

The Swot Shop

Advanced English Program

Year 6, 7

Secondary C

Sample Lesson with Teacher Instructions

The Swot Shop

This is a sample lesson from the **Advanced English Program – Secondary C suited for Year 6 and 7 students**. It includes basic teacher instructions. This lesson runs for 2 hours.

All Swot Shop Programs are developed specifically for bright, gifted and motivated learners.

The Advanced English Program is conducted in ability streamed classes and taught by a qualified and experienced teacher.

The program is developed to enrich, enhance and complement the learning that students experience in school settings.

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ADVANCED ENGLISH – Secondary C

Sample Lesson

Vocabulary Quiz

Students should complete the quiz in their booklet. Booklets are to be swapped and answers marked in class. Record the scores. Allow time to discuss the students' responses and answer any queries. Ensure that the correct answer has been recorded in students' booklets.

Frequently misspelt words

Students should complete this on the sheet provided. Note that some dictionaries will accept more than one spelling. Discuss the problem of determining right and wrong and the concept of common usage. Mark in class. Inform students that next week's quiz will be a spelling quiz, testing ten of the words in this exercise.

Review

Collect homework and return marked work from last week. Spend some time discussing any common problems or mistakes with students, suggesting ways in which they might improve. Allow students the chance to read over your comments and ask any questions they might have.

Legends

Read through the material on legends as a class, pausing to discuss where appropriate. Explain that legends are traditional stories that usually contain some truth but are often exaggerated. They are usually about one main character.

Read the legend of *Sir Gawain and the Green Knight* and discuss the structure, writing techniques and style of the passage. Draw attention to exaggerated elements and ask students which details they believe may be true and which they believe to have been fabricated.

Read *Odysseus the Wanderer – A Greek Legend* to the class and allow students time to make notes relating to the comprehension questions on the lines provided. Discuss their responses as a class.

Writing: Fables

- Read through the information on fables. Draw attention to the differences between fables and legends.
- Allow students time to work through Activity 1 and correct in class. Read through the fable 'The Mouse and the Lion' as a class. Students should work on the question in pairs. Discuss their ideas in class.
- Allow students time to work on creating their own fable in pairs or small groups. Encourage students to adopt the tone of 'The Mouse and the Lion' and instruct them to keep their work fairly short. Each group should read their fable to the class and see if other class members can guess what the moral is. Comment on the ways in which they have used animals to comment on human characteristics and behaviours.

Homework

The writing task is to be completed in the booklet. Students must also learn vocabulary words for the quiz next week.

Vocabulary Quiz

Choose the most correct answer by circling a), b), c) or d).

1. A busker is

- a) a person who drives a bus
- b) a street performer who entertains for money
- c) a person who collects bus tickets
- d) a kind of loud musical instrument

2. A lodger is

- a) a person who stays overnight in someone else's home for payment
- b) a person who owns several houses
- c) a visitor who never leaves
- d) a carpenter who builds wooden lodges

3. A rascal is

- a) a very serious and polite person
- b) a mischievous or cheeky person
- c) a young child who is afraid of the dark
- d) a person who works with animals

4. A conjurer is

- a) a person who performs magic tricks
- b) someone who studies ancient languages
- c) a person who fixes electrical problems
- d) a worker who carries heavy loads

5. A bypass is

- a) a short road used to avoid heavy traffic
- b) a bridge built over a river
- c) a tunnel used by trains
- d) a walking track through a forest

6. Jest is

- a) a formal letter of apology
- b) a funny remark or playful joke
- c) a kind of dance popular in the 1800s
- d) a rule used in old law courts

7. The mast of a ship can be found

- a) at the stern of a ship
- b) by the ship's sail
- c) with the metal anchor of a ship
- d) in the captain's cabin

8. A stocky person is someone who is

- a) short and strongly built
- b) tall and very thin
- c) short and clumsy
- d) tall and weak

9. The gutter is

- a) a narrow channel that carries away rainwater
- b) a deep ditch used for planting crops
- c) a short tunnel under a street
- d) the edge of a bridge above a river

10. An antidote is

- a) a medicine that cures or counteracts a poison
- b) a liquid used to make plants grow faster
- c) a chemical used to clean metal
- d) a vitamin supplement for tired people

Frequently Misspelt Words

Look at each pair of words. Circle the one that is spelt correctly.

