



Year 5 Spring 1 Overarching Focus:			
Purpose & Audience			Techniques
To entertain and thrill	an audience of UKS2 children, who are interested in fantasy and/or mystery stories	by writing a fantasy/mystery story, focusing on an atmospheric setting and the actions that happen in it	drawing on the conventions of the genre to enhance the story and techniques to expand sentences and advance action.

Building on Prior Learning in...	Year 5	Year 5
	Expanding sentences using a wide range of conjunctions.	Writing character descriptions, focusing on creating apprehension and fear in the reader.

1. Analysis & Composition (2)

	To analyse quality models of fantasy/mystery stories
	to create a checklist of conventional features for the genre and determine a typical narrative structure.

2. Analysis & Composition (2)

	To use descriptive techniques (figurative language and verbs) in conjunction with previously taught techniques (ENPs and relative clauses)
	to develop a quality setting description and enhance the desired atmosphere of making the reader feel thrilled.

3. Mechanics (1)

	To use grammatical morphemes (-ing)
	to expand sentences and ideas, showing additional actions.

4. Analysis & Composition (2)

	To use flashforwards at the beginning of my writing
	to entertain, thrill and engage the reader, giving them some of the climax without detailing the ending.

5. Plan (1), Write (2)

	Plan, using a box-up model, then draft a short fantasy/mystery story, focusing setting description
	drawing the reader into a world and creating a thrilling atmosphere of fantasy.

6. Check (1)

	Propose changes following feedback against the outcome then redraft; check work for accuracy.
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Building on Prior Learning in...	Year 5	Year 5
	Writing character descriptions, focusing on creating apprehension and fear in the reader.	Writing setting descriptions of fantasy worlds, using flashforwards, focusing on creating atmosphere.

7. Analysis & Composition (1)

	To analyse the use of dialogue in quality models
	to develop an understanding of how dialogue can advance action.

8. Analysis & Composition (2)

	To use accurately punctuated dialogue
	to advance action in a familiar scene.

9. Mechanics (1)

	To use grammatical morphemes (-ing), in scenes with dialogue
	to expand sentences and ideas, showing additional actions.

10. Plan (2), Write (4)

	Plan, using a box-up model and considering the genre structure, then draft a short fantasy/mystery story, using the techniques taught
	drawing the reader into a world, creating an atmospheric setting and unexpected twist.

11. Check and Edit (2), Publish (1)

	Propose changes following feedback against the outcome then redraft; check work for accuracy.
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