



LESSON 2: PUZZLE

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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.

RELATED RESOURCES

PowerPoint 2
Activity Sheet 2

LEARNING OBJECTIVES

To recognise the correct use of a range of punctuation.

INTRODUCTION

Explain to pupils that Quest 2 will involve a punctuation puzzle and that first they must review what they know about different punctuation marks.

Use PowerPoint 2 resource and examples to recap on the name and use of each type of punctuation.

Use the example on the PowerPoint to show pupils how to use their knowledge of punctuation, and reasoning skills to work out which punctuation mark is represented by each symbol

i.e. The word 'What' indicates a question, suggesting that ♦ is a question mark. The sentence ends with a ▲, so this could be a full-stop, question mark or exclamation mark, but the content of the sentence suggests a full-stop. The direct speech is bounded by a repeated † symbol, which must be a speech mark.





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QUEST 2 PUZZLE

Provide pupils with individual copies of Activity Sheet 2. On it, they will find an extract of text, in which each punctuation mark has been replaced by a symbol.

Pupils must use their deductive skills to crack the code and work out what punctuation mark is represented by each symbol.

DIFFERENTIATION

- ↓ Give pupils the solutions to the ellipsis, colon and semi-colon codes.
- ↑ Enforce a time-limit on the code-cracking quest.

PLENARY

Reveal the secret code on the PowerPoint and award pupils with a point for each correctly identified punctuation mark. Ask pupils to share their strategies for solving the puzzle.

This score should then be recorded on their Pokémon card against Quest 2.

