



Section 2

Developing writing

The activities in this section provide opportunities for children to explore the key elements of the adventure genre in terms of plot, setting and character. They guide the children through the process of thinking up exciting scenarios and unusual settings and planning the plot of an adventure story. Children will identify and experiment with three types of writing, which they will use in writing adventure stories: description, dialogue and action. The activities also focus on style and generate vocabulary for adventure stories, helping children to develop descriptive writing for settings and to think from a character's point of view.

Plot

Children have opportunities to map out the plot of different adventure stories in order to identify generic features and experiment with different pathways for developing a plot line.

Setting

Four contrasting settings for an adventure story are explored using the photographs and the audio clip as stimulus. The children develop their descriptive writing using different senses and consider how description can create and influence mood and atmosphere in their stories.

Character

Children are given opportunities to discuss and write about the generic features of heroes and other key characters in adventure stories and consider different ways to convey character through action, description and dialogue.

How to use the activities

Each activity is accompanied by detailed teachers' notes giving guidance on delivery, including how to use the photocopiable sheets at the end of the section and the materials on the CD-ROM. Children are encouraged to experiment with a variety of forms. Through discussion and presentation activities the children get opportunities to develop speaking and listening skills before writing their ideas down. The activities can be adapted to suit different class situations. They should be modelled for the whole class or smaller groups with the aid of the whiteboard, before the children are asked to undertake independent work.



Activities breakdown

Plot

- Choose a starter (page 20)
- Goal! (page 20)
- Picture trail (page 21)
- Plot the plot (page 21)

Setting

- Can you sense it? (page 22)
- Nice or nasty? (page 22)
- Cut to the chase! (page 23)

Character

- My hero (page 23)
- Friend or foe? (page 24)
- Beware! (page 24)