Friday 22nd January WALT Create Characters, Settings and Plot



Read over the first page of your plan from yesterday and think about what is going to happen in the rest of your story



What goes wrong?	Eronted Advertial / Power of 3 / Powerful Verta / Espanded Naun Phrone
Who helps?	Behaviour to show Feelings / Short Conversation / Punctuation before 99 / Action as well as speech / Feerled similar or advertial of time
Viking? Where last? back to Hooligan	Behaviour to show Feelings / Prepositions as Fronted Advertisals / Power of 3 / Espanded Noun Phrase
Village Feelings? (main character)	3-gd Fedings on Fronted Advertiol / Behaviour to shore Fedings / Double -la Ending

What goes wrong?

You need to:

- describe the setting inside the cave / dragons' nursery
- describe the dragon with lots of details
- · describe what goes wrong

Every story has an exciting element, what happens in your story?

What goes wrong?



Fronted Adverbial / Power of 3 / Powerful Verbs / Expanded Noun Phrase

Who helps?

You need to:

 describe how someone (or something) helps to resolve what has happened

Who

Who

helps?

another

Viking?

Where Next?

You need to:

 quickly get your main character back to Hooligan Village or wherever your Viking lives

Where

last?

back to

Hooligan

Village



Behaviour to show Feelings /
Prepositions as Fronted Adverbials /
Power of 3 / Expanded Noun Phrase

Feelings of your main character

You need to:

- Think about how your character feels after their adventure, are they relieved? Distressed?
 Delighted?
- Can you use behaviour to show the feelings?
- · You could use if, if, if, then

Feelings? (main character)



3 -ed Feelings as Fronted Adverbial / Behaviour to show Feelings / Double -ly Ending Read over your plan and check it makes sense, correcting any mistakes and editing or adding in details where necessary.

We will listen to some of your ideas in this afternoon's meeting.

