

Max's Magnificent Maths-Game Manual

Learning objective: To understand and apply the features of instructional writing, including imperative verbs, numbered steps, and chronological order.

Max the monkey has invented a new game called 'Nut-Stacker', but he has jumbled up his instructions! Your task is to sequence the sentences correctly by numbering them 1 to 6. Once you have ordered them, identify the 'bossy' imperative verbs used in each step by underlining them.

Word bank: First · Next · Then · After that · Finally · Carefully · Balance · Collect · Place · Stack · Measure · Count

1. 1. [] () the three large wooden acorns from the basket. (Hint: Use 'Collect') (2 marks)

2. 2. [] () the acorns in a straight line on the flat stone. (2 marks)

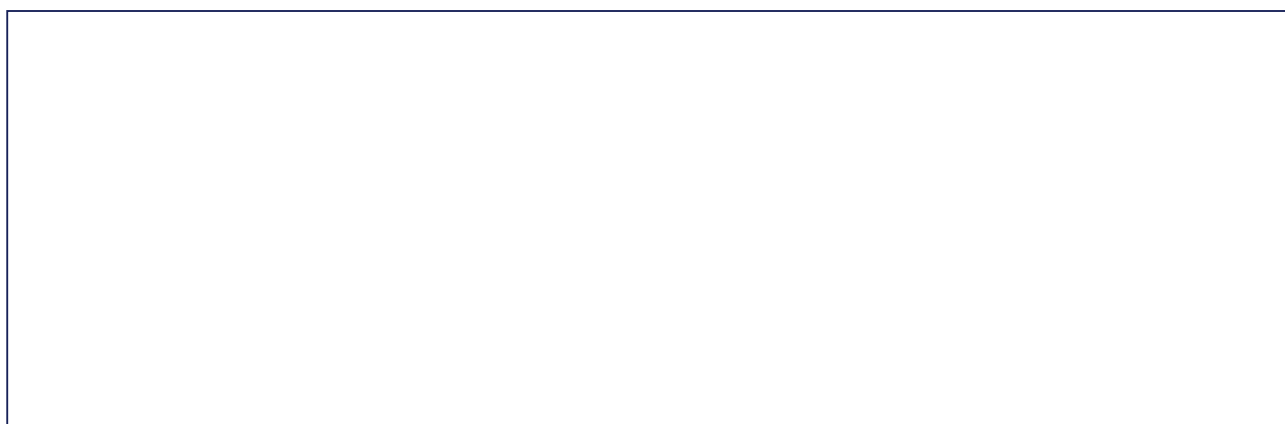
3. 3. [] () the distance between each acorn to ensure they are even. (2 marks)

4. 4. [] () a smaller pebble on top of each acorn. (2 marks)

5. 5. [] () the pebbles so they do not wobble or fall over. (2 marks)

6. 6. [] () the total number of items in your tower. (2 marks)

Draw: Draw a diagram showing the finished 'Nut-Stacker' tower that Max has built, including labels for the different parts of the structure.



Extension challenge: Write a 'Top Tip' for Max to include in his manual, using a time adverbial and an imperative verb, to help other children keep their towers from falling down.