



# The City of Silence

Year 6 Creative Writing Workbook

by James Walker



## Introduction - Creative Writing and Wordplay

One special thing I love about teaching writing is that it allows children to be really creative. When we write, we often create ideas, combinations, poems or stories that have never been created before. There is no 'right' or 'wrong' answer and every activity is a chance to produce something fresh. Sometimes children can lose the love of wordplay as they get older so I hope this workbook will remind you how much fun playing with language can be.

In this workbook, we shall be getting our creative juices flowing starting with the game **The City of Silence** and then we'll use the ideas that come out of it to do a variety of activities: writing short poems, trying some descriptive writing, giving feedback to writers, being a teacher, doing some artwork and finally publishing or performing our work.

Through the workbook, there are 15 different activities that you can have a go at. You can choose which ones interest you or have a go at them all: the choice is yours! Pencil and paper at the ready.....and we're off!

### Starting Game: The City of Silence

Have you ever wondered what it is like in ...

- ★ the mountain of imagination,
- ★ the castle of doom,
- ★ the city of wonder,
- ★ the maze of wishes,
- ★ or the cellar of despair?

Well, you are about to find out! In this game, we are going to create our own unique settings by combining places and things. Let's get started by making a list of places.

# Activity 1: Make a list of place

★ Here we want as many different type of places as possible – the more the better. For example: wood, city, shed, street, station, maze, cellar ...



★ Top Tip: generic places are what we are looking for here, not the actual names of particular places: we want city not London, planet not Jupiter.

## Sorting your ideas



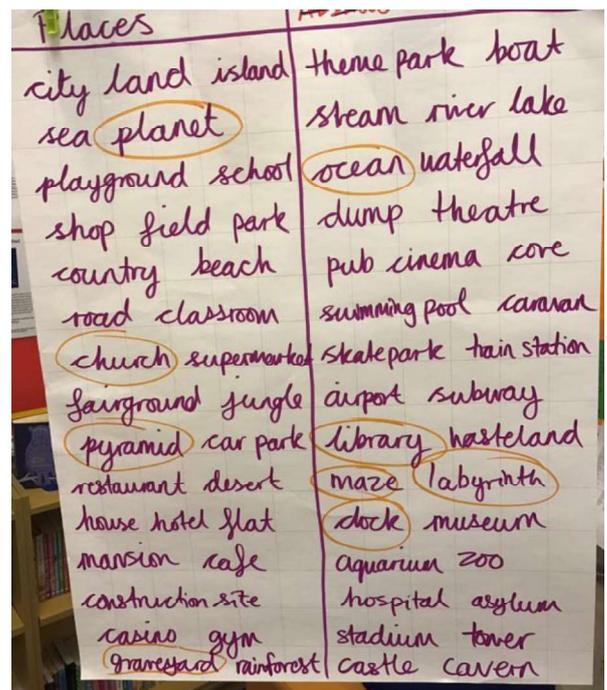
One way to sort your places is to put them into categories. This often helps you to think of more ideas as one idea can lead to another and so on.

Water	Where people live	Buildings	Outer space
lake	town	shed	moon
river	house	supermarket	planet

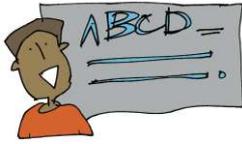
★ Now over to you to make your lists of places. Can you get more than 50?



Here is the list I made with my class: please feel free to magpie!



## Activity 2: Make a list of abstract nouns



Before we make our list for the game, you might need to brush up on the four types of nouns:

- **Concrete nouns:** the general names for people, places and things that you can see/touch/taste/smell etc. e.g. *ball, table, grass, pony, child*
- **Proper nouns:** special names starting with capital letters e.g. *Sarah, Dr Foster, Spain*
- **Collective nouns:** a word for a group of animals, people or things e.g. *gang, swarm, crowd, pair*
- **Abstract nouns:** something that exists but you cannot see/touch e.g. *love, dream, fear, hope*

For our game, we want lots and lots of **abstract** nouns. Here are some top tips for your list:

**Happy feelings:** *hope, love, joy, friendship, happiness,*

**Sad feelings:** *regret, pain, doom, sadness, dread*

**Fantasy:** *curse, premonition, vision, dream, nightmare,*

**Attitude words ending in -tion/-sion:** *determination, ambition, trepidation, passion, confusion*

Question? Is the word **happy** an abstract noun? Let's try it out in a sentence:  
The man felt very **happy** as it was his birthday.

Here the word **happy** is describing the man. We call those words **adjectives**. We can change happy to an abstract noun by adding a suffix:  
happy – happiness. The church filled with **happiness** on their wedding day.

- So the adjective **sad** becomes the abstract noun **sadness**.
- And the adjective **lonely** becomes the abstract noun **loneliness**



**Now over to you to make your list of abstract nouns. If you're stuck, magpie from the ones above or ask your family if they can think of any.**

