>Time connectives: eventually, finally</p> <p>Contrasting connectives: however, but</p> <p>Conditionals: If</p>	To write a persuasive letter including the key criteria (facts and statistics, rhetorical questions, connectives, conditionals).
NZK.AP8	Speech Marks with Grudge	<ul style="list-style-type: none"> - Use speech marks correctly. - Identify action words used to describe speech. - Use action words to create dynamic dialogue. - Identify direct and indirect speech. 	Speech verbs: laughed, whispered, asked, replied, mumbled, snapped, explained, shouted	To write a conversation between characters using speech marks
NZK.AP9	Explanation Writing with Bertie Bee	<ul style="list-style-type: none"> - Use linking words to write an explanation. - Identify cause and effect words in a piece of text. - Use formal language in explanation texts. - Read explanation texts and answer targeted questions correctly. 	<p>Linking sentences: To begin with, as a result</p> <p>Cause and effect words: consequently, therefore</p>	To write a detailed explanation of how honey is made.
NZK.AP10	Using Figurative Language with Florence Flamingo	<ul style="list-style-type: none"> - Identify and use similes correctly. - Identify metaphors and understand their meaning. - Identify onomatopoeic words. - Identify and use personification correctly. 	<p>Similes: As brave as a lion.</p> <p>Metaphors: The classroom was a zoo.</p> <p>Personification: My bed is calling my name.</p> <p>Onomatopoeia: The door slowly creaked open.</p>	To write a story using the figurative language explained.
NZK.AP11	Writing Reports with the Sea Lion General	<ul style="list-style-type: none"> - Identify the features of a good report. - Match the correct subheadings to the paragraphs. - Use the correct tense in a report. - Write titles for reports. - Use paragraphs correctly. 	Present tense words: eat, use Vocabulary: diet, habitat, appearance, omnivore, herbivore, carnivore.	To write a report using an introduction and subheadings.
NZK.AP12	Writing Instructions with Eek the Eskimouse	<ul style="list-style-type: none"> - Identify verbs in a set of instructions. - Sort instructions into chronological order. - Add imperative verbs to instructional sentences. 	Verbs: stir, put, walk, Adverbs: carefully, slowly, quickly	To write a set of instructions using verbs to tell the reader what to do and adverbs to tell the reader how to do it.
NZK.AP13	Orblympics - Activity Pack	<ul style="list-style-type: none"> - Use connectives to write compound sentences. - Create labelled diagrams to support 	Adjectives: fast, speedy, swift, rapid, quick	To write sentences using specific adjectives.

		<p>explanations.</p> <ul style="list-style-type: none"> - Identify adjectives and use them correctly. - Structure a story including a beginning, middle and end. 	Connectives: and, also, because	<p>To write a story with a beginning, middle and end.</p> <p>To invent a new character and write a report about it.</p>
NZK.AP14	Opinion Writing with Ninja Leaf	<ul style="list-style-type: none"> -Identify the features of a good opinion piece. -Identify facts and opinions. -Match opinions with linking words and reasons. -Give reasons to support opinions. -Use linking words to connect opinions and reasons. -Add supporting details to reasons in opinion writing. 	<p>Linking words: because, for example, also, therefore, and</p> <p>Adjectives: shady, restful, reassuring, peaceful, quiet</p> <p>Opinion openers: I think..., I believe..., In my opinion..., I feel...</p>	<p>To write facts based on an image.</p> <p>To write sentences giving reasons for an opinion using adjectives.</p> <p>To state an opinion on a given topic.</p> <p>To write an opinion piece on a given topic giving reasons, supporting details, and a concluding statement.</p>

Night Zookeeper Reading Comprehension Activity Packs

NZK Ref.	Activity Pack Name	Learning Goals	Example Content	Learning Outcome
NZK.B1AP	The Giraffes of Whispering Woods - Reading Activity Pack	<ul style="list-style-type: none"> - Read a text with fluency, intonation and accuracy. - Identify descriptive adverbs. - Identify facts about characters in a story and pick out reasonings based upon sentences in a text. - Use adjectives within a text. - Identify different characters and understand their role in a story. 	<p>Vocabulary: symbol, magical, glowing, trap, teleport, explore</p> <p>Adverbs: carefully, firmly, powerfully</p> <p>Adjectives: strong, brave, dark</p>	<ul style="list-style-type: none"> - To answer comprehension questions based on a text. - To write a narrative using characters from a story. - To write explanation texts. - To write in full sentences when answering questions about a text.
NZK.B2AP	The Fire Desert - Reading Activity Pack	<ul style="list-style-type: none"> - Read a text with fluency, intonation and accuracy. - Identify facts about characters and objects in the text. - Place a series of events in chronological order. - Draw inferences from a passage of a text. - Identify adjectives used to describe characters. - Use evidence from a text when answering questions. 	<p>Vocabulary: lake, fangs, tar, distract</p> <p>Speech verbs: cried, snapped, asked</p> <p>Alliteration: perfectly prickly, leaping lizards</p> <p>Adjectives: croaky, young, bright, terrible</p>	<ul style="list-style-type: none"> - To answer comprehension questions based on a text. - To write a narrative using characters from a story. - To write descriptions of characters using adjectives. - To order the events in a story. - To write a letter from the point of view of a character.

NZK.B3AP	The Penguins of Igloo City - Reading Activity Pack	<ul style="list-style-type: none"> - Read a text with fluency, intonation and accuracy. - Identify antonyms and synonyms for specific words. - Identify and use rhyming words in poetry. - Identify and use speech verbs. - Place events in chronological order. - To find specific words and sentences in a text. 	<p>Adjectives: hot, comforting, luxurious, Rhyming words: snow, dough, blow, show, know Speech verbs: replied, muttered, shouted, screamed Opinion words: I think, I believe, in my opinion Synonyms: gloomy, dark, silent, quiet</p>	<ul style="list-style-type: none"> - To answer comprehension questions based on a text. - To write a narrative using characters from a story. - To write a letter from the point of view of a character. - To write a newspaper article. - To write an opinion piece based on a text.
NZK.B4AP	The Elephant of Tusk Temple - Reading Activity Pack	Coming Soon		
NZK.B5AP	The Bear of Flying Mountain - Reading Activity Pack	Coming Soon		