



**NIGHT
ZOO
KEEPER**

PLANNING A NIGHT ZOOKEEPER STORY

1. Read through The story of The Poorly Porcupine as a guided reading session.
2. Create a mind map of the story identifying characters, settings, problems etc.
3. Students should attempt to extend their vocabulary using a thesaurus.
4. Use the storyboard pictures to retell the story in pairs adding in descriptive details.
5. Use the blank storyboard to create and tell their own story verbally.
6. Students write their own story in pairs using the story collaboration template
7. Look through the completed story plan document and provide feedback.
8. Complete their own story plan in preparation to write their own story next week.



The Poorly Porcupine

Hello and welcome to my zoo.

Perhaps I should introduce myself. I am the Night Zookeeper. While most people are at home in bed I am hard at work in my zoo.

Join me on my nightly rounds and you will meet animals that you will not find anywhere else in the world.

Describe Your Animal.

I want to introduce you to Florence Flamingo. Florence Flamingo is a doctor and she uses her healing feathers to help heal sick animals. She wears a white jacket over her pink feathers and a stethoscope hangs around her thin neck.

Describe The Setting.

Florence lives near the zoo walls, in a place where the river meets the ocean. When I arrive there are blood donor bats flying in the night sky and dolphin doctors chattering away in the water.



Describe The Problem

"There have been lots of poorly porcupines and sick seals tonight and I'm running out of bandages to make them feel better." Says Florence Flamingo flapping her pink wings in worry. "They are coming from outside of the zoo's walls and I think they have been hurt by some mean monsters".

"Well I can help you with the bandages because I have some in my bag, but what are we going to do about the mean monsters?" I say. Florence looks at me soothingly, sensing my panic.

"There's only one animal who can help us and that is the Time Travelling Elephant but she has gone to the Jungle of No Return."



The Adventure

I set off to find the Time Travelling Elephant, journeying towards the mysterious jungle. When I arrive at the jungle I begin to feel nervous and turn on my torch. Every noise I hear scares me and the vines seem to close in around me.

"Right on time" The Time Travelling Elephant says from behind me.

I jump in fear and drop my torch as her words appear out of nowhere and surprise me.

"..and I knew you would drop your torch." She laughs with her gentle and wise voice.

I find my torch and shine it at her. She really is a lovely elephant.

"Please can you help me scare away the mean monsters." I say, remembering the poorly porcupine.

She flaps her ears at me happily. "Yes, of course I will help you. Return to the zoo wall now and you will find that all is well."



The End

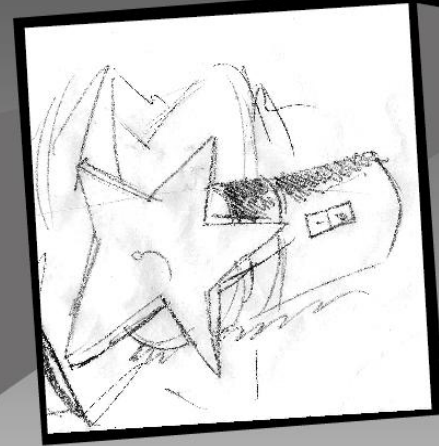
The Time Travelling Elephant travelled back in time and saved the poorly porcupines and sick seals from the monsters from outside of the zoo. When the Night Zookeeper arrived back at the walls he asked Florence Flamingo if the poorly porcupine was feeling better and she looked at him strangely.

"What poorly porcupine?" she asked. "Do you mean Paulie the Porcupine? If so, he is feeling great. He arrived at the zoo a last night and told us an amazing story about some mean monsters that were after him but suddenly vanished. He thought he saw the Time Travelling Elephant but I told him that was impossible because she was talking with you yesterday in the Jungle of No Return.