- | | | | |
|-----------------|-------------|------------------|---------------|
| 1. handkerchief | hankerchief | 21. quarrel | quarrel |
| 2. propellor | propeller | 22. parliament | parlament |
| 3. syphon | siphon | 23. airodrome | aerodrome |
| 4. bachelor | batchelor | 24. disappoint | disappoint |
| 5. fourty | forty | 25. gauge | guage |
| 6. Febuary | February | 26. cemetery | cematery |
| 7. occurred | occured | 27. swollen | swollen |
| 8. skillful | skilful | 28. reccomend | recommend |
| 9. lilies | lilies | 29. wholy | wholly |
| 10. jeweller | jeweler | 30. paralell | parallel |
| 11. unconsious | unconscious | 31. changeable | changable |
| 12. seperate | separate | 32. medicine | medcine |
| 13. humorous | humourous | 33. liesure | leisure |
| 14. privilege | privilige | 34. miniture | miniature |
| 15. recommend | reccommend | 35. proceedure | procedure |
| 16. embarrass | embarass | 36. umbrella | umberella |
| 17. tremor | tremer | 37. government | goverment |
| 18. adress | address | 38. accomodation | accommodation |
| 19. reciept | receipt | 39. volcanos | volcanoes |
| 20. bycycle | bicycle | 40. woollen | woolen |

Next week's Vocabulary Quiz will be created using the words in this exercise.

Legends – Introduction

Prose Fiction

People have always told stories to one another. We can imagine, thousands of years ago, people gathered together to tell stories about their experiences. The storytellers may well have exaggerated their tales to make them more exciting and interesting. There are cave drawings and paints which depict how animals were chased, captured and killed. Some description of the action was probably provided to explain these pictures and these stories were probably passed on from generation to generation.

Myths and legends developed from such early storytelling. These are stories of how things began, how the tribe survived, how they worshipped the gods, and how the heroes fought. When writing developed, these stories were written down. Some of these early written records of myths and legends have been preserved and we can read them today. We can read of the characters, where they lived, the problems they faced, what they did to overcome these and how solutions were found. These are the earliest stories that we have.

Legend

Many legends date from the days before records were kept, and they have become elaborated and exaggerated as they were passed on by word of mouth only (no newspapers, radios, or televisions in those days). Many are about kings and queens and leaders of their countries. They and their exploits have become larger than life. We have legends about people such as St George and the Dragon, Beowulf and Grendel, Robin Hood and the Sheriff of Nottingham, King Arthur and the Knights of the Round Table. These people have become super-heroes and were said to be able to perform amazing feats and overcome insurmountable odds.

Narrative Elements

All stories have common narrative elements, or features, which provide the basis for their organisation or structure. These elements are *setting*, *character*, *conflict*, *action* and *resolution*.

Sir Gawain and the Green Knight

SETTING: where and when

It was New Year's Day, 575 AD, and all King Arthur's knights and squires were gathered in Camelot Castle for a banquet. I was there in the large hall, standing by one of the enormous log fires, watching the sparks rise towards the timber beams overhead. The steady hum of voices echoed around me, and the smell of smoke mingling with the smell of food filled my nostrils. Flags and banners hung everywhere, and the minstrels were about to play for this splendid gathering.

Sights, sounds and smells

*CHARACTER
description: looks and personality*

King Arthur sat resplendent in his royal robes. Tall and broad-shouldered, with an open and honest face, our lord was born to be a leader of men. Straightforward of speech, and his keen blue eyes piercingly frank, he made the guilty shrink with shame. By his side sat Queen Guinevere in a gown of yellow silk, her open smile spreading welcome and friendship to all.

*Dramatic action
introduced: an unexpected event*

Suddenly the noise around me died away as the clash and clang of iron-shod hoofs rang throughout the hall. The great doors had burst open and into our midst had come a strange and terrible figure. I gasped with wonder at this giant stranger astride his horse. The remarkable thing about this intruder was his colour: he was green from head to foot. Cloak and shoes were green; his belt was green; the saddle was green; even his hair flowing to his shoulders and his beard were green. Face and hands were green, while his horse stood defiantly before us, green from head to foot. A great green axe rested across one arm while in the other he held a holly tree branch high above his head.

