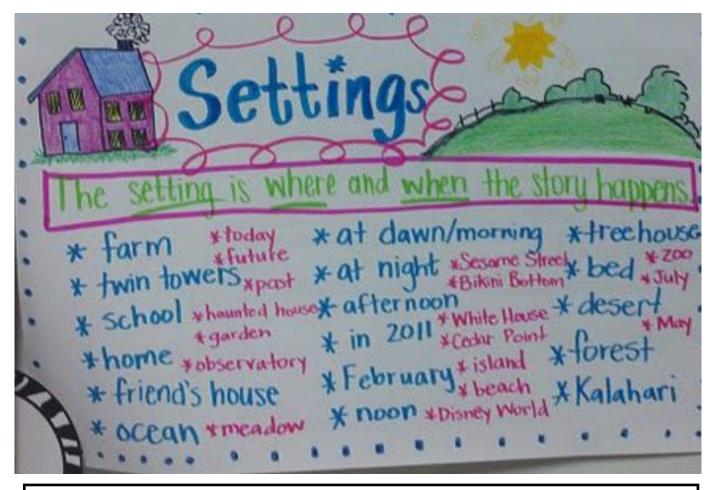
Year 5/6 English

Descriptive writing

# Setting

Definition:

A setting is a where an event takes place or the surroundings of something.



Can you draw some settings that you know? Which book had that setting?

The lion, the witch and the wardrobe:		
Narnia		

### The Old Mill

Stealthily, Jo crept down the stairs, dodging the fourth step in case it creaked. At the bottom, she paused but all that she could hear was a silence that filled the house with sleep. The cat wound its way round her legs, begging to be let out.

Twenty minutes later, she entered Deadmans's Forest. Tall trees towered overhead and daylight filtered through the branches, casting ebony shadows. It wasn't long before she came to the old ruins of the mill. The pond glittered in the sunlight. A few bees buzzed busily. Jo sat down under the trees and watched as the dragonflies flitted across the surface of the mill pond. It was here that she had first seen the unicorn. All morning she waited, until her eyes closed and she slept, dreaming of crystal towers and goblins.

Later, she woke with a start. The sun had slipped behind the trees, casting charred shadows across the water's oily surface. A cold breeze whispered through the reeds. Jo shuddered. A twig broke, leaves rustled and something was moving towards her! What was it? She panicked. Cautiously, Jo stared into the darkness between the trees where her imagination warned her anything could exist. A vague silhouette darted! Again, Jo shivered but not from the cold. At that moment, she heard a sudden hiss and a red eye flickered. Jo gasped.

With her dreams of unicorns left behind, she ran. Branches whipped at her face and brambles tore at her feet. She was sure that she could hear something behind her, feet thudding under the undergrowth. Something breathing... It was only when she reached the road beyond the tree line that she stopped. She stood, listening, but her heart was the only sound she could hear. The trees were still. Nothing. Silence. It was as if the forest had swallowed its secret.

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Date					
Subject/s	<u>English</u>				
1	Imitate				
Learning Objec-					
tive	+ 1 P.C				
	To make predictions				
•					
		<u> </u>	ΤΛ		
		SA	TA		
			<b>│</b> │ │ │		
Success Criteria	I can read the word in the sentence				
✓! 🗏	I can use what is happening in the text to predict the meaning				
	I can try to replace the word with another to see if it still makes sense				
Support	Independent Adult Support ( ) Group Wo	ork			

	I've never heard this word before		I've heard this word before and think I think what it means	I know what this word means and can use it confidently
stealthily				
ebony				
charred		П		
brambles		П		
vague		П		
darted				
cautiously				
ruins				

### Task:

Green column words: Write another sentence using that word.

Red column words: Copy the sentence from the text and annotate what is happening in the sentence and what gives you clues to what the word might mean.

Orange column words: Have a go at writing it in a sentence, if you can't think of a sentence to use the word properly, do the same as the red column word.

