



The Curriculum

Grade 2 (Age 7)

WRITING

Category	C.C. Reference	Common Core Standard	Night Zookeeper Reference
Text Types and Purposes	LITERACY.W.2.1	Write opinion pieces in which they introduce the topic or book they are writing about, state an opinion, supply reasons that support the opinion, use linking words (e.g., <i>because</i> , <i>and</i> , <i>also</i>) to connect opinion and reasons, and provide a concluding statement or section.	NZK.AP7 Children can use our Reading Light feature to write opinions about the books they are reading.
	LITERACY.W.2.2	Write informative/explanatory texts in which they introduce a topic, use facts and definitions to develop points, and provide a concluding statement or section.	NZK.G2.S8 NZK.AP9
	LITERACY.W.2.3	Write narratives in which they recount a well-elaborated event or short sequence of events, include details to describe actions, thoughts, and feelings, use temporal words to signal event order, and provide a sense of closure.	NZK.G2.S7 The website contains a range of prompts that help children to write narratives, step by step.
Production and Distribution of Writing	LITERACY.W.2.4	Begins in Grade 3	
	LITERACY.W.2.5	With guidance and support from adults and peers, focus on a topic and strengthen writing as needed by revising and editing.	Our tutors provide regular feedback on student writing. They encourage children to revisit their work and make revisions to it.
	LITERACY.W.2.6	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.2.7	Participate in shared research and writing projects (e.g., read a number of books on a single topic to produce a report; record science observations).	NZK.G2.S8
	LITERACY.W.2.8	Recall information from experiences or gather information from provided sources to answer a question.	NZK.B1AP NZK.B2AP NZK.B3AP
	LITERACY.W.2.9	Begins in Grade 4	

Range of Writing	LITERACY.W.2.10	Begins in Grade 3	
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LANGUAGE

Category	C.C. Reference	Standard	Night Zookeeper Reference
Conventions of Standard English	LITERACY.L.2.1: Demonstrate command of the conventions of standard English grammar and usage when writing or speaking.		
	LITERACY.L.2.1.A	Use collective nouns (e.g., <i>group</i>).	NZK.G2.C17
	LITERACY.L.2.1.B	Form and use frequently occurring irregular plural nouns (e.g., <i>feet, children, teeth, mice, fish</i>).	<i>Coming soon. September 2021</i>
	LITERACY.L.2.1.C	Use reflexive pronouns (e.g., <i>myself, ourselves</i>).	Children are challenged to use these pronouns when writing about the animals they create for their zoo.
	LITERACY.L.2.1.D	Form and use the past tense of frequently occurring irregular verbs (e.g., <i>sat, hid, told</i>).	NZK.G2.S9
	LITERACY.L.2.1.E	Use adjectives and adverbs, and choose between them depending on what is to be modified.	NZK.G2.S3 NZK.G2.S4 NZK.G2.C36
	LITERACY.L.2.1.F	Produce, expand, and rearrange complete simple and compound sentences (e.g., <i>The boy watched the movie; The little boy watched the movie; The action movie was watched by the little boy</i>).	NZK.G2.C9 NZK.AP13
	LITERACY.L.2.2: Demonstrate command of the conventions of standard English capitalization, punctuation, and spelling when writing.		
	LITERACY.L.2.2.A	Capitalize holidays, product names, and geographic names.	NZK.AP2
	LITERACY.L.2.2.B	Use commas in greetings and closings of letters.	NZK.G2.S5
	LITERACY.L.2.2.C	Use an apostrophe to form contractions and frequently occurring possessives.	NZK.AP2
	LITERACY.L.2.2.D	Generalize learned spelling patterns when writing words (e.g., <i>cage</i> → <i>badge</i> ; <i>boy</i> → <i>boil</i>).	NZK.G2.C37
	LITERACY.L.2.2.E	Consult reference materials, including beginning dictionaries, as needed to check and correct spellings.	Our tutors provide feedback on spelling errors, regularly encouraging students to check dictionaries to correct

