

What we already know <ul style="list-style-type: none"> Plot structure: beginning, middle and end Roles: Heroes and villains Moral/lesson within story 	Stage 3 and 4 English: Fiction – Fables/Graphic Novels	What's next <ul style="list-style-type: none"> Developed narrative structure, subplots. Character motivation and developments, foil characters Descriptive and symbolic setting
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English Golden Concepts				
Reading: Fluency	Reading: Comprehension	Speaking and Listening	Writing Transcription	Writing Composition

What is fiction?

Fiction is made up; you need to use your imagination when you are writing it.
Types of fiction include plays, stories and poems.

Key Vocabulary	
Simile	Compares two things using 'like' or 'as'.
Onomatopoeia	Words that sound like what they mean: 'thud', 'crash', 'bang'
Speech Bubbles	A shape, like a cloud, balloon or bubble, which contains text representing a character's speech.
Expanded noun phrases	A phrase that adds more detail to the noun: 'dark, stormy night'
Anthropomorphism	Giving human characteristics, emotions or behaviours to non-human entities or objects.

What do I need to know about story structure and narrative elements?

Introduction: Introduces the main characters, setting, and sometimes hints at the conflict or goal.

Build-Up: Begins the journey of the story by introducing the conflict or problem and developing the plot.

Problem: The turning point or peak of the story where the main character faces the biggest challenge or the main conflict.

Resolution: Events begin to wind down as the conflict or problem is addressed.

Ending: Wraps up the story and gives closure to the characters and the audience.

What do I need to know about characters?

There are main and supporting characters.

Character traits and development -

Recognise that characters have different traits (bravery, cleverness, patience) and these can change throughout.

What do I need to know about setting?

Fictional tales are set in a specific time and place.

The setting is important as it can contribute to the story's mood and events.

Detailed descriptions of time and place can impact the mood and actions.

Multiple settings: Shifting setting can affect the plot. For example: A graphic novel may use panels to show contrasting settings, like a calm forest scene followed by a bustling city.

