Overview

Learning objective
• To explore how Mr and Mrs Twit use language devices to aid their trickery.

Learning outcome
• To create a new chapter for the story, in which Mr and Mrs Twit play a new trick on each other, using similar language devices.

Book reference
• Chapters 5 and 6: The Glass Eye and The Frog.

Cross-curricular link
• Literacy, Drama.

Resources
• Objects, or pictures of objects - one per group or pair. For example, a toy hamster, rotten fish, old cheese, stinky socks, toenails and/or a rubber chicken.

Starter

• Give each pair or table group an object or a picture of an object.
• The children have five minutes to come up with a way in which the object may be deployed as part of an effective trick to play on someone.
• Discuss the following:
  - Whether the trick is to be played upon Mr Twit or Mrs Twit;
  - Where the object could be put;
  - How it could be used.
• The pairs or groups feedback ideas to the whole class.
Main teaching activity

- Read the fifth and sixth chapters of *The Twits*, The Glass Eye and The Frog.
- As a class, discuss:
  - How do Mr and Mrs Twit carry out their trick? Why do they choose to put the objects in each particular place?
  - How do Mr and Mrs Twit use language to make the trick even more foolproof?
  - Draw out and discuss the impact of:-
    - Exaggeration and invention by Mr Twit, when he calls the frog a Giant Skillywiggler.
    - Mrs Twit’s use of alliteration and simile as when she says, “I watch you like a wombat.”
    - The Twits’ attempts to play upon each other’s fears by using warnings – such as when Mr Twit says “It’ll bite off your toes” and when Mrs Twit says “I’ve got eyes everywhere so you’d better be careful.”
The children present their role plays to each other.

After watching each role play, the class can identify each group’s use of the language devices and the effectiveness of these.

In groups, the children return to the idea they produced during the Starter activity, using the object for a trick.

Pairs or groups create phrases using the following language devices for the character to use when carrying out the trick:
- A metaphor for the object using wordplay to make it sound scarier or nicer than it is (Mr Twit calls the frog a ‘Giant Skillywiggler’; Mrs Twit calls the wormy spaghetti ‘Squiggly Spaghetti.’)
- Exaggeration to make the object seem scarier than it is.
- Use of alliteration and simile to describe the object.

Pairs or groups then produce a role play showing the trick scene between Mr and Mrs Twit. The character carrying out the trick should use the phrases produced above.

Create a storyboard showing the new trick.

Develop the role play into a piece of writing, a new chapter for The Twits.