			their errors.
Knowledge of Language	LITERACY.L.2.3: Use knowledge of language and its conventions when writing, speaking, reading, or listening.		
	LITERACY.L.2.3.A	Compare formal and informal uses of English.	
Vocabulary Acquisition and Use	LITERACY.L.2.4: Determine or clarify the meaning of unknown and multiple-meaning words and phrases based on grade 2 reading and content, choosing flexibly from an array of strategies.		
	LITERACY.L.2.4.A	Use sentence-level context as a clue to the meaning of a word or phrase.	NZK.AP10 NZK.G2.S10
	LITERACY.L.2.4.B	Determine the meaning of the new word formed when a known prefix is added to a known word (e.g., <i>happy/unhappy, tell/retell</i>).	NZK.G2.C4 NZK.G2.S4
	LITERACY.L.2.4.C	Use a known root word as a clue to the meaning of an unknown word with the same root (e.g., <i>addition, additional</i>).	NZK.G2.C38
	LITERACY.L.2.4.D	Use knowledge of the meaning of individual words to predict the meaning of compound words (e.g., <i>birdhouse, lighthouse, housefly; bookshelf, notebook, bookmark</i>).	NZK.G2.C7
	LITERACY.L.2.4.E	Use glossaries and beginning dictionaries, both print and digital, to determine or clarify the meaning of words and phrases.	Students are given feedback and encouraged to check a thesaurus to uplevel their vocabulary.
	LITERACY.L.2.5: Demonstrate understanding of word relationships and nuances in word meanings.		
	LITERACY.L.2.5.A	Identify real-life connections between words and their use (e.g., <i>describe foods that are spicy or juicy</i>).	NZK.G2.S7
	LITERACY.L.2.5.B	Distinguish shades of meaning among closely related verbs (e.g., <i>toss, throw, hurl</i>) and closely related adjectives (e.g., <i>thin, slender, skinny, scrawny</i>).	NZK.G2.C15 NZK.G2.G7
	LITERACY.L.2.6	Use words and phrases acquired through conversations, reading and being read to, and responding to texts, including using adjectives and adverbs to describe (e.g., <i>When other kids are happy that makes me happy</i>).	NZK.G2.G9 NZK.G2.G2

Night Zookeeper Lesson Content

NZK Ref.	Series Name	Learning Goals	Text Type	Key Vocabulary	Learning Outcome
NZK.G2.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.G2.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.G2.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.G2.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.G2.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.G2.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.G2.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.G2.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.G2.S9	The Night Zookeeper Show	<ul style="list-style-type: none"> - Use and understand vocabulary about the Night Zoo. 	Report, Narrative, Letter writing, Poetry	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 write story predictions. To write letters from the point of view of a character. To write poems about characters in stories.
NZK.G2.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.G2.C1	Understand and use question words.	When are we going to the park? Who is that? What is your name?	To group together the question and exclamation words. To unscramble the mixed up sentence that uses a question.
NZK.G2.C2	Use -ing, -ed, -er, -est where no change is needed in the spelling of the root word.	acting, jumping, buying; watched, parked, wanted; faster, stronger, longer; whitest, furthest, driest	To answer multiple choice questions on the subject correctly. To fill in the missing words that end in -ing, -ed, -er or -est.
NZK.G2.C3	Use -ing, -ed, -er, -est where a change is needed in the spelling of the root word.	changing, skating, pacing; baked, cancelled, carried; propeller, maker; whitest, furthest, driest	To answer multiple choice questions on the subject correctly. To fill in the missing words that end in -ing, -ed, -er or -est.
NZK.G2.C4	Use the prefix un-.	uneven, unseen, unkind, undoing	To match the word to its antonym. To unscramble the mixed up sentence.
NZK.G2.C5	Use the spelling rule for adding -s or -es depending on the root word.	cats, catches	To group together words that end in -s and -es. To answer multiple choice questions on the subject correctly.
NZK.G2.C6	Use the /f/ sound featured in words using the letters 'ph' instead of 'f' or 'ff'.	dolphin, alphabet, phonics	To identify the correct word that describes the picture. To unscramble the mixed up sentence.
NZK.G2.C7	Spell compound words.	football, playground, farmyard	To match the smaller words together to create larger words. To pick the word that best completes the sentence.
NZK.G2.C8	Write and expand complete sentences using adjectives.	The brown dog went to the small house and ate the delicious cake.	To answer multiple choice questions on the subject correctly. To unscramble the mixed up sentence that includes adjectives.
NZK.G2.C9	Join simple sentences using 'and'.	We went to the park and we had a lot of fun.	To match the two halves of the sentence.

			To unscramble the mixed up sentence that uses the conjunction 'and'.
NZK.G2.C10	Use a question mark correctly.	What time is it?	To answer multiple choice questions on the subject correctly. To unscramble the mixed up sentence that uses a question mark.
NZK.G2.C11	Use an exclamation mark correctly.	I'm really angry!	To unscramble the mixed up sentence that uses an exclamation mark. To write a sentence that includes an exclamation mark.
NZK.G2.C12	Spot the difference between words spelled with the same sound.	sea vs. see, be vs. bee, to vs. too	To match the words that sound the same but are spelled differently. To answer multiple choice questions on the subject correctly.
NZK.G2.C13	Tell the difference between verbs describing the same general action.	walk, march	To identify the correct word that describes the picture. To match the beginning of each sentence to its end.
NZK.G2.C14	Identify and use opposite words.	arrive / leave, problem / solution, full / empty	To group together antonyms. To unscramble the antonym
NZK.G2.C15	Identify and use similar words.	mix / jumble , jog / run, bake / cook	To group together synonyms. To unscramble the synonym.
NZK.G2.C16	Use common nouns such as names of objects and general places.	street, hair, friends	To group the nouns into different categories. To match together similar common nouns.
NZK.G2.C17	Use collective nouns to describe a group of things or people.	family, group, class	To group together different kinds of collective nouns. To pick out the collective noun from the paragraph.
NZK.G2.C18	Use frequently occurring action verbs.	enter, bake, smile	To group together the different kinds of action verbs. To pick out the action verbs from the paragraph.