Character description

*Dialogue introduced to
emphasise action*

As we watched this green wonder, he threw down the holly branch and cried, "Where is the ruler of this kingdom? I wish to speak to him and no other."

Our lord rose and replied, "I am King Arthur, lord of this realm. You are welcome to feast with us. Come take a place."

"No," cried the stranger, "I am not here for festivities, but to issue a challenge to any man who will exchange blow for blow with me. I offer to receive the first blow and your knight must swear to give me the right to deal him such a blow one year from now."

A few moments of complete silence followed this challenge, when up jumped Sir Gawain, calling, "I am

*Challenge accepted,
leading to first crisis
and CONFLICT*

Gawain, nephew to King Arthur, and I accept your conditions!"

Straightway passing the huge, green axe to Sir Gawain, the Green Knight leapt from his horse, knelt to the floor, bent his head and thunderously called, "Strike your blow!"

A hall of silence watched Gawain wield the axe and saw it fall powerfully through flesh and bone, striking the stone floor in a shower of sparks. The head shot from the shoulders of the bending figure, but, before it could roll across the floor, the Green Knight seized it, mounted his horse and, as if nothing had happened, turned his head in this hand and roared, "See that you keep your word, Sir Gawain, and come to me one year from now. I am the Knight of the Green Chapel. Seek me in the Forest of Wirral, in Wales. Be there to keep our bargain." And with that he was gone, galloping through the doors and into the distance.

Time passes, tension

Before the year was out, Sir Gawain went off to find the Green Knight. I felt sure that he was going to certain death. Life continued at Camelot and spring came round with no news of Sir Gawain. Again, we were assembled in the great hall with King Arthur, and everywhere was noise and bustle. No one at first noticed the figure that strode purposefully towards the King. But then came the cry, "Sir Gawain's back! Sir Gawain has returned! Welcome to Sir Gawain!" When he reached the King's side, the two men greeted each other with all the warmth of life-long friendship, and a place was cleared for the returned comrade. After some refreshment, Sir Gawain rose and said:

*Build-up of events,
unexpected return*

"My Lord, fellow knights and all who are here in this great hall, I will tell you of my meeting with the Green Knight and why I am able to be here with such good companions once more.

ACTION description

"We met on New Year's Day in the forest of Wirral, where I was greeted with the cry: 'Welcome, Sir Gawain and prepare to receive the blow you dealt me at Camelot.'

"I dismounted, bent my head forward, crying: 'Strike your blow! Let it be over and done with!'

Climax develops

"As that great green axe whistled its way down, I must confess to you all that I flinched. Yes, I, Sir Gawain, trembled in fear. My assailant cried: 'When you struck off my head, I did not flinch.' I acknowledged the truth of this and bent my head forward a second time. Again, the great green axe whistled down, and again it stopped, the Green Knight crying: 'Now I see you are filled with courage and

are ready for the blow. Prepare for my third and final swing.'

"Strike away!' I cried, 'and talk less. You seem afraid to swing your axe on a defenceless man!'

"Here it comes!' bellowed the Green Knight. And now he did strike, but with such care and precision that the blade only parted the skin at the side of my neck.

"At once I sprang to my feet, seized my sword and cried, 'Now I can defend myself. Prepare to battle, Green Knight!'

"But he replied, 'Stay, Sir Gawain. You have taken the blow and no more will I strike. I could have killed you, but I did not. You have acted nobly and honourably, so your life is spared. You will remember that on your way here, you stopped at a castle where you refused the love and affection of the lord's lady. That lady is my wife and she was testing your honour as a knight. Since you so courteously declined her attentions, you live. If you had failed the test, your head would now be lying on the ground. Come, shake my hand and make your way back to Camelot with all haste.'

"But how did you survive my blow?' I asked.

"Merlin the Magician protected me. He arranged it all.'

"And here I am, my lord, thankful to be amongst you all again."

