

# English

There's quite a lot of detail here so bear with me!

This week, we'll be planning and writing an adventure story.

**Today**, I'd like you to write your opening in rough (Step 1 - you might do this using bullet points and/or pictures: Step 2 - write an expanded version in rough (use interesting language and a wide range of grammar): Step 3 - finally, edit your expanded version - is there anything you would like to change or improve - can you make it flow any better?

To get you started I have given a few pictures of possible setting you might like to use for your story below the table directly below. I have also added some PDFs to our blog which I hope might help with your choice of language - adjectives, nouns, verbs and adverbs; setting description senses and grammatical features.

I'd like you to really take your time over this piece of work at every stage and make it your best of the year, think about how you want to make your reader feel as they read it - excited, nervous, relieved, happy!

We will be using this structure - **Opening; Build-up; Dilemma/problem; Resolution/solving the problem** and finally the **ending**.

Below is a table to show what you might try and include in each section.

Sections/paragraphs	Key generic points	Key points
Opening	<ul style="list-style-type: none"> <li>• Setting</li> <li>• Main character (MC) &amp; friend given task</li> <li>• MC prepares for journey</li> </ul>	<ul style="list-style-type: none"> <li>• Time (Late one night), weather (Snow fell) or place (The river teemed with fish) - who, where, when, weather and what (is happening) to orientate the reader.</li> <li>• Name of character(s) - Bill stared out of the window</li> <li>• How the character(s) felt - Bill glared at the teacher</li> <li>• How the character(s) looked - A giant of a man was standing in the doorway. His face was almost completely hidden by a long, shaggy mane of hair and a wild, tangled beard, but you could make out his eyes, glinting like black beetles under all the hair.</li> <li>• Use questions or exclamations - "Run!" They yelled. "What is it?" she muttered</li> <li>• Name for the setting - Five Oaks Wood</li> <li>• How the MC reacts to the setting - Bill shivered</li> <li>• Give your MC a hobby, interest or special talent - Bill kept a rat called Gerald in a cage made of bamboo shoots</li> </ul>
Build-up	<ul style="list-style-type: none"> <li>• MC sets off on a journey</li> </ul>	<ul style="list-style-type: none"> <li>• Where are they going?</li> <li>• Why are they going?</li> <li>• How are they going to get there?</li> </ul>
Dilemma/problem	<ul style="list-style-type: none"> <li>• On the way, something small goes wrong (unfortunately)</li> <li>• This is overcome (luckily)</li> <li>• Something worse happens in another place</li> </ul>	<ul style="list-style-type: none"> <li>• What happens</li> <li>• Why</li> <li>• How</li> <li>• What does your MC do?</li> </ul>

	(UNFORTUNATELY)	
Resolution/solving the problem	<ul style="list-style-type: none"> <li>• MC gets there in the end</li> <li>• Main goal achieved</li> </ul>	<ul style="list-style-type: none"> <li>• How do they finally overcome the BIG problem?</li> </ul>
Ending	<ul style="list-style-type: none"> <li>• MC shows his/her feeling</li> <li>• This indicates how his/her character has changed</li> <li>• MC reflects on events and shows what has been learned</li> </ul>	<ul style="list-style-type: none"> <li>• What has been learned - have courage or how the MC has changed - Bill grinned</li> <li>• Did they get home safely?</li> </ul>

Here are some examples of settings - you might want to use one, or you may have one of your own you'd rather use - either is fine:

# Woodland Settings



# Magical Library Settings





# Magic Sweet Shop Settings



# Seaside Settings

