

Holly Park School Writing Learning Organiser Year 3

Genre: Narrative

Phase: KS2

Myths, Traditional Stories, Character, setting & Plot

Purpose: Entertain

Learning Objectives:

Pupils should be taught to plan their writing by:

discussing writing similar to that which they are planning to write in order to understand and learn from its structure, vocabulary and grammar discussing and recording ideas Draft and write by:

composing and rehearsing sentences orally (including dialogue), progressively building a varied and rich vocabulary and an increasing range of sentence structures (English Appendix 2) organising paragraphs around a theme in narratives, creating settings, characters and plot in non-narrative material, using simple organisational devices [for example, headings and subheadings]

Evaluate and edit by:

Adventure stories

assessing the effectiveness of their own and others' writing and suggesting improvements proposing changes to grammar and vocabulary to improve consistency, including the accurate use of pronouns in sentences proof-read for spelling and punctuation errors read aloud their own writing, to a group or the whole class, using appropriate intonation and controlling the tone and volume so that the meaning is clear.

Prior Knowledge Progression in Skills Vocabulary

Stories need to include: ¬ Title ¬
Beginning ¬ Build-up ¬ Dilemma ¬
Resolution ¬ Ending ¬ Characters/setting
Capital letters and full stops used correctly
Characters are included and described
Settings are included and described
A triggering event is included
Events are described
There is a logical solution
Text is written in sequence
Traditional tales with a twist
Science fiction stories

What will I know by the end of the unit?

To make sure the title reflects what will happen in the story

Tell stories based on own experience and oral versions of familiar stories; include dialogue to set the scene and present characters; vary voice and intonation to create effects and sustain interest; sequence events clearly and have a definite ending; explore relationships and situations through drama.

Write complete stories with a full sequence of events in narrative order; include a dilemma or conflict and resolution; write an opening paragraph and further paragraphs for each stage of the story; use either 1st or 3rd person consistently; use conventions for written dialogue and include some dialogue that shows the relationship between two characters.

Planning the story – A story Mountain



Fiction - Made-up not real.

Characters - People/creatures in the story

Structure - The way something is set out

Setting - Where the story takes place

Dilemma - Problem

Resolution - Solving a problem

Event - Something happening

Tense - Past, present, future

Emotions - Feelings

Dialogue - Speech (using inverted commas)

Chronological order - In order of events happening

To know how to make the story flow well and create suspense

To use language descriptions to keep the readers attention (adjectives, adverbs, interesting verbs)

To know which tense to use

To know how to include dialogue using inverted commas

To know how to introduce the main character

To know how to set the scene (who, what, when, where, why)

To know how to introduce a problem

To know how to resolve the problem

To know how to write in chronological order of events

To know to include emotions and feelings of characters

To know how to end a story successfully

Possible Curriculum Links

Stone Age Boy

A focus in Year 3 on developing: Character

To know how to include dialogue using inverted commas

To know how to introduce the main character

To know to include emotions and feelings of characters

Setting

To know how to set the scene (who, what, when, where, why)

Plot

To know how to introduce a problem

To know how to resolve the problem

To know how to end a story successfully

Features of Myths (Link to Romans)

heroic characters, who have many strengths gods and goddesses set in ancient times exciting and rich vocabulary objects that help to save the day obstacles the hero has to overcome good defeats evil

Features of Traditional Stories (Link to Stone Age)

A main character on a quest or search magical or peculiar creatures or characters one problem is solved but leads to another description and dialogue

Story Language

Simile and Metaphor

...as small as a mouth... ...strong like a bull... He was a walking encyclpeadia. Her tears were a river flowing down her face.

Adverbs

suddenly, quickly, slowly, carefully, nervously, excitedly, happily, lazily, angrily

Accurate Action Verbs

pushed, rushed, shoved

Power of 3

He leaped from his horse, charged to the gate and raised his sword.

Connectives:

also, however, therefore, after the, just then, furthermore, nevertheless, on the other hand, consequently, immediately, as soon as

Adverbs:

very, rather, slightly

PUNCTUATION	GRAMMAR
 Introduce possessive apostrophes for plural nouns. Introduce inverted commas. 	Noun Form nouns using prefixes. Nouns and pronouns used to avoid repetition.
	Verbs Present perfect forms of verbs instead of 'the'
	Adjectives Choose appropriate adjectives.

TEXT STRUCTURE	Connectives/conjunctions Express time and cause (when, so, before, after, while, because) Tense Correct and consistent use of past and present tense. Adverbs Introduce/revise adverbs. Express time and cause; then, next, soon SENTENCE
Ideas are written down in chronological order with time words. Included past perfect as well as simple past tense and past progressive. The story is written in the third person. Paragraphs are used to show a change of time or place. Described characters and settings well. Included a trigger event that moves the story on. Pronouns are correct Description throughout the text. A clear complication and events which are developed throughout Included time and place references at the start of each sentence. The story flows well and raises doubt and suspense – ideas are linked	 Simple sentences with extra description. Some complex sentences using because, which, where etc. Tense consistent e.g. typically past tense for narration, present tense in dialogue Dialogue is realistic and conversational in style e.g. Well, I suppose Verbs used are specific for action e.g. rushed, shoved, pushed Adverbials e.g. When she reached home Expanded noun phrases e.g. two horrible hours