RESOLUTION

The cheering and shouting that greeted this story were loud and long. Of all the knights gathered on that day, few were so worthy as Sir Gawain.

A Tale of a Legendary Hero

Odysseus is one of the many legendary heroes whose exploits were told by the Greek poet, Homer. On the way home from the Trojan War, Odysseus is ship-wrecked and lost. He encounters hostile giants and monsters, savage rocks and delaying enchantresses. For thousands of years, this story was told as a song. Minstrels and troubadours were often the people who broadcast these legends, singing about the heroes at banquets, ceremonies and communal meetings. What you are about to read is a translation from part of the Greek poem, written as a story.

Odysseus the Wanderer – A Greek Legend

Odysseus and his men had not been sailing for long when a fierce gale blew their ships southwards away from Ithaca their home. This storm raged for nine days until the fleet was forced to the island of the lotus-eaters. The lotus was a delicious yellow fruit much like a cherry, but it had the effect of making all who tasted it forget completely their past lives.

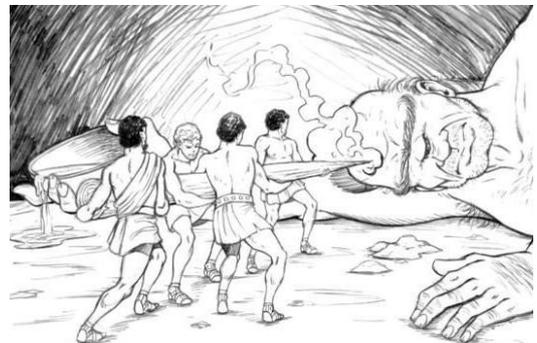
Some of Odysseus' men went ashore to get water. The friendly inhabitants offered them the lotus to eat. When the men ate this, they lost all desire to return to their ships. When they had not returned after several hours, Odysseus led a search party to look for them. He had to drag the men back by force and chain them to the benches on the ships. They wanted nothing but to spend the rest of their lives with the lotus-eaters.

Sailing northwards again towards home, the ships reached an island where there were sheep and goats. Short of provisions, Odysseus took a party ashore to kill some of the animals. When they came to a large cave, they went inside to see what it contained. There they found some sheep. They killed one, roasted it, not knowing that this was the home of Polyphemus, one of the man-eating Cyclops. The Cyclops were one-eyed giants who lived as shepherds on this island.

Polyphemus returned to his cave at this moment, closed the entrance with a huge boulder, sat down to milk his goats, and then saw Odysseus and his men. Odysseus asked for hospitality, but in answer, Polyphemus picked up two of the sailors, one in each hand, dashed their brains out on the side of the cave, and sat down to eat them for his supper. There was no way of escape for the terrified Greeks. Polyphemus was too big to fight and the boulder was too heavy to move.

Next morning, Polyphemus ate two more of the men before driving out his sheep. After leaving the cave he rolled the heavy boulder back in place. Odysseus had to find a way to escape or they would all be killed. In the cave he found a wooden stake, the end of which he sharpened with his sword. When Polyphemus returned, Odysseus offered him some wine which he had brought. The Cyclops enjoyed the wine. He asked Odysseus his name and said he would be the last to be killed. Odysseus told the giant that his name was Nobody.

After more wine, Polyphemus fell into a drunken sleep. Then Odysseus put the point of the stake into the fire, heated it, crept up to the sleeping giant and plunged the burning point into his single eye. Polyphemus screamed in agony so loudly that several other Cyclops came to the cave and asked who was troubling him. Polyphemus called out, "Nobody. Nobody has hurt me!" On hearing this, the other Cyclops went away.



When morning came, Polyphemus rolled back the boulder enough to let out the animals one by one. Odysseus saw his opportunity and ordered his men to cling onto the underside of an animal and make their escape. As each animal passed out of the cave,

Polyphemus ran his hand over its back, but not its underside. In this way, Odysseus and his men managed to escape certain death.



But their troubles were not yet over. When they set sail once more, the ships had to pass the island of the Sirens. These were sea maidens whose songs were so beautiful that they lured all passing ships onto the hidden reefs which surrounded the island. This time, Odysseus put wax pellets in the ears of his men and had himself lashed to the mast so that he could enjoy the singing without steering the ships into danger. It is said that after this, the Sirens committed suicide because they thought their powers no longer worked.

