



Main framework objectives

- Year 4:** **Reading, 7.2:** Deduce characters' reasons for behaviour from their actions.
Writing, 9.2: Use settings and characterisation to engage readers' interest.
- Year 5:** **Reading, 7.1:** Make notes on and use evidence from across a text to explain events or ideas.
Writing, 11.2: Punctuate sentences accurately, including use of speech marks and apostrophes.
- Year 6:** **Reading, 7.1:** Appraise a text quickly, deciding on its value/quality/usefulness.
Writing, 10.1: Use varied structures to shape and organise texts coherently.

Reading activities

- ★ Talk about the character of Klikwitz. If the children have already read *Trouble on Nova*, ask them whether reading *Gold Team* has changed or added to their view of Klikwitz. Ask questions such as: *What type of person is Klikwitz? How do we know? Why do you think Klikwitz decides to behave as he does at the big 3D game? (See pages 25–28.) Do you feel sorry for Klikwitz at all?*
- ★ Ask the children to skim the story to find information about Nonny and how she feels at different points in the story (for example, at the beginning, when she is watching the others play 3D, when she is accepted into the team and at the end of the story). If you wish, you can use photocopiable page 31 to scaffold this activity.
- ★ When the children have read the story, invite them to give a brief opinion about it. Ask: *Did you enjoy it? What do you like best about it? What do you think can be improved?* You may like to ask them to write a brief review of the story.

activity, they could add an image of one of the other characters and write a speech bubble to show what this character thinks of the first character.

- ★ Invite the children to pick one or two frames from the book that have some interesting dialogue (for example, the conversation between Mayor Gahdian and Klikwitz at the top of page 25, or the scene between the children at the top of page 17). Ask the children to write out the chosen dialogue as normal speech, with speech marks and sentence punctuation.
- ★ Encourage the children to choose one of the Space Sports Story Starter ideas from the CD-ROM, and plan a story based on this idea using the planning grids from the CD-ROM. Encourage them to plan the story in detail, splitting it up into two or three chapters. They could then either tell their story to someone else, or create it using the blank layouts and images from the CD-ROM.

Writing activities

- ★ Ask the children to pick a character from the story and find a picture of the character from the Space Sports Image Bank on the CD-ROM. They should add a speech bubble to the character and write some words that the characters might say to describe themselves. As an extension

Photocopiable pages

- ★ Photocopiable page 31, Nonny: Reading – Ask the children to work individually to make notes about how Nonny feels during the story. They may find it easier to complete the graph in a pair or group.
- ★ Photocopiable page 32, Player wanted!: Writing – The children could do this activity individually or in pairs.