

## Dream machine series (Years 5–9)

Students use similes and metaphors while creating their own fantasy bikes in an e-commerce website's online catalogue.

### Features include:

- example of the text structure, features and language of a literary description including similes and metaphors
- illustrations of visual imagery that may be evoked through use of simile and metaphors
- a range of imaginative ideas to encourage creativity
- the importance of audience and purpose when making language choices
- an option to print a literary description and image of a fantasy object assembled by the student.

### Students:

- recognise and use similes and metaphors to create imagery that enhances the meaning and aesthetics of a description
- describe vocabulary and imagery to enhance the meaning and aesthetics of a text.



### Dream machine: similes

L1174 – Years 5–9

Students learn the function of similes; apply this knowledge by selecting similes to confirm choices of bike parts; create new similes; and use these similes to produce vivid imagery in a description of their customised bike. The practical task of ordering a customised bike that has fantasy features motivates students to complete the description.



### Dream machine: metaphors

L862 – Years 5–9

Students recognise and use metaphors to create imagery that enhances the meaning and aesthetics of a personal recount. They will also gain an understanding of the structure and grammatical features of a personal recount in order to write about an imaginary experience of riding the bike they create.