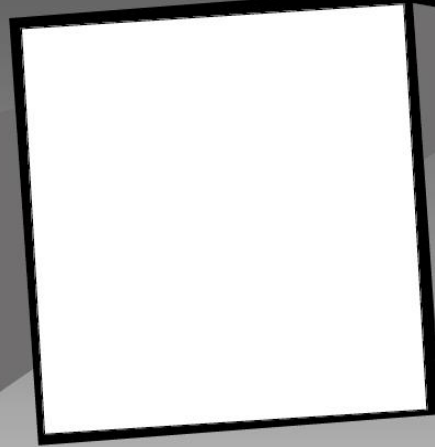
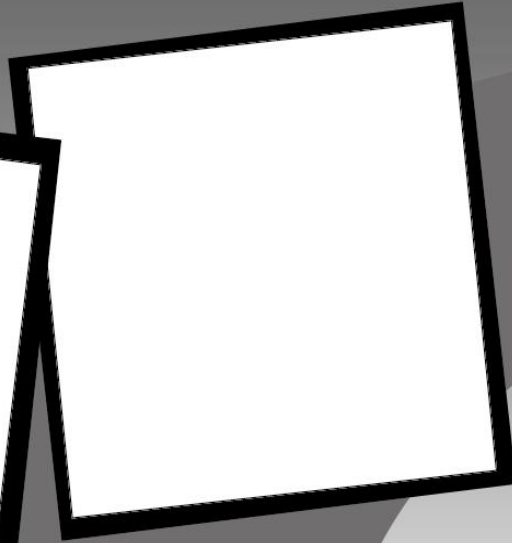
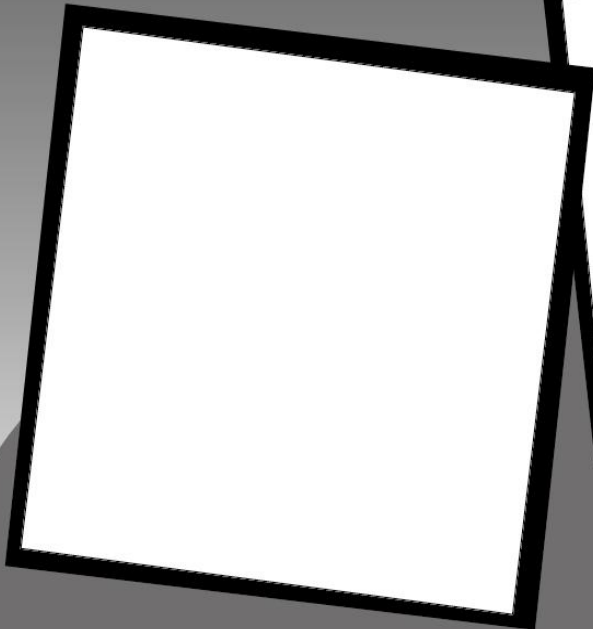
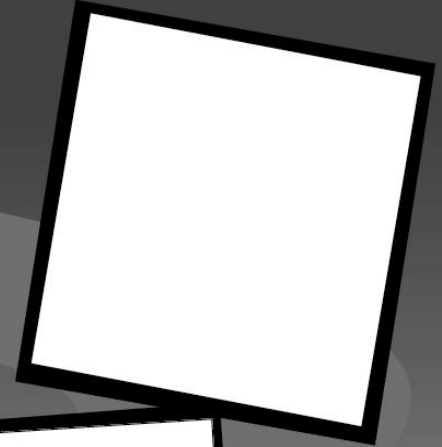
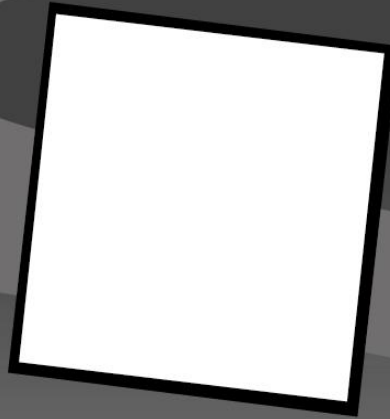
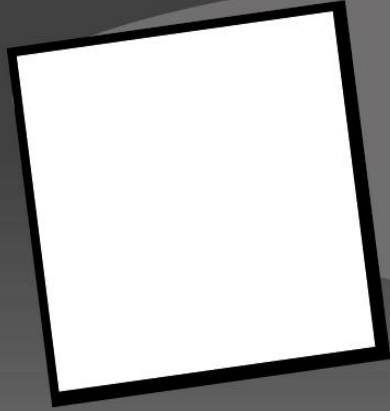
I smiled happily. A Time Travelling Elephant really is an amazing animal.