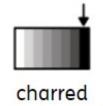
















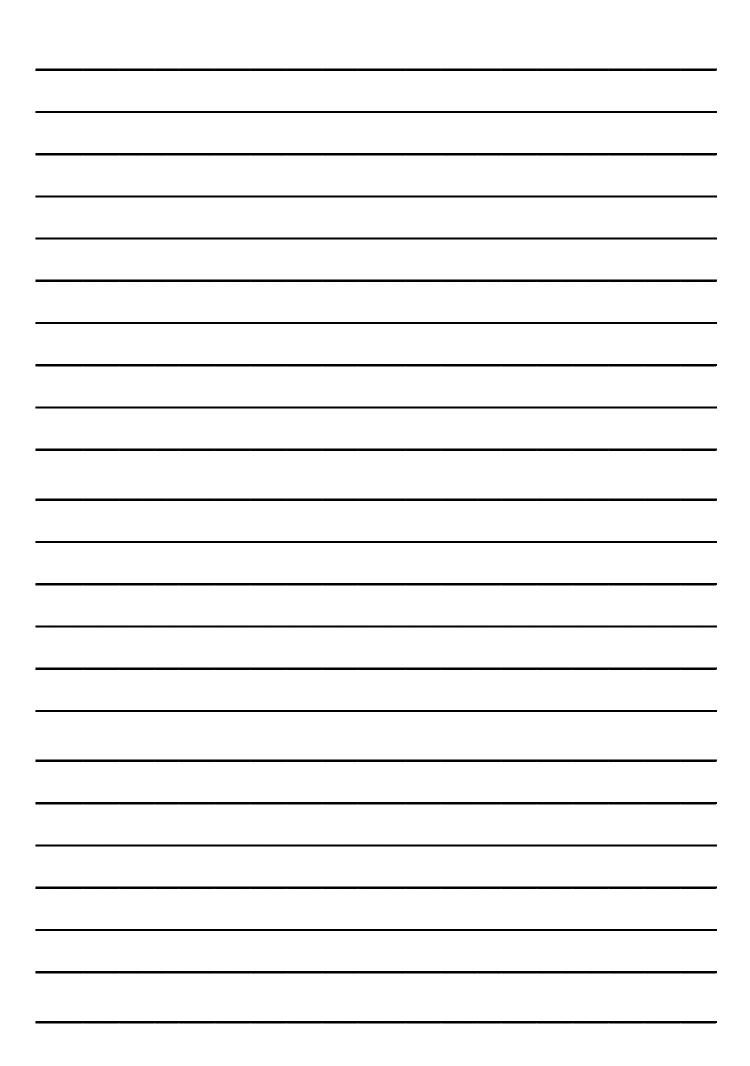












Date				
Subject/s	<u>English</u>			
	Imitate			
Learning Objec-				
tive	T			
	Tσ read as a reader			
		SA	TA	
		( <u>\</u> 8_ \)	Λ <u>.</u>	
Success Criteria	I can explain my likes and dislikes about a text			
<b>√!</b> ■	I can ask questions about a text			
<b>V</b> ; <u>:=</u>	I can identify patterns in a text or between texts			
Support	Independent Adult Support ( ) Group W	ork		



What did you like about

S story? Character/plot/

What didn't you like about the story?





Do you have any questions?

Does this book remind you of another story? What themes does it share with other books? Patterns



Date				
Subject/s	<u>English</u>			
1 1	Imitate			
Learning Objec-				
tive	_ , , , .			
	Tσ understand a text			
•				
		SA	TA	
Success Criteria	I can use the question words to help write my answers in full sentences			
<b>√!</b> <u>■</u>	I can retrieve information from the text			
	I can draw inferences about a character from what they say or do			
Support	Independent Adult Support ( ) Group Wo	rk	•	

### R

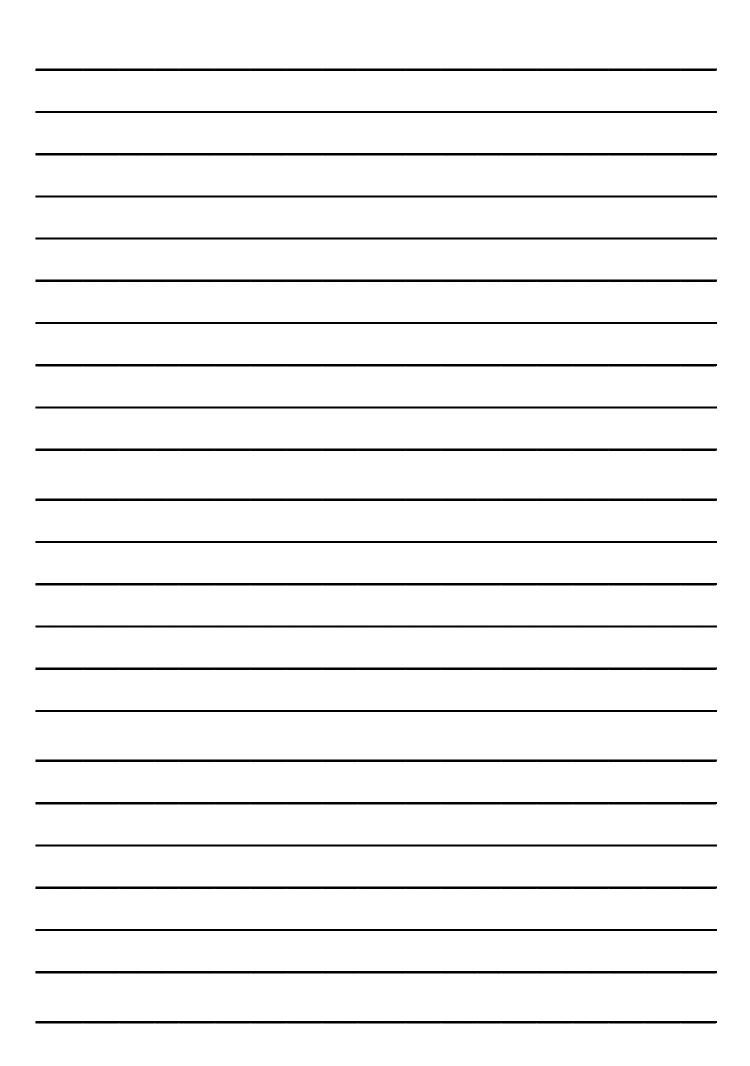
- 1. What is the setting of this story?
- 2. Who was with her at her house?
- 3. How long did it take to get to Deadmans Forest?
- 4. Why did Jo go back to the house?