NZK.G2.C19	Use common modal verbs that show us what's happening in a sentence.	should, would, have	To answer multiple choice questions on the subject correctly. To unscramble the mixed up sentence that uses a modal verb.
NZK.G2.C20	Identify rhyming words.	sister / mister, bake / quake, sound / found	To answer multiple choice questions on the subject correctly. To group together all the words that rhyme with each other.
NZK.G2.C21	Answer questions about characters and events in a story.		To read a story and answer questions about the characters and events.
NZK.G2.C22	Answer questions about unknown words.		To read a paragraph and answer questions about unknown words.
NZK.G2.C23	Make inferences by reading between the lines of a story.		To read a story and answer questions.
NZK.G2.C24	Combine words to make sentences.	The cat jumped down. / The house is yellow. / My favourite day is Tuesday.	To write a sentence using the prompt words. To unscramble the mixed up sentence.
NZK.G2.C31	The /s/ sound spelt c before e, i and y	ice, city, fancy	To find the /s/ sounding words in the word search.
NZK.G2.C33	The /r/ sound spelt wr	wrote, wrong, wrap	To complete the word that matches the picture. To identify the correct word that describes the picture.
NZK.G2.C34	Define commonly used words.		To match the correct word with its definition.
NZK.G2.C37	Using ge and dge for the /d/ sound	badge, ledge, huge	To select the 'ge' and 'dge' words in the paragraph. To place the correct 'dge' words in the paragraph.
NZK.G2.C38	Identify frequently occurring root words and their inflectional forms.	look, looking, looked	To match the words with the same root.
NZK.G2.C39	Use proper nouns, such as names of specific people and places	The Foggiest, Igloo City, Waterfly Woods	To group together characters and places.

Night Zookeeper Vocabulary, Spelling & Grammar Games

NZK Ref.	Game Name	Learning Goal	Game Explanation	Learning Outcome
NZK.G2.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.G2.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.G2.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.G2.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.G2.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.G2.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.G2.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.G2.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.G2.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	To build and broaden vocabulary for use when writing a variety of text types.

			all about answering quickly.	
NZK.G2.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.G2.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.G2.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. - Sort words into categories. 	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 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. 	<p>Present tense words: eat, use</p> <p>Vocabulary: diet, habitat, appearance, omnivore, herbivore, carnivore.</p>	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. 	<p>Verbs: stir, put, walk,</p> <p>Adverbs: carefully, slowly, quickly</p>	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 explanations. - Identify adjectives and use them correctly. 	<p>Adjectives: fast, speedy, swift, rapid, quick</p> <p>Connectives: and, also, because</p>	<p>To write sentences using specific adjectives.</p> <p>To write a story with a beginning, middle and end.</p>

		- Structure a story including a beginning, middle and end.		To invent a new character and write a report about it.
NZK.AP14	Opinion Writing with Ninja Leaf	-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.	Linking words: because, for example, also, therefore, and Adjectives: shady, restful, reassuring, peaceful, quiet Opinion openers: I think..., I believe..., In my opinion..., I feel...	To write facts based on an image. To write sentences giving reasons for an opinion using adjectives. To state an opinion on a given topic. To write an opinion piece on a given topic giving reasons, supporting details, and a concluding statement.

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	- 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.	Vocabulary: symbol, magical, glowing, trap, teleport, explore Adverbs: carefully, firmly, powerfully Adjectives: strong, brave, dark	- 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	- 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.	Vocabulary: lake, fangs, tar, distract Speech verbs: cried, snapped, asked Alliteration: perfectly prickly, leaping lizards Adjectives: croaky, young, bright, terrible	- 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	- Read a text with fluency, intonation and accuracy.	Adjectives: hot, comforting, luxurious,	- To answer comprehension questions based on a text.

	Pack	<ul style="list-style-type: none"> - 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>Rhyming words: snow, dough, blow, show, know</p> <p>Speech verbs: replied, muttered, shouted, screamed</p> <p>Opinion words: I think, I believe, in my opinion</p> <p>Synonyms: gloomy, dark, silent, quiet</p>	<ul style="list-style-type: none"> - 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		