

# AWAY WITH WORDS TEACHING RESOURCES

Away with Words will help you encourage your students to bring their words to life through exploring some of the Wallace Collection's artworks.

The pack is divided into seven sections. Each section is a self-contained unit of work that can also be used in a 'pick and mix' combination.

## Resources for each theme include:

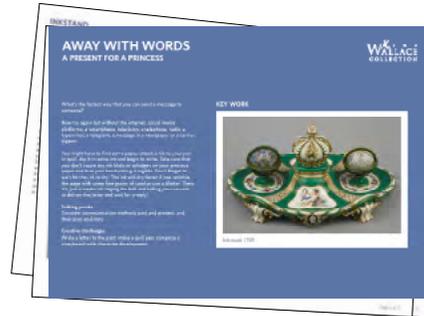
- High-resolution images and details of the artworks
- Fuller information about each artwork and its maker
- Suggested talking points for class discussion
- Suggested creative writing prompts that can be used to facilitate vocabulary building and to develop different styles of writing including atmospheric writing, persuasive writing and travel writing; plus to create dialogue and characters, and to prepare and deliver speeches.
- An editable presentation

This resource has been developed by author Lynda Waterhouse and the Wallace Collection Learning team.

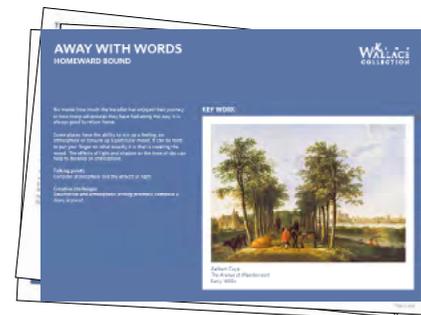
## WELCOME TO THE WALLACE



## A PRESENT FOR A PRINCESS



## HOMeward BOUND



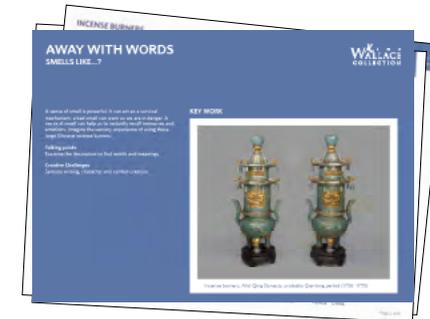
## LET'S GO ROCOCO!



## A TRICK IN TIME



## SMELLS LIKE...?



## TIME TRAVELS



# AWAY WITH WORDS

## TEACHING RESOURCES

### CURRICULUM LINKS

#### KS1

##### English

Year 2

- planning out loud
- writing for different purposes
- writing down ideas and/or key words, including new vocabulary
- writing narratives about personal experiences and those of others
- creating characters, setting and plot
- drama and role play to support writing
- handwriting practice

##### Art

- learn about the work of a range of artists

##### Geography

- use basic geographical vocabulary to refer to key physical and human features

##### Science

- observe and talk about changes in the weather and the seasons

##### History

- an awareness of the past

##### Maths

- using the language of time, including telling the time throughout the day

##### PSHE

- internet safety

#### KS2

##### English

Years 3-4

- writing in narratives creating settings, character and plot
- increase familiarity with myths and legends

Years 5-6

- noting and developing initial ideas, drawing on reading and research
- plan writing by identifying the audience for and purpose of the writing
- in narratives, describing settings, characters and atmosphere and integrating dialogue to convey character and advance the action
- selecting appropriate grammar and vocabulary and understanding how such choices can enhance meaning
- performing own compositions

##### Art

- learn about great artists, architects and designers in history

##### Geography

- use digital/computer mapping to describe features studied

##### Science

- Earth and Space (Year 5)

##### PSHE

- internet safety