### Ι

- 5. How did Jo feel at the beginning? How do you know?
- 6. Later, Jo's feelings change. Find and copy a phrase that shows Jo was scared.
- 7. Do you think Jo would go back?

### C

- 8. A) Why do you think the writer chose to call the forest 'Deadmans forest'?
- 9. Why did the author call the scary thing 'shadows' instead of telling the reader what it actually was?



Date							
Subject/s	<u>English</u>						
•	Imitate	Imitate					
Learning Objec-							
tive	T-1						
· ***	To box up the text.						
		SA	TA				
		<b>♥</b>	**************************************				
Success Criteria	I can summarise each paragraph.						
✓! 🗏	I can generalise the events						
	I can use the boxing up structure to plan my own story.						
Support	Independent Adult Support ( ) Group Wo	rk					

		,
Model text: The Old Mill	Generic structure:	Your story:
Jo sneaking out of the house. Creaky stairs. Silence. Cat wanted to come out.	Character leaving the house early in the morning.  What can they hear?  Who else is there?	
Jo went to Deadmans forest.	Where did they go? How long did it	
Tall trees, daylight in the sky.	take?	
Jo sat watching the dragonflies.	Description of the forest.	
Jo fell asleep after waiting for a long	What did character see and do?	
time	Eventually, character falls asleep.	
She woke up.	When? Character woke up.	
The sun had gone behind the trees and it had gotten cold.	Describe the weather/sun. Something made a noise.	
Jo heard leaves rustling and twigs breaking. She saw a silhouette and shivered.	Shadows are coming closer to the character.	
	Character is scared.	
Jo ran away.	Character begins to run away.	
Branches and brambles hit her as she	What can they feel/hear/see?	
ran.	No description on who is near.	
Could hear something behind her.	Character stop and listens.	
Something breathing.	Character is still very scared.	
She stopped when she was far away from the forest and listened.	Character is safe.	
She couldn't hear anything.		
Her heart was pounding.		

Date	
Subject/c	<u>English</u>
Subject/s	Imitate
Learning Objec- tive	
tive	
	To create the toolkit features of effective writing.
•	

# To develop your setting:

# To develop your suspense:

Descriptive language such as metaphor, noun phrases, personification, similes, adjectives.

A cloudless sky, a dark blue sheet above us, glimpses of shadows.

This helps the reader visualise the setting.

<u>Use the settings</u> <u>name to reflect</u> the tone.

<u>Deadmans forest</u> Beyond the wall. Hide the threat:

Use something, someone, it,

It makes the reader question what is coming.

Make your character see, hear, touch, smell or sense something ominous (strange and unknown).

Saw shadows,

Heard branches snapping,
Sense someone close.

# <u>Prepositions</u>

It tells the reader where things are in relation to the rest of the setting.

In the distance.

Above her,

Next to the trees,

<u>Passing over small</u> streams,

Surprise the reader with the unexpected.

What was it in the forest chasing our character?

Something evil?
Something kind?

Her cat/dog from home.

<u>Time of day/</u> weather.

<u>At nightfall,</u>

The sun was shining through the treetops.

This helps the reader imagine and relate to the story.

<u>Character's reactions:</u>

(adverbs)

Felicity said shakily

<u>Maddie frowned, knees</u> <u>knocking.</u>

This helps the reader empathise and feel for the character.

Reveal the characters inner thoughts:

She wondered if she could ever escape.

What is that?
Who is that?

Where am I?

Slow the action down by using sentences of three.

She couldn't believe her eyes. Her mouth dropped open. Her hands began to shake.

Date					
Subject/s		<u>Engli</u>	<u>sh</u>		
•		Imito	ıte		
Learning Objec-					
tive					
		To write a setting description.			
•					_
				SA	TA
				<b>₩</b>	
Success Criteria	I can use all five sens	ses in my writing.			
<b>√!</b> <u></u>	I can use adjectives o	ınd adverbs to describe the s	etting.		
Support	Independent	Adult Support ( )	Group W	ork	•





