### Today, we will be:

- 1) making sure we have finished our daydreamer story;
- 2) reading it through from the beginning to the end;
- 3) proofreading our work for any mistakes;
- 4) improving and enhancing our work making it the best that we can;
- 5) choose at least one paragraph to publish. You do not need to publish the entire daydreamer: one paragraph is enough. It will help if you have structured your work into paragraphs (you learnt this in Year 3.)



This one is important as we expect you to send your published work to your teacher today.

#### Relative Clauses

The ghostly stooped figure, that tiptoed towards the wooden door, laughed menacingly.

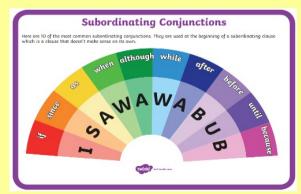
that, who, which, what, where,



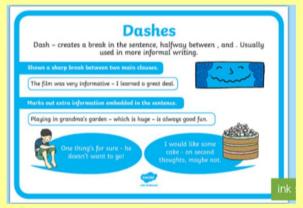




Suca	ess Cri	iteria for a narrative in the style of 'The Daydreamer'	SA
Structure	A A A A A A A A A A A A A A A A A A A	Beginning - describes the setting of reality. Peter finds on object that sends him into a daydream.  Middle - the daydream.  Ending - Peter comes out of the daydream and into reality expanded naun phrases.  Conjunctions  Intel adverbials  ative clauses.	
		ech punctuation not tell	

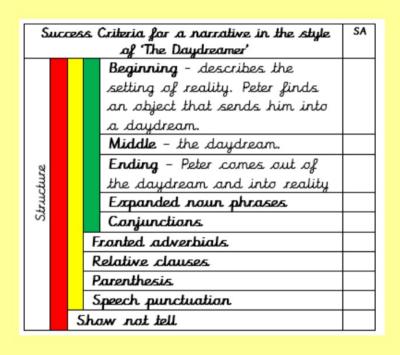






Check it through!

# Success check



Tick off the parts of the success criteria that you have achieved so far.

Please do not tick it off if you haven't done it yet!

Take another look at the support sheets and have a go. Remember to put a \* by that one so that your teacher knows you're not 100% sure.

## What makes a published piece of work successful?

Don't worry if you make a <del>misslake</del>
mistake.
mistake. Use a ruler and a pencil to draw a
line through it.

# Successful Rublishing:

- best, joined handwriting
- include your edits in your written up piece
- start at the margin
- use the whole line
- If you make a mistake, cross out with a ruler and pencil and rewrite

Make sure you send us your published work.

We can't wait to read it.