STORY PATH



STORY PATH





DESCRIBE YOUR ANIMAL Florence

Flamingo, Doctor, healing feathers,
white jacket

Likes - Dislikes - Why Is It Special?

DESCRIBE THE SETTING Zoo walls, river,
ocean, dolphin doctors, at night, moon

Where do they live?

THE PROBLEM animals are sick, attacked
by monsters, bandages, Time
Travelling Elephant can help

What happens? What changes?

THE ADVENTURE Night Zookeeper goes to
find the elephant, she tells him what
to do.

Where do they go? What happens?

THE ENDING Time Travel, Paulie the
Porcupine, mean monsters, happy.

How has the world changed? What did your animal learn?



DESCRIBE YOUR ANIMAL

Likes - Dislikes - Why Is It Special?

DESCRIBE THE SETTING

Where do they live?

THE PROBLEM

What happens? What changes?

THE ADVENTURE

Where do they go? What happens?

THE ENDING

How has the world changed? What did your animal learn?



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WRITING A NIGHT ZOOKEEPER STORY

1. Read through and respond to teacher feedback on their story plan.
2. Begin writing their story.
3. Peer assess the beginning of the story using the feedback template.
4. Complete writing their story based on this early feedback.
5. Extension – write a collaborative story with a partner, introducing more characters.



**SWAP YOUR BOOK
WITH A FRIEND
THEN FILL THIS IN**

**I REALLY
LIKE:**

**I REALLY
LIKE:**

YOU COULD IMPROVE:

**NIGHT
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STORY COLLABORATION

The animals in this story are: _____ and _____

Here is our story: _____

A: One night at the zoo

B: _____

A: _____

B: _____

A: _____

B: _____

A: _____

B: _____

A: _____

B: _____

A: _____

B: _____

A: _____

B: _____





**NIGHT
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CREATING A MAGICAL ANIMAL

1. Take part in animal aerobics and invent their own sounds and movements.
2. Take part in creative thinking games such as 'What If' and 'Old Sea Lion General riddles'.
3. They will collaborate to create a group Night Zookeeper animal.
4. Learn how to use alliteration to add style to their writing.
5. Create their own animal and write a profile using alliteration to add effect.
6. They will also interview one another in role as their characters.



ANIMAL ACTIONS



The Crocodile



The Eagle



The Penguin

WHAT IF

- What if Giraffes were half their size?
- What if Elephants had wheels for feet?
- What if Penguins could fly?
- What if Otters could program computers?
- What if Wolves could cook?

OLD SEA LION GENERAL RIDDLES

- What has four legs in the morning, two in the afternoon and three in the evening?
- What gets wetter and wetter the more it dries?
- What goes up and down the stairs without moving?
- What goes around the world but stays in the corner?
- Give me food and I will live but give me water and I will die. What am I?

