Writing

LO: To write a narrative, using description and action to engage the reader.

YOUR TASK:

Your task is to write a narrative with the title 'Trapped'. Your narrative will begin with your character being trapped somewhere or in something. For example, you could be trapped in a video game, in an avalanche or on a desert island — use your imagination! You will then continue you story to show how they finally manage to free themselves.



Things you may want to consider:

- A range of descriptive devices. Consider the figurative language you can use to create a sense of drama and panic in your narrative e.g. similes, metaphors, personification.
- A balance of sentence types and lengths try using long, multi-clause sentences when describing action, followed by a short snappy sentence for effect.
- **Dialogue to advance the action** use your speech wisely! How does it move your narrative on? Does it explain part of the story? Does it show the personality of your character?
- A range of punctuation for effect in this piece of writing, you could use an ellipses or a dash to create some tension.

Success Criteria 🚐			
Sentence Structure and Punctuation	Text and Organisation	Composition and effect	Spelling
Complex sentence: Connectives - however, although, despite, yet, when, whilst, if Parenthesis Capital letters for names and places? () brackets () ??? Question marks ???	Link paragraphs Ordered text with introduction AND conclusion.	Figurative Language: Similes Metaphors Personification Expanded noun phrases Adjectives Adverbs Dialogue to advance the action	
Colon ::::: Semi colon ;;;; Hyphen Ellipsis Apostrophes - can't, didn't, haven't	✓ ✓ ✓	Ellipsis Dialogue Figurative L	anguage

Suggested Structure and Planning Sheet			
This is an idea to help guide you; if you have other ideas, please pursue them. There is not a strict number of paragraphs but the following will help you to structure your ideas. You could jot some of your ideas in the spaces below for your narrative.			
Paragraph One – The Problem. Tell you reader where you character is trapped. Describe their surroundings in detail using a range of descriptive devices.			
Paragraph Two — The Plan. Explain how your character intends on freeing themselves. This would be a good place to use your dialogue to advance the action. Make sure you use a range of modal verbs hear to show the uncertainty			
Paragraph Three — The Escape. Explain how your character frees themselves. Don't make it easy for them though — make sure they have to overcome someone or something to do so! Focus on describing the action here.			
Paragraph Four — The Ending. Try not to be too predictable in the ending of your story — could you add some kind of clever twist? Remember, you don't need to be successful in freeing your character as they can remain trapped if you wish!			