



TALK & WRITING

FICTION TOOLKITS

The STRUCTURE should be taught within all fiction units.

The FEATURES should be incorporated into the model text. Some features are SPAG related. Other additional SPAG features will need to be incorporated and taught, specific to the needs of the class.



FICTION TOOLKIT SUSPENSE

EYFS	MILESTONE 1	MILESTONE 2	MILESTONE 3
STRUCTURE <ul style="list-style-type: none">BeginningMiddleEnd	STRUCTURE 5-part story which may be continuously written <ul style="list-style-type: none">OpeningBuild UpProblemResolutionEnding	STRUCTURE 5-part story written in 5 paragraphs <ul style="list-style-type: none">OpeningBuild UpProblemResolutionEnding	STRUCTURE 5-part story. Some parts may have more than one paragraph <ul style="list-style-type: none">OpeningBuild UpProblemResolutionEnding
FEATURES <ul style="list-style-type: none">Something scary in the story	FEATURES <ul style="list-style-type: none">Sentence starters to show suspense<ul style="list-style-type: none">SuddenlyUnfortunatelyAt that momentNoise words<ul style="list-style-type: none">There was a big bang.Exclamations to show shock or surprise<ul style="list-style-type: none">He jumped out of his skin.	FEATURES <ul style="list-style-type: none">As threat get closer, characters feelings are revealed<ul style="list-style-type: none">Her heart hammered in her chest.Short, punchy sentences for drama<ul style="list-style-type: none">She froze.Powerful verbs<ul style="list-style-type: none">creptgrabbedsmothered	FEATURES <ul style="list-style-type: none">Rhetorical questions<ul style="list-style-type: none">Who had turned out the light?Description creates ominous feeling<ul style="list-style-type: none">Paul's hand landed in something sticky and gloopy, which quickly travelled up his arm and wound its way around his neck.Reveal character's thoughts<ul style="list-style-type: none">She wondered if she would ever escape the darkness.



FICTION TOOLKIT SETTINGS

EYFS	MILESTONE 1	MILESTONE 2	MILESTONE 3
STRUCTURE <ul style="list-style-type: none"> Beginning Middle End 	STRUCTURE 5-part story which may be continuously written <ul style="list-style-type: none"> Opening Build Up Problem Resolution Ending 	STRUCTURE 5-part story written in 5 paragraphs <ul style="list-style-type: none"> Opening Build Up Problem Resolution Ending 	STRUCTURE 5-part story. Some parts may have more than one paragraph <ul style="list-style-type: none"> Opening Build Up Problem Resolution Ending
FEATURES <ul style="list-style-type: none"> Familiar setting <ul style="list-style-type: none"> garden park bedroom When the story takes place <ul style="list-style-type: none"> In the morning... What the setting looks like <ul style="list-style-type: none"> The park has a swing. 	FEATURES <ul style="list-style-type: none"> Name setting <ul style="list-style-type: none"> In the woods... Time of day and weather <ul style="list-style-type: none"> In the morning it was raining. Use of senses to describe - hear, see, feel <ul style="list-style-type: none"> Sam could feel the dry leaves under his feet. Expanded noun phrases to describe <ul style="list-style-type: none"> Dry leaves Dry, crinkly leaves Use of simile to compare using 'like' and 'as' <ul style="list-style-type: none"> The trees were as tall as a giant. Sam felt small like a mouse. 	FEATURES <ul style="list-style-type: none"> Interesting name for setting <ul style="list-style-type: none"> Toadstool Wood Time of day and weather to create effect <ul style="list-style-type: none"> Thunder rumbled through the darkness. Character reacts to the setting <ul style="list-style-type: none"> Sam shivered. Expanded noun phrases and adverbs show how the character reacts <ul style="list-style-type: none"> Sam whispered sneakily to his worried friend. Change setting, weather or time to create new atmosphere <ul style="list-style-type: none"> The sky changed from fluffy, dark clouds to rumbling thunder. 	FEATURES <ul style="list-style-type: none"> Name suggests something about the setting <ul style="list-style-type: none"> Hangman's Wood Use of metaphor and personification to alter weather, place or time <ul style="list-style-type: none"> The wind moaned. Sentence of three to describe what can be seen, heard or touched <ul style="list-style-type: none"> Old carpets, dusty sheets and broken chairs littered the floor. Unusual details bring the story alive <ul style="list-style-type: none"> On the piano stood a gilded cage containing a poisonous, hissing snake.



