



## POKÉMON 'QUEST FOR SKILLS' TEACHER NOTES

In this fun and competitive programme, children become 'Pokémon Trainers' and will be required to learn new Spelling, Punctuation and Grammar skills themselves before they can pass them onto their Pokémon. The unit contains all the resources you need to deliver a sequence of three lessons, in which pupils take part in three 'Quests for Skills', each one allowing them to earn points for their Pokémon card. At the end of the lessons, pupils can use completed cards to play against each other in a group game. The programme culminates with entry into an exciting competition, where pupils can win a Christmas party for their class!

### Overview of Resources

NB. Each Quest is independent of the others, and could be completed in any order.  
All PowerPoint resources can be used with any make of interactive whiteboard.

## LESSON 1

### LESSON OVERVIEW

#### Introduction

Pupils are introduced to the quests, and have an opportunity to choose their own Pokémon character, ready to be trained.

#### Quest 1: Explore & Challenge

Pupils explore Spelling Patterns and Rules in this Quest, as they are challenged to find as many possible examples as they can.

If appropriate, Quest 1 could be delivered as several shorter sessions, in order to allow more time to explore each spelling rule.

### POWERPOINT

#### PowerPoint 1

#### Introduction: Choose your Pokémon!

Pupils will choose a Quest for Skills card with their favourite Pokémon character on it (Fennekin, Chespin, Froakie or Pikachu), ready to train up. Pupils will use then this card to record their skills and scores as they learn.

#### Quest 1: Explore & Challenge

Pupils are shown a series of spelling patterns, or rules (e.g. word which drop a 'y' and add 'ies' when made plural, words where the letter 'c' makes an 's' phoneme). They are challenged to come up with as many examples as possible for each rule, with each correct answer winning a point.





## LESSON 1

### ACTIVITY SHEET

#### Activity Sheet 1

Pokémon Quest for skills template with space to record scores for each of the quests.

### CURRICULUM LINKS

#### English: En3 - Writing: Spelling

Pupils should be taught:

#### Spelling strategies

- to apply knowledge of spelling conventions
- to use knowledge of common letter strings, visual patterns and analogies
- to revise and build on their knowledge of words and spelling patterns

#### Morphology

- the meaning, use and spelling of common prefixes and suffixes
- the spelling of words with inflectional endings
- the relevance of word families, roots and origins of words
- the use of appropriate terminology, including vowel, consonant, homophone and syllable.





## POKÉMON 'QUEST FOR SKILLS' TEACHER NOTES

In this fun and competitive programme, children become 'Pokémon Trainers' and will be required to learn new Spelling, Punctuation and Grammar skills themselves before they can pass them onto their Pokémon. The unit contains all the resources you need to deliver a sequence of three lessons, in which pupils take part in three 'Quests for Skills', each one allowing them to earn points for their Pokémon card. At the end of the lessons, pupils can use completed cards to play against each other in a group game. The programme culminates with entry into an exciting competition, where pupils can win a Christmas party for their class!

### Overview of Resources

NB. Each Quest is independent of the others, and could be completed in any order.  
All PowerPoint resources can be used with any make of interactive whiteboard.

## LESSON 2

### LESSON OVERVIEW

#### Introduction

Pupils are introduced to the quests, and have an opportunity to choose their own Pokémon character, ready to be trained.

#### Quest 2: Puzzle

Pupils solve this Punctuation code-breaking puzzle using logic and deduction, as well as their knowledge of punctuation.

### POWERPOINT

#### PowerPoint 2

Punctuation review resources.

#### Quest 2: Puzzle

Pupils are given a piece of text, where each punctuation mark has been replaced by a different symbol. Pupils must work out which symbol represents each punctuation mark e.g. star = ?

After practice, pupils add their highest scores, and record the value on their Pokémon card.





## LESSON 2

### ACTIVITY SHEET

#### Activity Sheet 2

Code text and key

### CURRICULUM LINKS

#### English: En3 - Writing:

Pupils should be taught:

#### Punctuation

- Pupils should be taught to use punctuation marks correctly in their writing, including full stops, question and exclamation marks, commas, inverted commas, and apostrophes to mark possession and omission.





## POKÉMON 'QUEST FOR SKILLS' TEACHER NOTES

In this fun and competitive programme, children become 'Pokémon Trainers' and will be required to learn new Spelling, Punctuation and Grammar skills themselves before they can pass them onto their Pokémon. The unit contains all the resources you need to deliver a sequence of three lessons, in which pupils take part in three 'Quests for Skills', each one allowing them to earn points for their Pokémon card. At the end of the lessons, pupils can use completed cards to play against each other in a group game. The programme culminates with entry into an exciting competition, where pupils can win a Christmas party for their class!

### Overview of Resources

NB. Each Quest is independent of the others, and could be completed in any order. All PowerPoint resources can be used with any make of interactive whiteboard.

## LESSON 3

### LESSON OVERVIEW

#### Introduction

Pupils are introduced to the quests, and have an opportunity to choose their own Pokémon character, ready to be trained.

#### Quest 3: Socialise & Share

Pupils use their knowledge of Grammar, in this fun and sociable quest. Pupils must share successfully to win points.

#### Conclusion

With their Pokémon cards now complete, pupils can play a group game, pitting their character, against others.

## POWERPOINT

### PowerPoint 3

#### Introduction:

Word classes, examples and definitions.

#### Quest 3: Socialise & Challenge

Pupils work in groups or pairs. They are provided with a set of cards featuring the name of word classes e.g. noun, verb etc.

One pupil selects a card in secret and has to describe the word class shown to the group, without using its name.

This could be done using a definition or examples.

Pupils win points for correctly describing AND guessing the words.





## LESSON 3

### ACTIVITY SHEET

#### Activity Sheet 3

Word class cards for use in game.

### CURRICULUM LINKS

#### English: En3 - Writing: Language structure

Pupils should be taught:

#### Language structure

- word classes and the grammatical functions of words, including nouns, verbs, adjectives, adverbs, pronouns, prepositions, conjunctions, articles