All these adventures made it nineteen years before Odysseus finally reached home. Telemachus, his son, was now a strong young man; his wife, Penelope, had waited patiently for his return. But during her husband's absence, a hundred suitors had tried to persuade her that Odysseus was dead and that she should marry again. Not knowing what to do, Penelope had stalled for time, saying that she would remarry when she had completed a garment she was weaving. But, unknown to the suitors, she unpicked the material every night.

Odysseus heard of Penelope's predicament and came to the palace disguised as an old beggar, as he had learnt that the suitors were planning to kill him and Telemachus. Penelope was told to announce that she would marry the one who could shoot best with a great bow that belonged to Odysseus. On the test day, none of the suitors could even string the bow. Odysseus, disguised as the beggar, stepped forward to try while the others roared with laughter. Before the suitors knew what was happening, Odysseus had strung his old bow and he began to shoot them one by one. Telemachus joined his father and together they killed them all. Odysseus' journeys were over.

Questions

1. Why did Odysseus take more than nineteen years to make the journey?

2. What sort of man do you think he was? Provide evidence from the text to support your opinions.

3. Why was the sound of the Sirens something to be feared?

4. Upon returning home, how did Odysseus get his revenge on the suitors who had been pursuing Penelope?

5. Explain in your own words what is meant by "Penelope's predicament".

FABLES

A fable is a made-up story that tells us something about how people behave. It always has a moral that teaches something about life. Usually the characters in fables are animals acting like people.

The best known author of fables is Aesop who lived in ancient Greece in the 6th century BC. There have been many versions of his fables published since then. One of the most famous modern fables is *Animal Farm* written by George Orwell.

You probably know the famous story of 'The Hare and the Tortoise', in which a slow tortoise beats an overconfident hare in a race. The moral is: 'Slow and steady wins the race.' Other morals found in fables are:

- You can't always please everyone
- Crime doesn't pay
- Selfishness can lead to loneliness
- One good turn deserves another
- Pride comes before a fall
- Kindness brings rewards
- Two heads are better than one

ACTIVITY 1: EXPLAIN THESE SAYINGS

The following sayings all come from Aesop's fables. Match each saying with the human behaviour it describes.

He is always crying wolf.

The one who takes things carefully usually beats the one who rushes and makes mistakes.

That person is a wolf in sheep's clothing.

Someone claims there is something wrong with something only because they cannot have it.

It looks as if we have killed the goose that laid the golden egg.

He asks for help so often when he doesn't need it that nobody believes him when he really needs help.

It's just a case of sour grapes.

Wait until you have actually got something before you act as if you have it.

Don't count your chickens before they are hatched.

A dangerous person who is pretending to be harmless by the way he or she acts or dresses.

Slow and steady wins the race.

We have destroyed the source of our income or whatever gave us good things through trying to gain more than is reasonable.

ACTIVITY 2: READ A FABLE

Read the following Aesop's fable and answer the question at the end.

The Mouse and the Lion

One day a Mouse accidentally ran straight over the paws of a Lion who was asleep. The Lion woke up and was angry. He grabbed the Mouse and was about to crush him when the Mouse called out, "Please, mighty King, spare me. I am only a tiny mouse so you would have only a tiny mouthful to eat. Besides, I might be able to help you in return some day."

The idea that this small mouse could ever help the Lion amused him so much that he let his tiny prisoner go. The Mouse ran off free through the forest.

Some weeks later the Lion was roaming in that forest looking for some food to eat. All of a sudden, he fell into a hunter's net. He was caught. He struggled and struggled. The more he struggled the more tangled he became and the louder he roared.

The Mouse heard the Lion's loud roars. He ran straight to the trap and began slowly to gnaw the ropes that were holding the Lion down. After a while he succeeded in cutting through the cords and the Lion was set free.

Which of the following statements would make the best moral for this story? Explain the reasons for your choice.

- Small has its advantages
- Big isn't always better
- Brains can outwit physical strength
- You never know what you can do until you try
- Don't boast, it doesn't pay!