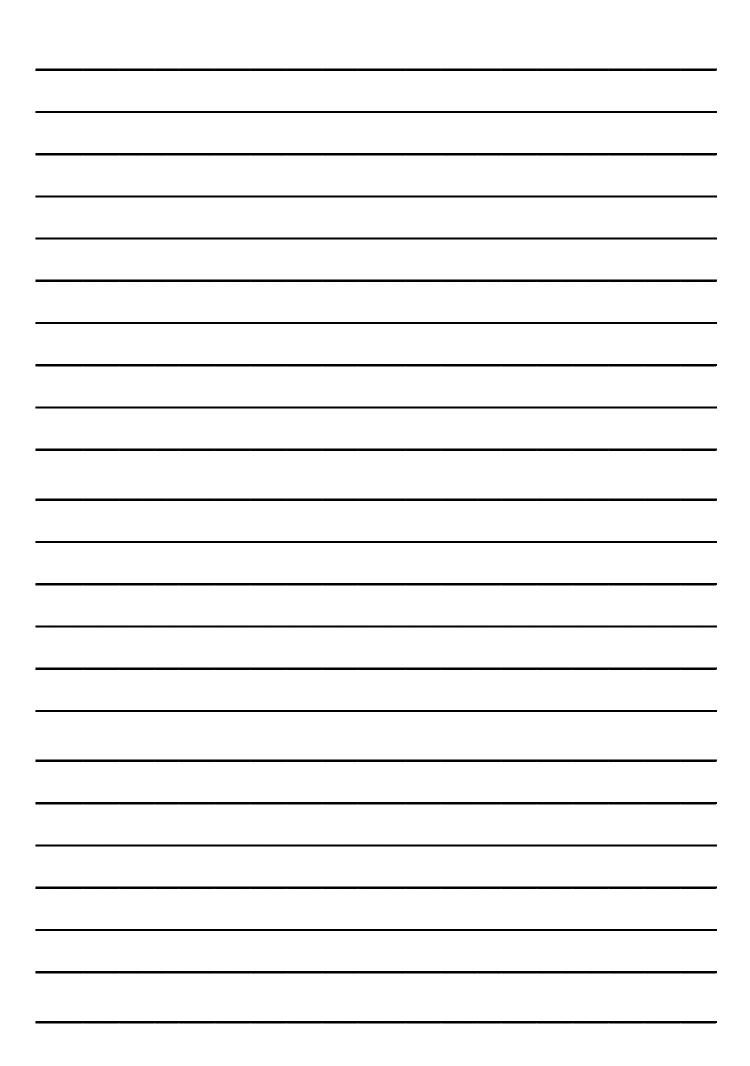
Here is an idea to help you with your setting.

Think about what old buildings might be near this forest? Church, shop, house.

Think about why your character might be coming to visit this place? Has someone seen an ogre/giant/unicorn/magician? Look at the contrast between the two photos from day to night.

Write two descriptive paragraphs about the setting in the day time then at night.

F	<b>(</b>	Feeling
Α	0	Asking
N	<b>©</b>	Noticing
T	(6)	Touching
A	<b>₽</b>	Action
S	<b>(4)</b>	Smelling
T	<b>(2)</b>	Tasting
1	<u>Q</u>	lmagining
C	<b>®</b>	Checking



Date			
Subject/s	<u>English</u>		
1	Imitate		
Learning Objec-			
tive			
	To show not tell characters feelings.		
			1
		SA	TA
		M.	X <del>I</del>
			Λ.
Success Criteria	I can use physical reactions to express feelings.		
<b>√!</b> ■	I can describe how feelings might make people think or act.		
	, ,		
Support	Independent Adult Support ( ) Group Wo	ork	

### Show not tell:

When we use this technique, we don't write the emotions the character is feeling.

E.g Jo was frightened.

We use physical changes to express that emotion.

Jo's heart was beating out of her chest and her legs felt weak.

In our model text, The Old Mill, the writer does this effectively.

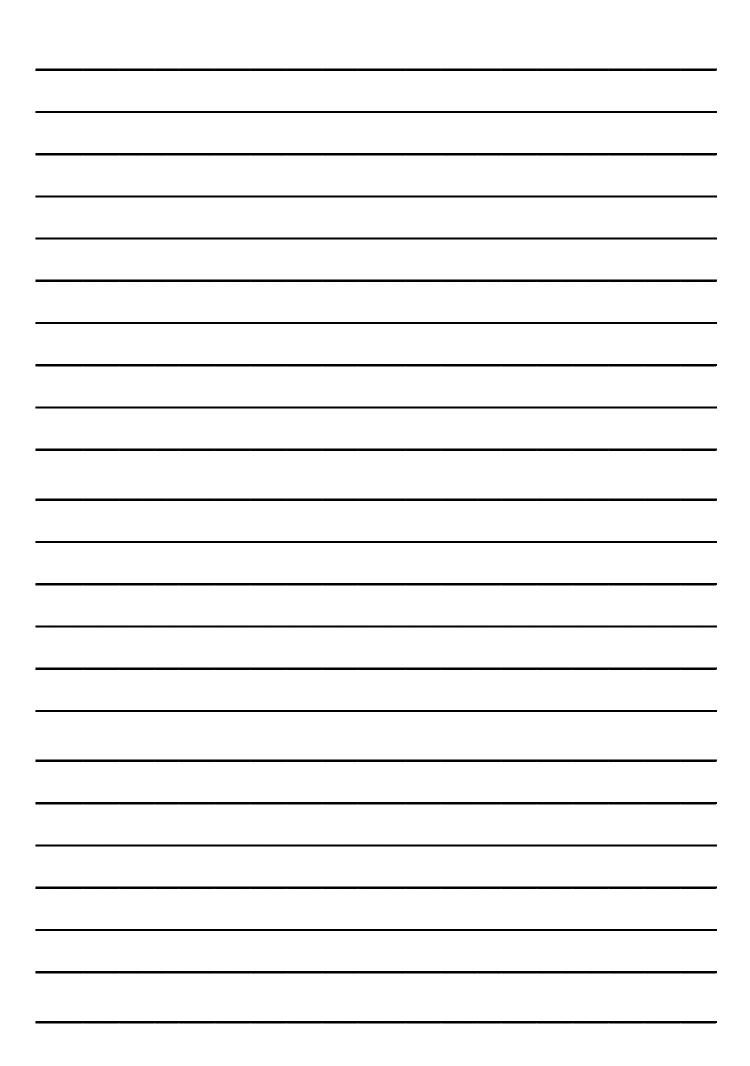
How did the character, Jo, feel in each of these sentences?

