

**What we already know**

- Key elements of narratives - structure, characters, setting
- Word classes

## Stage 1 and 2 English: Imaginative Stories

**What's next**

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### English Golden Concepts

Reading: Fluency

Reading: Comprehension

Speaking and Listening

Writing Transcription

Writing Composition

### What are imaginative stories?

Imaginative stories are made-up tales that can include fictional characters, settings, and events

#### Key Vocabulary

Setting	Where and when a story takes place.
Character	A person, animal, or creature in a story.
Hero	The main character who is brave and solves problems.
Villain	The bad character who causes problems.
Quest	A mission of challenge that a character must complete.
Solution	How the problem is fixed or solved.

#### Key features of Imaginative Stories

- **Fantasy settings** - Stories might take place in magical worlds, faraway lands, or even in space!
- **Magical Elements** - Some characters, objects, or places might have special powers.
- **Creative Problems & Solutions** - The problem may involve magic, talking animals, or impossible situations that need imaginative thinking.

#### Characters:

- **Heroes & Villains** - Heroes might be brave, kind, or clever. Villains might be tricky, mean, or greedy.
- **Magical Helpers** - Some stories have talking animals, fairies, or wise wizards who help the hero.
- **Unusual Creatures** - Dragons, giants, or even robots can be part of imaginative stories!

#### How can I show off my understanding of language?

Identify a range of language choices in the text and use:

- Repetition: "I wish, I wish, I wish for a dragon of my own!"
- Alliteration: 'The whirling wind whispered wild words'
- Dialogue
- Adjectives: 'A mischievous, grinning goblin
- Verb choices: 'crept', 'gobbled'
- Questions and exclamations
- Expanded Noun Phrases - Using two or more adjectives to describe a noun (e.g. the enormous, sparkling castle).
- Sound Words (Onomatopoeia) - Words that sound like their meaning (e.g. crash, bang, whoosh!).
- Conjunctions - Using because, so, but, and to extend sentences (e.g. The wizard cast a spell because the village was in danger).
- Different Sentence Openings - Instead of always starting with *The*, use *Suddenly*, *Deep in the forest*, *High in the sky* to make writing more interesting.

#### Story structure

Opening - Introduce a magical or unusual setting.

Build-Up - The hero starts an adventure or faces a challenge.

Problem - Something tricky happens - maybe a spell is cast, or a villain causes trouble.

Solution - The hero finds a way to fix the problem, often with the help of magic or a clever plan.

Ending - The story finishes happily (or with a lesson learned).