

## How to use a possessive apostrophe

An apostrophe can be used to show that one thing **belongs** to or is **connected** to something. This is called a **possessive apostrophe**.



is called

Let's take a look at some examples.

**The cat's tail was fluffy.**

Cat is a singular noun so you need to add an apostrophe and "s" to show that the tail belongs to the cat.

**Charles' cat was naughty.**

Charles is a singular noun that ends in an "s", so you need to add an apostrophe to show that the cat belongs to Charles.

**The brothers' feet were muddy.**

Brothers is a plural noun that ends in an "s" so you don't add another "s" after your apostrophe. You can just add an apostrophe to show the feet belongs to the brothers.

**The children's toys were broken**

Children is a plural noun but it doesn't end with an "s" so you need to add an apostrophe and "s" to show that the toys belong to the children.

## Proof reading strategies

<p>Skim and scan the text/your work, looking for the names of people and places. Make sure they have capital letters.</p>	<p>Look specifically at any sections of the text/your work where dialogue is included. Make sure speech marks are in the correct place. Don't forget to check for the 'new speaker, new line' rule.</p>
<p>Cover up the text/your work. Read it one line at a time, only looking for the end of a sentence.</p> <p>Make sure the full stop is there when needed and that a capital letter follows.</p>	<p>Read the text/your work out loud, listening out for exclamations or questions. Check that the correct punctuation mark follows.</p>
<p>Read through the text/your work from the beginning again, this time looking for commas that separate items in a list or separate phrases or clauses. Make sure the commas are correctly added.</p>	<p>Read through the text/your work and colour code any punctuation errors. Make a key to explain so that you or the writer can make changes and corrections.</p>
<p>Check the text/your work to ensure commas have not been used to separate two main clauses.</p>	<p>Read the text/your work in reverse, from the end to the beginning, looking only at punctuation marks and checking they are in place and clearly visible.</p>

# Coordinate Battleships



This resource is a fun activity for your pupils' to play. Some knowledge in coordinates may be useful, but not necessary. It is suitable for all ks2 pupils' as they're differentiated to be suited for all pupils.

## How does it work?

All you need to do is to simply print 2 copies of each sheet for the battles to take place between two fierce pirates.

## How many players can play?

A self-contained game to be played in pairs (in two's).

### ARRR! – The rules

Each player plots 5 small and 5 large battleships on the grid (See below for examples).

Take it in turns to ask co-ordinate points to try and find where your opponent has hidden their battleships. The other player must say if it is a "hit" or a "miss". This can be recorded on the enemy's map. The winner is the first person to destroy the other one's fleet. AHOY!

**X-X-X Small Battleship**

**X-X-X-X Large Battleship**

### Enemy's Map

As you find out where their ships are placed, plot them on here. You could use a certain shape or colour to remind yourself of where an enemy ship is placed, and where there are no ships.





