Deltora Quest Novel Study shared Reading Term Two Stage Three

Unit Overview

This unit is to be completed as a shared reading novel study of Emily Rodda's Deltora Quest The Forest of Silence.

The unit details comprehension activities to be completed as shared responses during literacy rotations. These activities will need to be differentiated according to students ability levels using the attached matrix. For example lower ability groups will benefit from completing more knowledge and comprehension activities while higher ability groups are more capable of completing activities from the synthesis and evaluating end of the matrix.

The Forest of Silence Synopsis

The evil Shadow Lord is plotting to invade Deltora and enslave its people. All that stands against him is the magic Belt of Deltora with its seven gems of great and mysterious power. When the gems are stolen and hidden in dark, terrible places throughout the kingdom, the Shadow Lord triumphs and Deltora is lost. In secrecy, with only a hand-drawn map to guide them, two unlikely companions set out on a perilous quest. Determined to find the lost gems and rid their land of the tyrant, they struggle towards their first goal – the sinister Forests of Silence.

Content

Outcomes

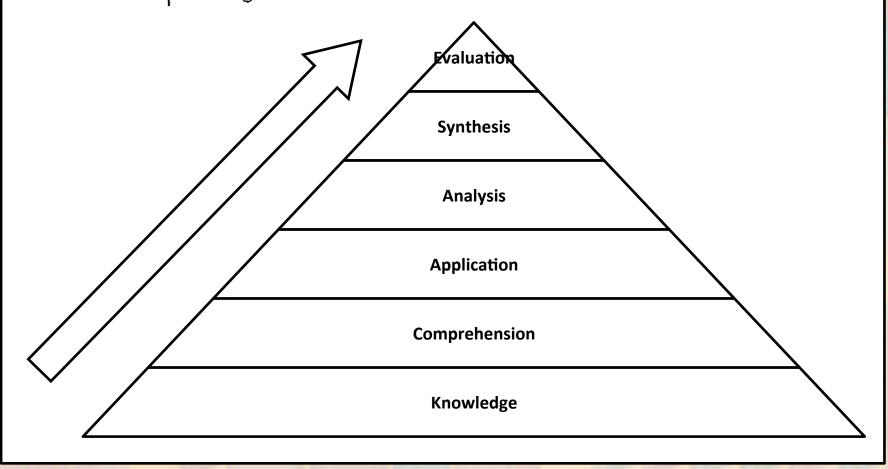
EN3-3A uses an integrated range of skills, strategies and knowledge to read, view and comprehend a wide range of texts in different media and technologies EN3-5B discusses how language is used to achieve a widening range of purposes for a widening range of audiences and contexts EN3-7C thinks imaginatively, creatively, interpretively and critically about information and ideas and identifies connections between texts when responding to and composing texts EN3-1A communicates effectively for a variety of audiences

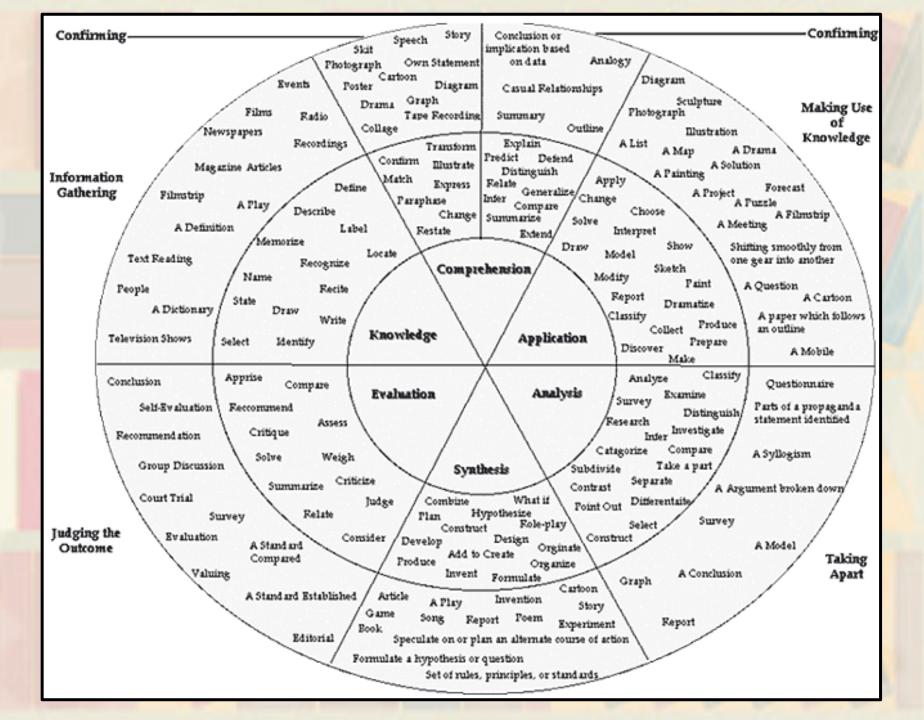
EN3-1A communicates effectively for a variety of audiences and purposes using increasingly challenging topics, ideas, issues and language forms and features