- 1. Jo shuddered.
- 2. Cautiously, Jo stared into the darkness between the trees where her imagination warned her anything could exist.
- 3. Jo gasped.
- 4. She stood, listening, but her heart was the only sound she could hear.

Can you have a go at writing your own sentences showing your character's feelings? Focus on fear, shock, excited, nervous, tired as they will be used in your story.

# **Show Not Tell!**

knees trembling hands shaking breathing hard whimpering legs turn to jelly colour drains from face breathless/ short breaths eyes widen heart pounding/racing heart hammering against chest	heart thumping wildly a shiver down your spine lips quivering knees shaking not daring to look paralysed with fear a rush of fear wash over you low voice mouth goes dry swallow head spinning	ANGRY huffing and puffing hands on hips slamming door hands/jaw clenched face reddening gritting teeth scowling snapping eyes narrowed
trudging eyes growing heavier yawning stumbling trying to keep eyes open rubbing eyes slumping in seat	jaw drops mouth wide open gasp jump/start drop what you are holding step back caught off guard	feeling sick to your stomach biting bottom lip sweaty palms pacing back and forth can't sleep or focus eyes tearing up heart racing pale face
NERVOUS fidget bite bottom lip butterflies in stomach stammer/stutter jumpy	trembling lips tears prickling in the corner of your eyes lump in throat muffled voice heart aches shaky voice	hot bright crimson face fan self with hand panting moving slowly drinking cold water wipe sweat from forehead
fRUSTRATED folding arms rolling eyes biting your tongue putting your head in your hands sighing/ groaning	HAPPY jump up and down talk rapidly laughing big smile eyes sparkle	excited grinning from ear to ear jumping up and down jaw drops clap hands eyes wide mouth wide
shy speak softly withdraw hide look down blush	EMBARRASSED holding/fighting back tears stomach flips cheeks flush crimson cheeks roll eyes	shivering goose bumps see breath red nose rub hands together
DISGUST recoil pull a face shudder wrinkle your nose	PROUD chin held high standing tall chest sticking out beaming	MISCHIEVOUS eyes twinkling teasing give a wink grinning



Date										
Subject/s	<u>English</u>									
1	<u>Imitate</u>									
Learning Objec-										
tive	_									
	To create a mood using pathetic fallacy	To create a mood using pathetic fallacy								
		SA	TA							
		0	0 1929							
		(K)	<b>₩</b>							
		<u> </u>	Λ.							
Success Criteria	I know how the weather can effect the mood of the story.									
<b>√!</b> ■	I can use descriptive variabulary to deepen the mamont									
	I can use descriptive vocabulary to deepen the moment.									
Support	Independent Adult Support ( ) Group Wo	rk								

Writers use a technique called **Pathetic Fallacy**. This means that they use the weather to foreshadow (predict) the events/moods in the story.

For example:

1. At the bottom, she paused but all that she could hear was a silence that filled the house with sleep.

That is demonstrating that the house is peaceful and still. Positive mood.

2. Daylight filtered through the branches. The pond glittered in the sunlight. A few bees buzzed busily.

This is creating a positive mood. The words 'glittered, daylight and sunlight' all suggest things are good and that Jo is happy.

3. The sun had slipped behind the trees, casting charred shadows across the water's oily surface. A cold breeze whispered through the reeds.

The sun has now gone in, it is getting darker and there is a cold breeze. This creates tension as it is getting scarier and the cold breeze suggests something uncomfortable or bad is going to happen.

4. The trees were still. Nothing. Silence. It was as if the forest had swallowed its secret.

At the end, the mood is calm again and Jo is safe. The environment is silent.

Have a think about the weather and if you think it creates a positive or negative mood. Then write some sentences to demonstrate.

- 1. Snow.
- 2. Fog.
- 3. Rain.
- 4. Cloudy.
- 5. Sunny.
- 6. Night time.
- 7. Day time.

Date										
Subject/s	<u>English</u>									
1 -	Imitate									
Learning Objec-										
tive	T 10 ff 11 1 1 1 1									
· ************************************	To write effective description									
		SA	TA							
Success Criteria	I can use short sentences.									
<b>√!</b> ■	I can use similes and metaphors									
*	I can hide information from the reader to create suspense.									
Support	Independent Adult Support ( ) Group Wo	rrk								

Use the example from the text and my model to help you write a description of a different sound. Here are some ideas for your description, but feel free to try your own.

