

- builds up.
- A complication and series of 'cliffhangers'.
- Resulting events.
- Resolution and ending.

- suddenly, without warning...
- Dialogue in different tenses.
- Verbs to describe actions, thoughts and feelings.
- Language effects eg adverbs, adjectives, precise nouns, expressive verbs, metaphors, similes...
- Use exclamations for impact eg Help!
- Use questions to draw the reader into events.



Adventure Stories



Making the Text Interesting

- Know the story ending so that events can be planned and written accordingly.
- Avoid telling the reader what to feel eq it was scary, but make the reader feel it through description.
- Avoid telling the reader what the character feels eg she was sad, but show how characters feel through what they say or do eg her lip trembled.
- Do not have too many characters.

- Give the main character some sort of flaw to make them more interesting.
- Keep thinking what each character might do or say.
- Plan a few details about your character that tells the reader something about their personality.
- Include weather, season and time of day as part of creating the setting.
- Create suspense, lull the reader into a false sense of security by getting characters to do something pleasant and then introduce a dilemma.
- At the end show how the main character has changed as a result of their adventure.