FICTION TOOLKIT CHARACTERS

EYFS	MILESTONE 1	MILESTONE 2	MILESTONE 3
STRUCTURE <ul style="list-style-type: none"> Beginning Middle End 	STRUCTURE 5-part story which may be continuously written <ul style="list-style-type: none"> Opening Build Up Problem Resolution Ending 	STRUCTURE 5-part story written in 5 paragraphs <ul style="list-style-type: none"> Opening Build Up Problem Resolution Ending 	STRUCTURE 5-part story. Some parts may have more than one paragraph <ul style="list-style-type: none"> Opening Build Up Problem Resolution Ending
FEATURES <ul style="list-style-type: none"> Character is familiar from a range of stories Character has a name 	FEATURES <ul style="list-style-type: none"> Expanded Noun Phrases <ul style="list-style-type: none"> Pretty, sparkly tiara Similes to describe <ul style="list-style-type: none"> He stood as tall as a tree. 	FEATURES <ul style="list-style-type: none"> Describe a character's emotions using senses <ul style="list-style-type: none"> A shiver shot up her spine. Main character has a hobby, interest or special talent <ul style="list-style-type: none"> Simon kept a pet rat called Bob in a cage made of bamboo shoots. Character has a desire or fear <ul style="list-style-type: none"> Gary had always wanted a pet but could never warm to the idea of having a pet lizard. 	FEATURES <ul style="list-style-type: none"> Name suggests something about the character <ul style="list-style-type: none"> Mr Hardy (strong and tough) Miss Honey (gentle and sweet) Details suggest the character's personality <ul style="list-style-type: none"> Mr Simons, gripping his cane, glared at the two boys. Show how characters feel by what they do, think or say <ul style="list-style-type: none"> "GET OUT!" he snapped, slamming the door. Show character development - how they feel at the start and end of the story <ul style="list-style-type: none"> Mrs Bonny frowned. Opening. Mrs Bonny turned to her new-found friend and smiled. Ending.



FICTION TOOLKIT DIALOGUE

EYFS	MILESTONE 1	MILESTONE 2	MILESTONE 3
STRUCTURE <ul style="list-style-type: none"> Beginning Middle End 	STRUCTURE 5-part story which may be continuously written <ul style="list-style-type: none"> Opening Build Up Problem Resolution Ending 	STRUCTURE 5-part story written in 5 paragraphs <ul style="list-style-type: none"> Opening Build Up Problem Resolution Ending 	STRUCTURE 5-part story. Some parts may have more than one paragraph <ul style="list-style-type: none"> Opening Build Up Problem Resolution Ending
FEATURES <ul style="list-style-type: none"> Simple speech in speech bubbles on a story map 	FEATURES <ul style="list-style-type: none"> Show how a character feels through what they say <ul style="list-style-type: none"> "I'm scared!" Use alternative words to 'said' <ul style="list-style-type: none"> hissed, squealed, roared, whispered 	FEATURES <ul style="list-style-type: none"> Describe what a character is doing whilst speaking <ul style="list-style-type: none"> "No," he hissed, shaking his head. Move the action forwards by using speech to suggest how a character feels, thinks or what they are like. <ul style="list-style-type: none"> "We can't hang around here much longer," said Steve. "It will be daylight soon." 	FEATURES <ul style="list-style-type: none"> Main character discusses other characters and reflects on events <ul style="list-style-type: none"> "William was petrified as he crept through the tunnel. Did you see the hairs on the back of his neck?" Put the speaker before, after or in between what is said <ul style="list-style-type: none"> Sam said, "So, let's go." "So, let's go," said Sam. "So," said Sam. "Let's go."