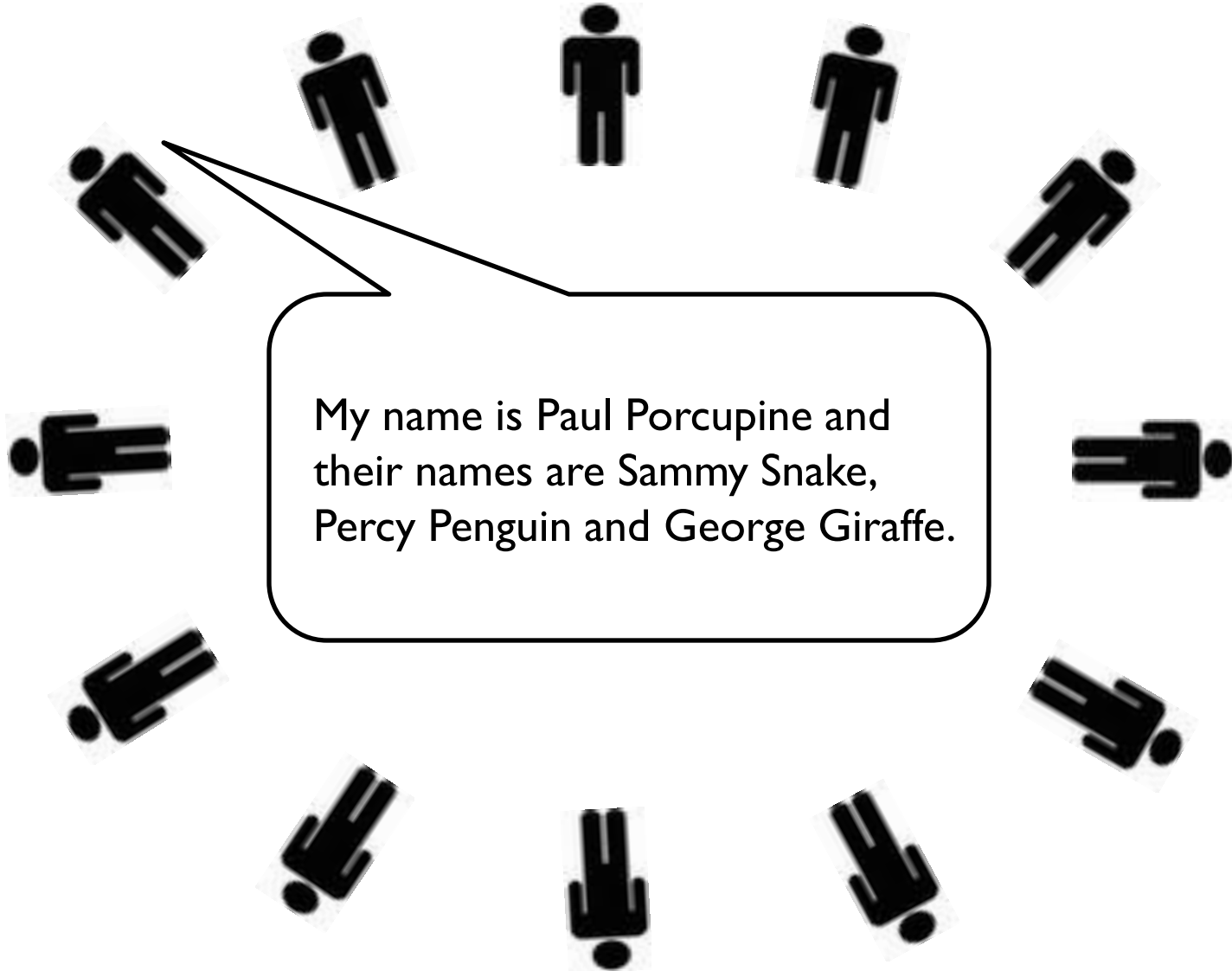
COLLABORATING

(Pass to your right after each step to share ideas)

- 1) Draw a body for your animal first
- 2) Then draw your animal's leg/s
- 3) Now draw a head/s for your animal
- 4) Add some wing/s to your animal
- 5) Next, place some hair onto your animal
- 6) Finally add a special feature to your animal

ALLITERATION GAME

YOUR MISSION: INTRODUCE YOURSELF AS AN ANIMAL USING ALLITERATION



My name is Paul Porcupine and
their names are Sammy Snake,
Percy Penguin and George Giraffe.

ALLIGATOR ALLITERATION DETECTIVE

YOUR MISSION: FIND THE ALLITERATION IN THE PARAGRAGHS BELOW

The Frontier Flamingos are who all of the animals in the zoo go to if they are feeling as sick as a dog or as ill as an iguana. The Flamingos were brought to the zoo by their leader Florence Flamingo.

She makes sure that there are always enough Frontier Flamingos, Dolphin Doctors and Blood Donor Bats to help me when an animal gets hurt.

As she says this I spot some Blood Donor Bats, (Vampire Bats to a Day-time Zookeeper) swooping in with aid for the Poorly Porcupine. He is laying on a strip of ground in-between a pond and the ocean and Dolphin Doctors are chattering to Frontier Flamingos as they gently nurse his wounds.

“We always need fresh bandages. If there is something going around attacking the animals of the wild then we may have injured impalas, black and blue baboons and dying dodos to deal with soon. Not to mention that I had to look after an unfortunate ferret that was struck by a falling comet not more than an hour ago.”