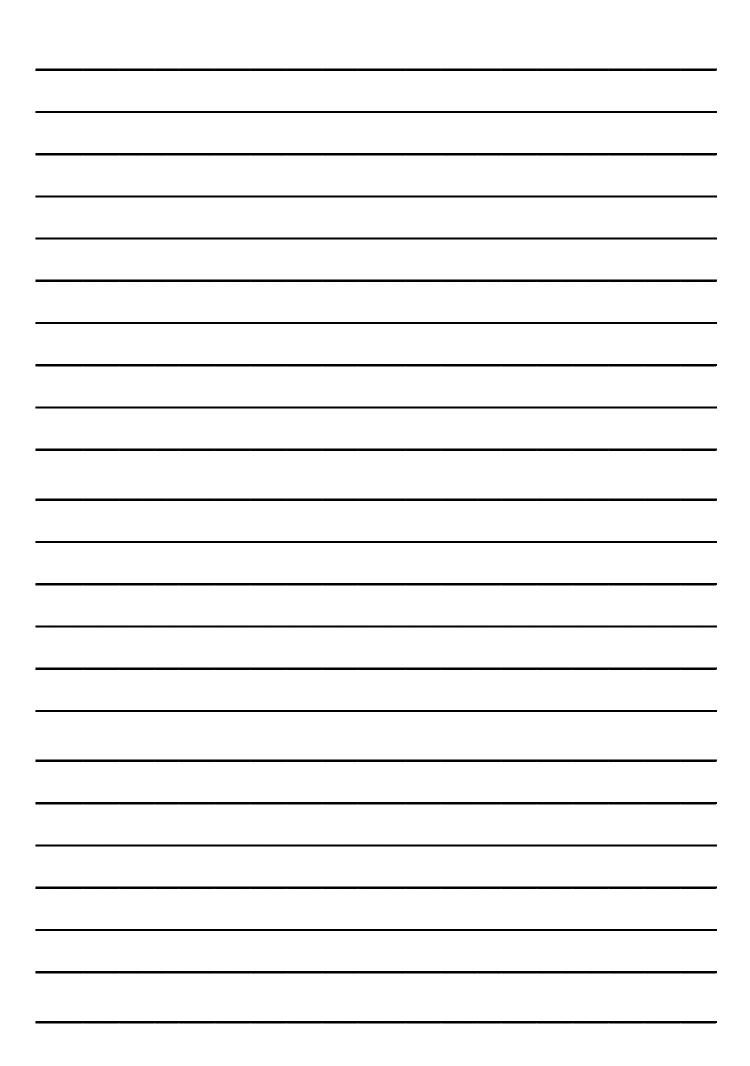
- Leaves crunching.
- Branch snapping.
- Footsteps getting closer.
- Breathing in the distance.
- Thunder striking.

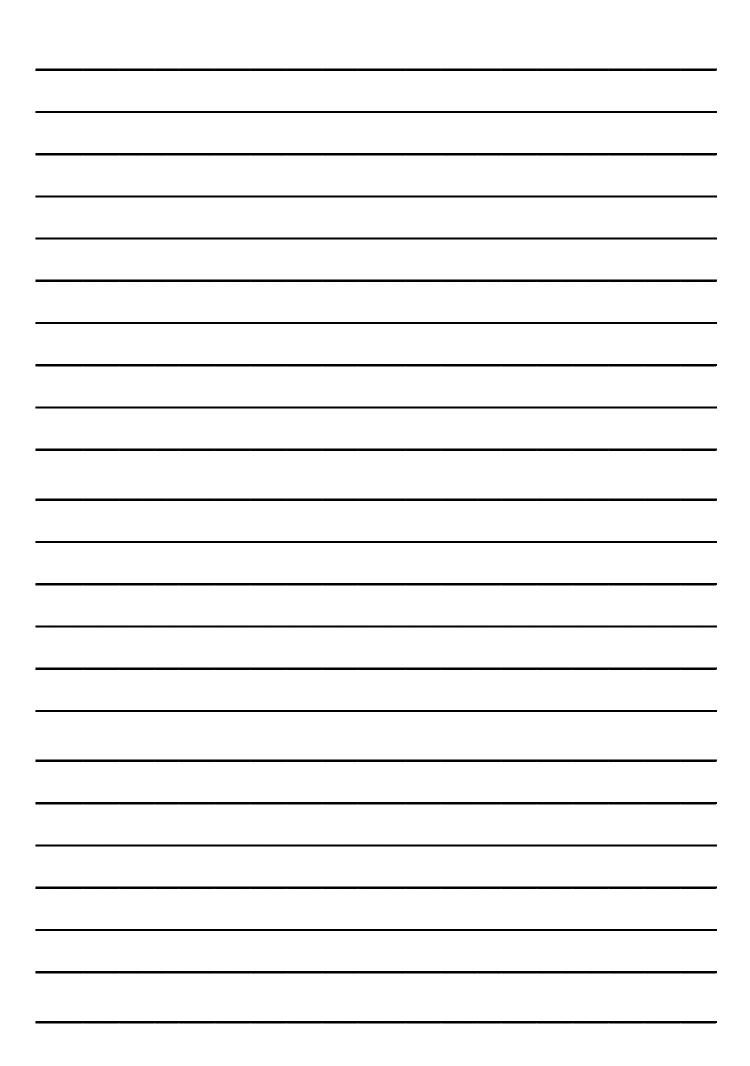
# <u>Text example</u>

Later, she woke with a start. The sun had slipped behind the trees, casting charred shadows across the water's oily surface. A cold breeze whispered through the reeds. Jo shuddered. A twig broke, leaves rustled and something was moving towards her! What was it? She panicked.

