**English W/C 30/03/20**



**I can describe a setting**

Choose a room or space in your house or garden if you have one. Or you could look out of the window. Go and sit in the space for a minute or two. Think about each of your senses.

What can you see?

What can you hear?

What can you smell?

What can you feel?

Task- to write 2 sentences for each sense to describe the setting.

Remembering

* To write in full sentences
* Capital letters
* Full stops
* Interesting adjectives (describing words)
* Similes and Metaphors – check out <https://www.bbc.co.uk/bitesize/topics/zfkk7ty/articles/z9tkxfr> to help you to remember what these are!

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**I can describe a setting**

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What can you see?

What can you hear?

What can you smell?

What can you feel?

Task- to dictate a sentence for each sense to describe the setting for an adult to scribe.

Remembering

* To dictate full sentences
* Capital letters
* Full stops
* Interesting adjectives (describing words)

Can you help the person scribing for you by giving them the beginning sound for some words?

**English W/C 30/03/20**



**I can write the opening of a story, describing the setting in detail**

Task- writing the opening of her own story, an adventure story that involves two friends going to find something. Write the opening to the story that describes the setting in detail.

1. Opening/setting scene or introducing characters

Some possible options for opening a story ‘to grab the reader’

• using dialogue, e.g. a warning given by one character to another

• asking the reader a question

• describing some strange behaviour of one of the characters

• using a dramatic exclamation (Help!) or dramatic event

• introducing something intriguing

2. Build-up/creating setting

• making the characters do something

• using detail based on sense impressions – what can be seen, heard, smelt, touched

or tasted

• basing settings on known places plus some invented detail

• using real or invented names to bring places alive – to help to make the setting more real

and more believable

• creating atmosphere, e.g. what is hidden, what is dangerous, what looks unusual, what is

out of place

• using the weather, time of day and season as well as place