Catching ideas: answers and notes

What your child practised: gathering ideas that fit a topic and jotting them as quick notes before writing (Year 3 planning: discussing and recording ideas).

Page 1 · Warm up

Ring **chips on sea wall** and **seagull stole chip**.

Page 2 · Try it together

Answers will vary. Each note is short and fits the topic.

Page 2 · A. A trip to the zoo

Fit: lion roaring, penguins swimming, packed lunch, map of the zoo, monkeys swinging.
Don't fit: my spelling test, new school shoes, tidying my bedroom.

Page 3 · B. Quick notes

Any short note of key words, such as **Smudge sleeps on sofa**, **heavy rain, muddy garden**, **Grandad: paper aeroplane**.

Page 3 · C. Match

Who? → **Gran and me**
Where? → **at the park**
When? → **Sunday morning**
What happened? → **kite stuck in a tree**

Page 3 · D. Idea web

Answers will vary: a short note in each box.

Challenge: No, not yet. **"I like pizza"** isn't about Sam's dog, so it should be crossed out. The last note is a **long sentence**: it should be a quick note, such as **"house with red door"**. Praise any answer that spots either change.

Watch out for

- **Ideas that wander off the topic.** Ask, "Does that belong to *a trip to the zoo*?" If your child can explain a good link, accept it.
- **Long sentences instead of notes.** Ask, "What are the key words?" and write only those.
- **Getting stuck.** Use the four questions (who, where, when, what happened?) or the senses. Spelling in notes can wait: it gets checked at the end.

Going further (5 minutes, no paper)

- **Idea ping-pong:** pick a topic, like *our weekend*, and take turns saying a two- or three-word note.
- **Sense walk:** on the way to school, name one thing you can see, hear and feel.
- **In the game:** Chapter 2, Who Is It For?, is about the reader and the job of a piece of writing.