

# Rabbit Holes and Wardrobes

KS2 Fantasy Stories

## Evidence-Based Learning

*Using fantasy stories to develop advanced learning skills*

### National Curriculum

- ✓ Identify structure and presentation
- ✓ Infer and discuss differences between texts

### Evidence Based Learning Skills

- ✓ Peer Teaching
- ✓ Thinking Skills
- ✓ Self-Assessment

Activities in this lesson include:

looking at the use of portals and the passing of time in fantasy stories and considering the types of stories in which portals are needed. Activities in this lesson also include answering higher order questions on portals and the passing of time.

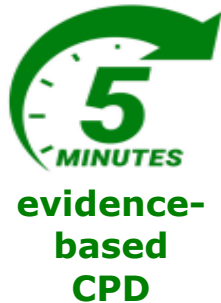
How can I be expected to say anything funny when I am all topsy-turvy!



Our EBL resources will develop all eight key thinking and learning skills

Our EBL resources will develop the eight key thinking and learning skills identified by extensive educational research as necessary for developing the highest levels of thinking and learning.

The ideal vehicle with which to develop these eight key skills are simple stories because once pupils know a story well, it is possible for them to think about and manipulate that story in increasingly complex ways.



Our EBL resources will also develop teaching skills

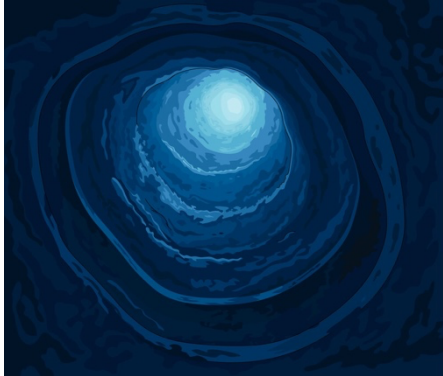
This lesson also contains an overview of EBL  
plus  
a 5 minute evidence-based teacher CPD activity



## What is Evidence-Based Teaching and Learning?

Evidence-based teaching and learning is based on the principle that teachers should use research to make informed decisions with regards to learning

*Evidence-based approaches to learning and teaching – Mar 2020  
European University Association – eua.eu*

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Self-Assessment Activity	
Five-Minute CPD for Teachers: <b>Self-Assessment</b>	

	There is a 5 minute evidence-based CPD activity for teachers to add to their own skill set.
	A different emoticon is used for each of the eight EBL skills to reinforce for pupils which skill they are currently learning.

## Teaching Unit

In a fantasy story, the characters in the story are transported to another world through something called a portal

A portal is like a magical door or tunnel that connects the real world to a totally different world

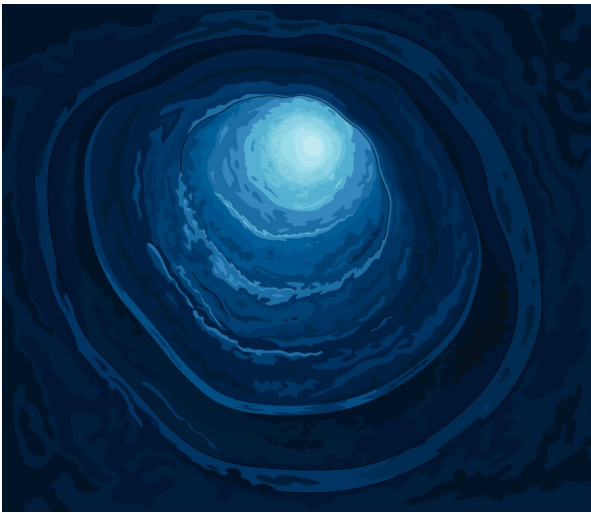


A doorway is often used in a fantasy story to take someone to a different time or place.

A fireplace was used as a portal in the Harry Potter stories. Using Green Floo power witches and wizards were able to enter a fireplace in one building and exit a fireplace at a different building.

The characters in a fantasy story are usually transported from the real world to the fantasy world by a portal

A portal in a fantasy story is a magical door or gateway to another world



In *Alice in Wonderland*,  
the **rabbit hole** is a portal



In *The Wizard of Oz*  
a **cyclone** is a portal

Characters in a fantasy story do **not** have to **travel** to get to a fantasy world

They are transported to the fantasy world via something called a portal



In the story, *The Lion, the Witch and the Wardrobe* a girl called Lucy is exploring the inside of a wardrobe. She is not aware that this wardrobe is a portal that will instantly transport her to a wintry world called Narnia.