MY ANIMAL



LIKES EXAMPLES
MUSIC, CINEMA,
HOLIDAY,
SCHOOL

NAME

Percy

The Penguin

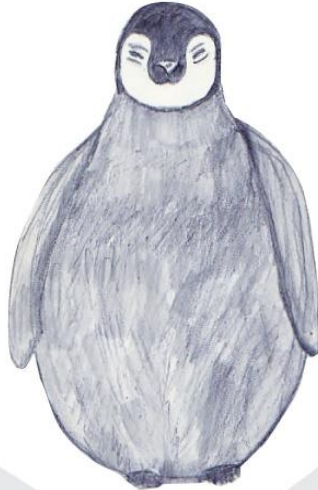
DISLIKES EXAMPLES
WATCHING TV, SNOW,
EATING PIZZA

LIKES terrifying tuna

playing ping pong,
swimming and

swishing

PICTURE



DISLIKES

Cleaning his car,
Turning on
the TV

SPECIAL
BECAUSE
EXAMPLE

THEY CAN
RIDE A HORSE

LIVES
EXAMPLES

THEATRE,
MOUNTAIN,
TENT

LIVES

In the
ocean with

Ollie the
octopus

He has the power to
see into the future
to save other
creatures

SPECIAL BECAUSE

MY ANIMAL



LIKES EXAMPLES
MUSIC, CINEMA,
HOLIDAY,
SCHOOL

NAME

DISLIKES EXAMPLES
WATCHING TV, SNOW,
EATING PIZZA

LIKES

PICTURE

DISLIKES

LIVES EXAMPLES

THEATRE,
MOUNTAIN,
TENT

LIVES

SPECIAL
BECAUSE
EXAMPLE
THEY CAN
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SPECIAL BECAUSE

INTERVIEW QUESTIONS

What is your animal's name?

Is it male or female?

Who are its best friends?

What does your animal like to do?

Where does it come from?

What does your animal dislike most in the world?

Does your animal like playing any games?

What food does it like?

How old is your animal?

Why is it special and in the night zoo?



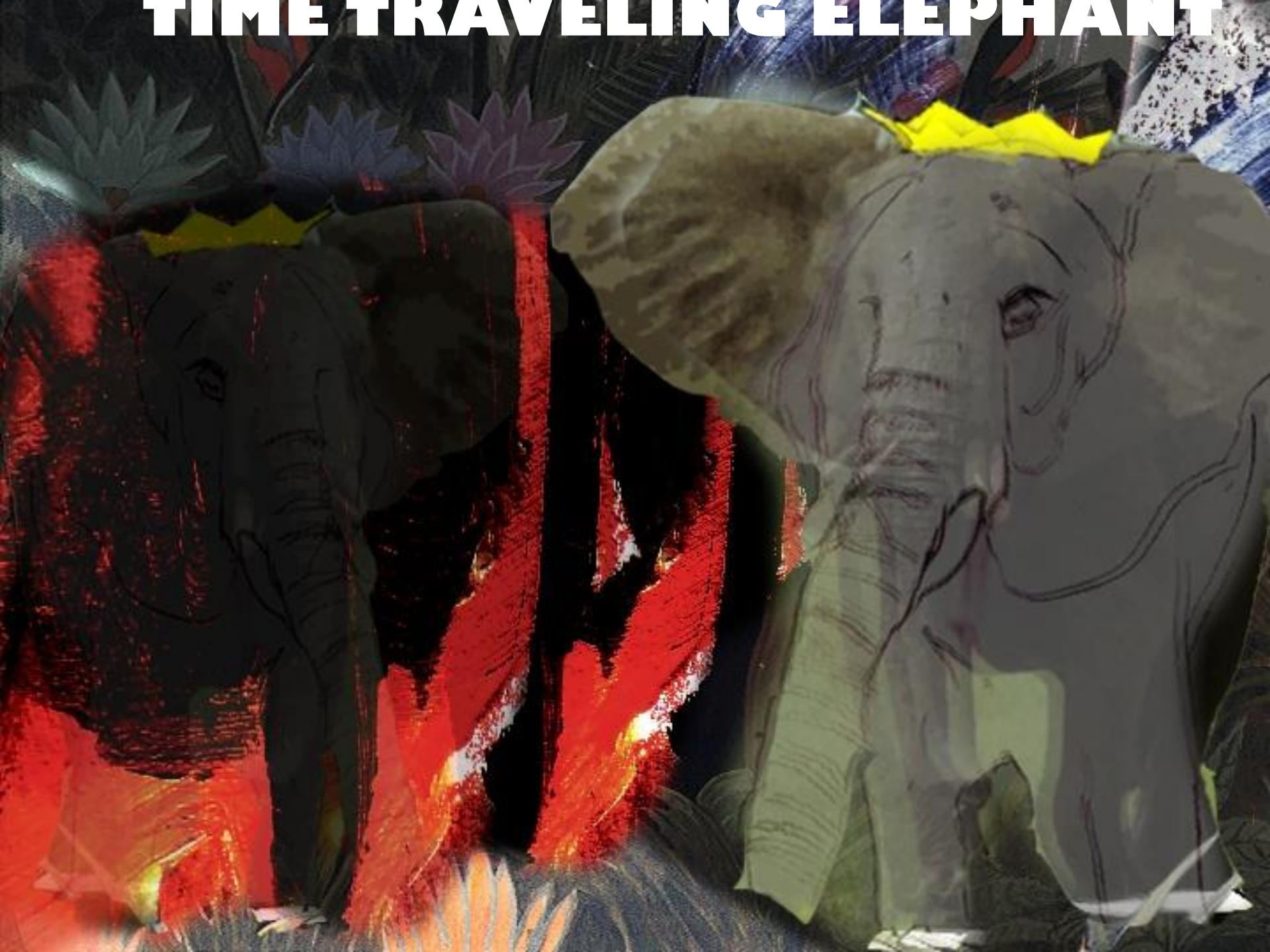
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NIGHT ZOOKEEPER ADJECTIVES