Comprehension Matrix

The following matrix can be used to differentiate student tasks during shared responding sessions.

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· <u>Before Reading</u>

What predictions can we make based on the title, before and/or after viewing the cover? (Predicting)

Sample Activity

Design a book cover for this text based on the book title before viewing the front cover.

Read the blurb and ask students what genre they think the text fits into. Compare and contrast this with another text they have read or viewed. (Making Connections, Predicting) Sample Activity

Create a Venn diagram comparing expectations of DQ with a familiar text.

View the Land of Deltora map. Ask students to consider what a map suggests about the book. (Making Predictions) Sample Activity Write a newspaper article about one of the places on the map using clues given in the names used (Making Predictions)

View the Land of Deltora map alongside the names of the eight books in the Deltora Quest series. Based on this what do we expect the books to be about?

Sample Activity

Predict where the main characters will travel to in each of the eight books. (Making Predictions)

· <u>Chapter One</u>

Introduce the Character Summary sheet (Worksheet 4) on the IWB. Have students create their own character table in their book. Leave room to fill in further characters.

In Chapter One Jarred and Endon use a secret code Sample Activity Create your own secret code complete with alphabet

Create your own secret code complete with alphabet translations and write a one sentence summary of the chapter using your code.

(Making Connections, Summarising)

Rules ensure the castle runs as planned and are strictly enforced. Sample Activity Identify three rules from the first chapter. (Summarising)

King Alton dies in the first chapter, what is the effect of this?

Sample Activity

Generate a cause and effect table of King Alton's death on Endon and Jared. (Monitoring)

<u>Chapter Two</u>

In Chapter Two we see that rules are not always good.

Sample Activity

Analyse the school rules and write a letter to Mr Greentree persuading him to change one rule.

Discuss the effect of the three rules you identified in Chapter One

Chapter Three

In Chapter Three we learn more about the characters of Jarred and Prandine.

Sample Activity

Rewrite your Favourite fairy tale but include either Prandine or Jared in your revision. (Making Connections)

Chapter Four

Specialised vocabulary is used in Chapter Four. Sample Activity Write definitions for the words blacksmith, forge and horeshoe. (Monitoring)

We begin to see the differences between life inside the castle and life outside the castle.

Sample Activity

Create a Venn Diagram showing life inside the castle against life outside the castle. (Summarising)

Chapter Five

There is a seven year gap in the story. The author describes how life has changed in this time.

Sample Activity

Design the front page of the Deltora newspaper from any day during the seven year gap in the story. (Monitoring)

<u>Chapter Six - Eight</u>

The story takes a 16 year gap during this period. Sample Activity Construct a timeline with the events of the first eight chapters.

Update the characters log in students book with a focus given to Lief in particular.

<u>Chapter Nine - Ten</u>

Narratives follow the Orientation, Complication, Resolution structure. In this part of the text the main characters have been established and we have our complication, what is it?

Sample Activity

Map the events of the story against a tension graph demonstrating how the tension rises through the Orientation and reaches an apex at the Complication.

Chapter Eleven

We are introduced to Wenn and Wennbar in this chapter.

Sample Activity

Draw and label a picture of the creatures.

Research creatures that have similar qualities in the real world. Compare and contrast these creatures.

Chapter Twelve - Fourteen

We are introduced to a number of new characters in these chapters. Add these characters to the character log.

Sample Activity

Identify one characteristic in yourself that you can see in Jasmine or Gorl (Making Connections).

<u>Chapter Fifteen - Sixteen</u>

We see an evolution of each character in the last two chapters of the book as the characters subtly change.

Sample Activity

Examine which characters change throughout the text and note whether they are 'good' or 'bad' characters. Remember to differentiate between characters that change (Barda) and characters that only appear to change (Prandine). Why do you think the author has written the characters in this way?

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Name	Description	Information about the character	Book