# <u>Modelled writing</u>

Later, she woke with a jolt. The sky had been covered in dull, grey clouds and the darkness of night crept in between the trees. A chilling breeze blew through the trees. Alice's face went pale as the colour drained from it. She could hear something clawing at the tree trunks and leaves crunching. The sound was getting closer every second. She saw an eerie shadow pass swiftly between the trees. What is that? She worried, paralysed with fear.



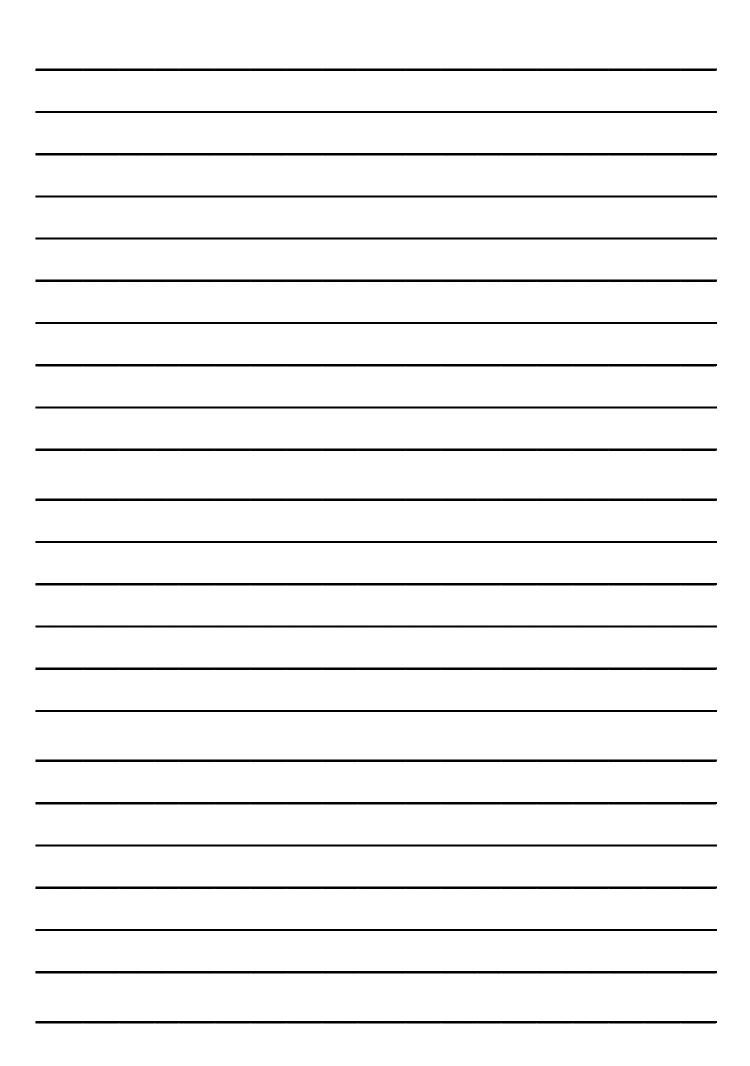


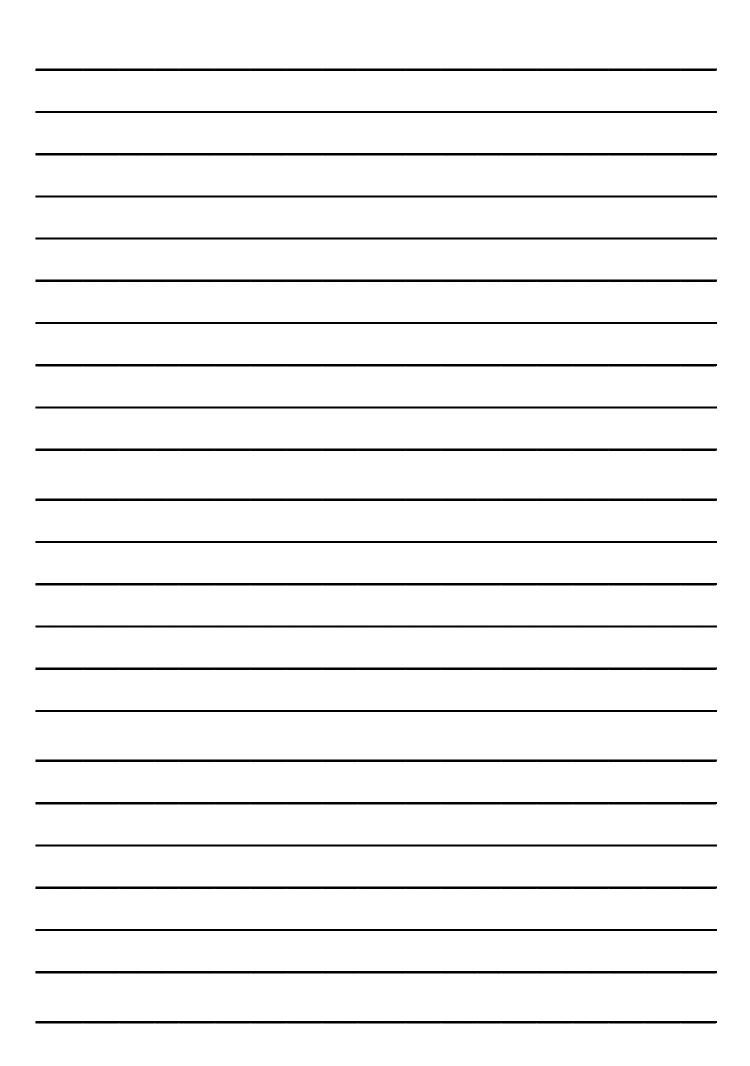
Now it is time to write your story.

