

**Year 5**

**Summer Term 1**

**Week 1**

**Lesson 3**



# Yesterday...

You wrote your interview in direct speech.

**Question:**

How else direct  
speech can be  
written (apart from  
as play-script)?

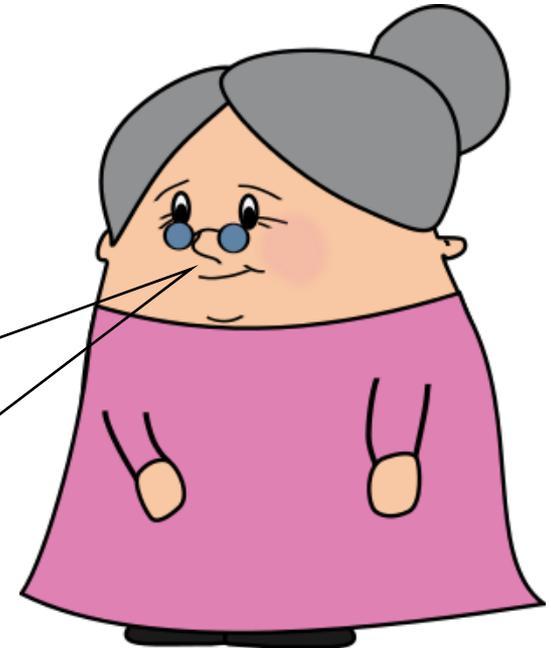
# Four ways to write speech

## 1. A speech bubble coming from a picture of a person



Would you mind telling me in your own words what happened on Tuesday evening?

Well, I'd been watching telly all evening. Suddenly I came over quite tired and as I sat in the armchair I started to doze.



## 2. Play script

**Police:**

What else do you remember?

**Mrs Grundy:**

Well, I remember quite a distinctive damp smell, a bit like a pond. And an overwhelming sense that everything was green. Strange really.

### 3. Conversation in speech marks

"Can you explain what you mean by that?" asked the policeman.

"Yes – no – well, it's difficult really. The truth is, there were a lot of frogs in the room," replied Mrs Grundy. "On lily pads they were. And I'm not someone who's ever encouraged frogs in the sitting room. Though they didn't make the furniture dirty," she added thoughtfully, "because they were flying."

"How can you be sure there were flying frogs in your sitting room?" persisted the policeman.

## 4. Reported speech

Mrs Grundy reported that when she awoke, she looked through the window and is sure she saw the last frog flying off into the distance. She said that there were traces of pond weed and slime in several places in her sitting room. She added that the piano is now unplayable because of the slime on the keys.

# What do they notice between direct speech and reported speech?

## What happens to 1st person?

*It becomes 3rd person (he/she).*

## What happens to tense?

*Present becomes past.*

## What happens to chatty phrases?

*They become formal.*

# Complete activity from resources

## Steps to success:

Choose which level you would like to complete

**Using Reported Speech ★ (tricky)**

**Using Reported Speech ★ ★ (trickier)**

**Using Reported Speech ★ ★ ★ (trickiest)**