FICTION TOOLKIT DESCRIPTION

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STRUCTURE <ul style="list-style-type: none">BeginningMiddleEnd	STRUCTURE 5-part story which may be continuously written <ul style="list-style-type: none">OpeningBuild UpProblemResolutionEnding	STRUCTURE 5-part story written in 5 paragraphs <ul style="list-style-type: none">OpeningBuild UpProblemResolutionEnding	STRUCTURE 5-part story. Some parts may have more than one paragraph <ul style="list-style-type: none">OpeningBuild UpProblemResolutionEnding
FEATURES <ul style="list-style-type: none">Use describing words related to colour, size and feel<ul style="list-style-type: none">red ladybirdtall giantsoft teddy bear	FEATURES <ul style="list-style-type: none">Precise nouns to name the character<ul style="list-style-type: none">Poodle rather than dogExpanded noun phrases with comma<ul style="list-style-type: none">Small, round potAll five senses build a picture of the character<ul style="list-style-type: none">His face looked wrinkled, and his beard felt like sandpaper. He smelt awful like a bag of rubbish and when you touched him, he felt cold.	FEATURES <ul style="list-style-type: none">Describe a character's emotions using senses<ul style="list-style-type: none">The shadow darted forwards. Her skin crawled.Select powerful and precise adjectives, verbs and adverbs<ul style="list-style-type: none">rusted, overgrown, smeared, smotheredAlliteration adds to the effect<ul style="list-style-type: none">Sally slept silently.The dark, damp, dangerous wood.	FEATURES <ul style="list-style-type: none">Personification<ul style="list-style-type: none">The bushes seemed to be holding their breath.Metaphor<ul style="list-style-type: none">The sun was a gleaming pearl.



FICTION TOOLKIT OPENINGS AND ENDINGS

EYFS	MILESTONE 1	MILESTONE 2	MILESTONE 3
STRUCTURE <ul style="list-style-type: none"> Beginning Middle End 	STRUCTURE 5-part story which may be continuously written <ul style="list-style-type: none"> Opening Build Up Problem Resolution Ending 	STRUCTURE 5-part story written in 5 paragraphs <ul style="list-style-type: none"> Opening Build Up Problem Resolution Ending 	STRUCTURE 5-part story. Some parts may have more than one paragraph <ul style="list-style-type: none"> Opening Build Up Problem Resolution Ending
FEATURES <ul style="list-style-type: none"> Once upon a time In the end Happily ever after 	FEATURES <ul style="list-style-type: none"> Time starter <ul style="list-style-type: none"> One day Late one morning Early one afternoon Long, long ago Place starter <ul style="list-style-type: none"> Far, far away On the other side of the mountain End by taking the character back home <ul style="list-style-type: none"> He closed the front door behind him and smiled. 	FEATURES <ul style="list-style-type: none"> Time, weather or place starter <ul style="list-style-type: none"> In the dark of night... The river teemed with fish... Snow fell... Name the character and how they feel <ul style="list-style-type: none"> Bill started out of the classroom and glared at his Teacher. End by saying what has been learned <ul style="list-style-type: none"> He would never steal again. 	FEATURES <ul style="list-style-type: none"> Open with dramatic speech (warnings, worries, dares, secrets) <ul style="list-style-type: none"> How do we escape now? Use questions and exclamations to hook the reader <ul style="list-style-type: none"> "Run!" they yelled. "What is it?" she muttered. End by showing how the main character has changed and link back to the beginning. <ul style="list-style-type: none"> Bill grinned like he'd never grinned before. Gone were the days of living in the workhouse