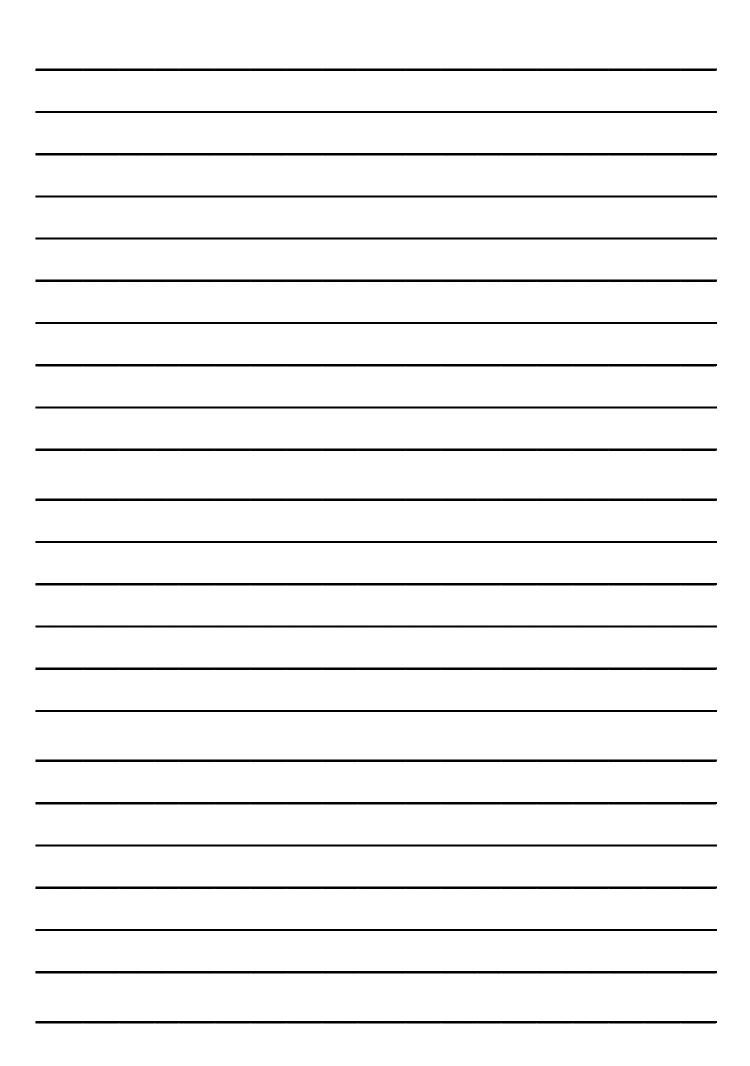
Remember to use all of the activities and writing you have done throughout the last week to write it.

Can you include the toolkit features?
Can you uplevel your vocabulary?
Can you use the sentence structures in the model text to help you.

Send a photo of your story to Miss Cooke when you are finished!







# Year 5 and 6 Spelling List

committee	cemetery	category	bruise	bargain	awkward	average	available	attached	appreciate	apparent	ancient	aggressive	achieve	according	accompany	accommodate
embarrass	disastrous	dictionary	develop	determined	desperate	definite	curiosity	criticise	correspond	convenience	controversy	conscious	conscience	competition	community	communicate
hindrance	harass	guarantee	government	frequently	forty	foreign	familiar	explanation	existence	excellent	exaggerate	especially	equipment	equipped	equip	environment
occur	occupy	nuisance	neighbour	necessary	muscle	mischievous	marvellous	lightning	leisure	language	interrupt	interfere	individual	immediately	immediate	identity
Sacrifice	rhythm	rhyme	restaurant	relevant	recommend	recognise	queue	pronunciation	programme	profession	privilege	prejudice	physical	persuade	parliament	opportunity
yacht	vehicle	vegetable	variety	twelfth	thorough	temperature	symbol	suggest	sufficient	stomach	soldier	sincerely	sincere	signature	shoulder	secretary