No real journey is needed in a fantasy story because a portal instantly transports the characters in the story from the real world to the fantasy world



A pirate story **has** a real journey in it



A fantasy story does **not** have a real journey in it



Portals are not needed in all types of stories because in many other types of stories the setting is based on **real** places and there are already **real** ways of travelling to these places



Planets are things that really exist and are based on real places.

In this science fiction story, the spaceship will have travelled in a spaceship to get to this planet.



Because fantasy worlds are imaginary (not real) there can be no real journeys to this place.

An imaginary way to get to these worlds will be needed and this will be a portal.



Characters in a fantasy story do **not** have to travel to get to a fantasy world and this is different to other types of stories

Goldilocks had to **walk** through the woods to get to the Three Bears' cottage



Jack had to **climb** the beanstalk to get to the giant's castle



In the two stories above a portal is **not** needed because there **is** a way to get to both of the places in the story

A portal **is** needed in a fantasy story because there is no real way to get to the fantasy world

## The portal to a fantasy world is usually found by accident

In a fantasy story the characters in the story are not usually looking for the fantasy world - they find it by accident



*The Chronicles of Narnia Wiki*  
[narnia.fandom.com](http://narnia.fandom.com)

In the *Narnia* stories, one of the characters Lucy, finds the portal which leads to **Narnia** by **accident** when she goes into a wardrobe to look at the coats in there.



In *Alice in Wonderland*, Alice finds the portal which leads to **Wonderland** by **accident** when she follows the White Rabbit down a rabbit hole.

In a fantasy story the characters in the story do not travel to a fantasy world - they get there via a portal

A portal is needed to get to a fantasy world  
A portal can be anything - even a cyclone



In the fantasy story, the *Wizard of Oz*, the main character Dorothy finds herself in the land of Oz after being taken there by a cyclone (a very strong wind).

The cyclone is the portal in this story.

Once *Dorothy* is in the land of Oz she meets up with several different characters and they go off to see the wizard that lives in Oz

## Many portals in fantasy stories are found accidentally and are only used once

In *Alice in Wonderland*, Alice accidentally falls down a rabbit hole which takes her to Wonderland



Alice does not use this portal again

In *The Lion, the Witch and the Wardrobe*, Lucy accidentally steps through the back of a wardrobe which takes her to Narnia



The children in the story use the wardrobe to visit Narnia again



## Peer Teaching Activity

YOU will learn more if you explain something to another pupil

When you explain something try to:

- *Summarise the topic* ● *Explain it in your own words*
- *Give examples* ● *Answer any questions about the topic*

Choose one of the following topics from this lesson to explain to another pupil.

a Anything can be a portal in a fantasy story.

b "You can only get to Narnia through a wardrobe." Explain.



Did explaining something to another pupil help you to learn?

yes

no

Give a reason for your response.

## Time in Fantasy Stories

Time in a fantasy world is not always the same as time spent in the real world

In *The Lion, the Witch and the Wardrobe* the four children spend 15 years living in Narnia and grow up and become adults there.

One day, they arrive at the lamppost that marks the gateway between Narnia and the real world.

Because the children have been in Narnia for so long they have forgotten that this spot is a portal between Narnia and the real world and they unintentionally pass back through the portal into the wardrobe and return home. But when they arrive home, no actual time has passed since they left and they are children again.



Why do you think no actual time passes while the children are in Narnia?



No time is usually needed for a character in a fantasy story to **get** to a fantasy world



It might take a **long time** to get to another planet in a spaceship.

In a science fiction story, it might take months or even years for a character in the story to fly to another planet.



A character could get to a fantasy world **instantly** through a portal.

In a fantasy story, it usually takes no time for a character to get to a strange or unusual fantasy world.

## Time usually stands still in fantasy stories



The journey to a fantasy world is usually instant and via a portal and while the characters are in the fantasy world, the time in the real world that they came from stands still.

When the characters in the story return home to the real world no time has actually passed.

