

And edit literary texts, experimenting with figurative language, storylines, characters...

create and edit literary texts, experimenting with figurative language, storylines, characters and settings from texts students have experienced

Learning intention

- create and edit literary texts, experimenting with figurative language, storylines, characters and settings from texts students have experienced

Teach and model

- drawing upon fiction elements in a range of model texts; for example, main idea, characterisation, setting (time and place) and devices; for example, figurative...
- creating a visual map, which may include digital mind maps, of figurative language, storylines, characters and settings in a text that may inspire their own writing

Check understanding

- Explain the main idea in and edit literary texts, experimenting with figurative language, storylines, characters... using an example.
- Show the idea in a second way: with words, a model, a diagram or symbols.
- Apply the idea to a short unfamiliar situation and justify the result.

Teaching cautions

- Ask the student to explain their choice, not only state an answer.
- Check that key vocabulary is understood in a new example.
- Mix representations so the skill is transferred rather than copied.

Quick lesson sequence

- Connect to prior knowledge and introduce the key vocabulary.
- Model one clear example, then solve a second example together.
- Finish with an independent check and a short student explanation.