

Text Type

Narrative

Purpose	To entertain and inform
Text Features	<p>To signal time and sequence: <i>Early that morning..., Later that day..., Soon after..., As evening fell..., Eventually...</i></p> <p>To change setting: <i>While this was happening..., On the other side of..., Back at..., Meanwhile...</i></p>

Openers	Early that morning..., Later that day..., Soon after..., Eventually..., On the other side of the forest..., Back at Grandma's house...
Connectives	<p>To shift attention for suspense: <i>meanwhile, however, at that very moment, suddenly, without warning, in a flash, out of nowhere,</i></p>
Vocabulary	<p>single words: cold, water, very, beautiful, simple groups: It looked like a bright green lizard; simple figurative language: as big as a house single precise words: clutched, disgusted, eventually simile: Burning coal shot out like tiny bullets metaphor: ... lungs screamed for air colloquial language for characters' speech: Watcha doin? alliteration: ... completely captivating cat personification ... wind clutched at her hair</p>

Structure of Text

Introduction	A good opening sentence/paragraph to hook the reader; either describe the scene/a main character/an action sequence/use dialogue. Introduce/describe one or two main characters: appearance/behaviour/ relationship. Drop hints as to what will happen. (How does the story begin?)
Action and Development	Develop main characters (more detail about them through what they do or say) Introduce the problem/conflict. Introduce one or two more characters (do they cause the problem?) Interaction between characters to move the plot forward (layout/punctuation of direct speech) Build tension. (What happens? What's the problem?)
Climax	Focus on description/character/discussion rather than action. Vary sentence length i.e. short for impact, long to elaborate meaning. Introduce one or two more characters (do they add to conflict/cause a complication or help to resolve conflict?) Build tension to a climax. (What happens next?)
Resolution	How are problems solved? Who solves them? How do characters react? Are things tied up neatly or is the reader left guessing? A good final sentence/ paragraph (refer back to title/introduction) Consider changing title to best suit story plan (How does the story end?)