1. Compare the Old Sea Lion General and the Time Traveling Elephant use adjectives brainstormed as a group .
2. Use adjectives to describe animals in the zoo and complete the set missions.
3. Take part in speaking and listening activities when describing animals.
4. Assess and feedback on their peer's work.
4. Improve their work based on feedback.



TIME TRAVELING ELEPHANT



OLD SEA LION GENERAL



USING ADJECTIVES 1

YOUR FIRST MISSION: HOW COULD YOU IMPROVE THESE SENTENCES?

ORIGINAL	WOW YOUR IMPROVED SENTENCE
The owl's eyes are bright.	<i>You can see the twinkling of the owl's eyes in the pitch darkness as she perches on the enchanted tree</i>
Monkeys are strong.	
The tortoise is slow.	
Elephants are big.	

WOW WORDS YOU COULD USE: elegant, sluggish, mysterious, powerful, rough, gigantic, colossal, curved, jolly

USING ADJECTIVES 2

**YOUR SECOND MISSION: SELECT AN ANIMAL FROM YOUR CLASS ZOOK
AND WRITE A PARAGRAPH TO DESCRIBE IT.**

Remember don't use the animal's name!

EXAMPLE: The animal I have chosen is incredibly tall and has a wonderful memory. She is often found playing her favourite memory game with the Night Zookeeper. She is a very large animal; some people would even describe her as gigantic or humongous. She has a long trunk and fantastic hearing. Her skin has been described like the sky on a rainy day. The animal I speak of is lonely most of the time as there are no others of her kind in the Night Zoo. Can you guess who I speak of?

YOUR TURN: _____

MY ANIMAL STATEMENT

YOUR MISSION: WRITE A DESCRIPTION OF YOUR ANIMAL

EXAMPLE: What is a spying giraffe you ask? Well I may be the only zookeeper in the world that can tell you.

These giraffes like to spy on people. They can hide anywhere. In fact, I'd say they are the best hiders in the world. But they only do it at night. During the day they are like any other giraffes peeling the leaves from branches with their long tongues, but at night they are nearly invisible. They keep a watchful eye over the nocturnal happenings in the zoo. Nothing escapes their spying eyes, nothing happens without them knowing.

YOUR TURN

What is a _____ you ask? Well I may be the only zookeeper in the world that can tell you.



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