At the end of the story *Alice in Wonderland*, Alice wakes up on the riverbank - she has been through many adventures but no time has passed.

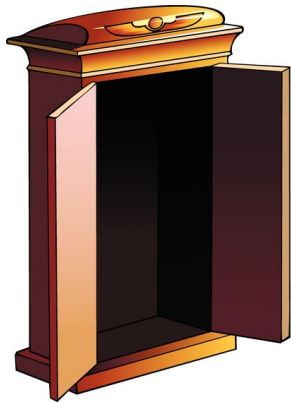
Why do you think that no time passes in fantasy stories?



## Individual Thinking Skills Activity

Work on your own. Working on your own will help you to make sure that your learning is on track.

### Question 1



portal


a wardrobe

not a portal

a pirate ship

Explain why a wardrobe could be in a fantasy story but a pirate ship could not.



Question 2			
In <i>The Lion, the Witch and the Wardrobe</i> the portal to Narnia was a <b>wardrobe</b> in the children's home		In <i>Alice in Wonderland</i> the portal was a <b>rabbit hole</b> on the riverbank rabbits dig many rabbit holes - a large field might have hundreds of them	
portal	a wardrobe	portal	a rabbit hole
Why do you think the Narnia wardrobe portal was able to be used by the children in the story to revisit Narnia but Alice only uses the rabbit hole once? In the second Alice story the portal is a looking glass (mirror).			
			

### Question 3



Imagine you left school on a Friday at 3pm and unexpectedly went through a portal to a fantasy world and that you stayed in this fantasy world for exactly 2 days and then returned home.

What day and time would you arrive home? Explain your answer.



## Question 4



Why do you think time stood still for the children in Narnia?

because none of the  
children had a watch

because they don't have to explain  
to anyone where they had been

Give a reason for your choice.





## Self-Assessment Activity

Looking at your own work to see what was good about it and what might be improved is called self-assessment. Self-assessment will help you to improve your own work.

You need to ask yourself two things about the four questions you have just answered.

<i>Which was my best answer?</i>	1		2		3		4	
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<i>If I did these questions again which question could I answer better?</i>	1		2		3		4	
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Copy and complete these two sentences.

- Question \_\_\_\_ was my best answer because \_\_\_\_ .
- Question \_\_\_\_ could be improved if I \_\_\_\_ .

## Teacher Overview

The first table shows the eight EBL skills identified by research as key to learning. Each skill has its own icon. The second table shows the skills that were developed in *this* lesson and their purpose.

### The eight EBL skills proven to maximise learning

			
Collaborative skills	Thinking skills	Peer Assessment skills	Peer Teaching skills
			
Self-Assessment skills	Metacognitive skills	Self-Regulation skills	Independent Learning skills

### This lesson has developed these EBL skills

peer teaching skills	to explain something to another pupil using their own words with examples and answering questions
thinking skills	to develop and consolidate higher and lower order thinking skills
self-assessment skills	to involve learners in making judgements about their achievements and the outcomes of their learning



## Five-Minute CPD for Teachers: Self-Assessment

All eight EBL skills  
are research-driven.  
An example of the research that supports  
the self-assessment used in this unit is:

**"Metacognitive awareness  
is the key to self-assessment"**

Metacognitive awareness involves making learners aware of themselves as thinkers and develops the self-awareness needed for them to assess and improve their own learning.

Metacognitive awareness is promoted by helping learners to reflect on their thinking and decision-making processes. This metacognitive awareness is the key to self-assessment.

*Adapted from: Personalised Learning: A Guide for Teachers  
Robert Fisher – Learning and Teaching Reflection Framework  
The Highland Council – [www.hvlc.org.uk](http://www.hvlc.org.uk)*

*This extract is one from our collection of research-based CPD resources written for classroom teachers*

### Five-Minute Evidence-Based CPD



A good question to ask yourself after using self-assessment is "how important is metacognition for self-assessment?"

You can use the information opposite to generate a logic trail to answer this question.

Metacognition involves learners reflecting on their thinking and decision making processes.

This reflection develops the self-awareness necessary for pupils to assess their own learning. Therefore both metacognition and self-assessment are necessary to enable pupils to improve their own learning.

### Action Step

You should now be able to answer the question "how important is metacognition for self-assessment"?

