



Year 4, Spring 1, Overarching Focus:

Purpose & Audience			Techniques
To create a sense of adventure and peril	in an audience of KS2 pupils who enjoy adventure stories	when describing the setting, the monster, and the heroes' responses to the situation	Using a range of descriptive techniques to create the desired atmosphere and make the reader invest in the characters.

Building on Prior Learning in...	Year 4	Year 3
	Rewrite of an episode from <i>The Day the Screens Went Blank</i> in the person of Uncle Tony	Lila's journey narrative (<i>The Firework Maker's Daughter</i>)

1. Analysis & Composition (2)

	To determine the structure of an adventure story (Beginning, Rising tension, Showdown, Falling tension)
	To understand and order the narrative building blocks of an adventure story

4. Analysis & Composition (3)

	To use descriptive techniques (Character's viewpoint, Who?+what?) in conjunction with previously taught techniques
	To help describe a setting in a way that enhances the desired atmosphere and transports the reader into the scene and the characters' view

5. Analysis & Composition (3)

	To use descriptive techniques (Top to Bottom, Who?+Physical effect+But what?, Ratchetting up)
	To establish the monster as a physical threat and to establish the characters' responses to the monster

6. Plan (1)

	To design characters for an adventure story
	To determine key details of characters that reveal something about their personalities

2. Mechanics (1)

	Expand sentences with prepositions
	To give the reader a clear sense of place

3. Analysis & Composition (2)

	To use descriptive techniques (Setting into character, Inside out)
	To describe the characters in a way that establishes them as potential heroes and reveals their feelings to the reader

6. Plan (1), Write (2) and Edit to enhance (1)

	Plan, using a box-up model, draft and then edit the opening to an adventure story describing the heroes, monster and setting
	Drawing the reader into the adventure and making them invest in the heroes' success