b 0	Subject terminology		Language	Definition		
ting	*Narrative arc	climax/ dilemma - falling action - resolution	owing a traditional structure of exposition - rising action - ion.	*Metaphor	A type of image when one thing is compared to another thing to help the reader to understand an aspect of the original thing more clearly e.g. "The plane was a <u>metallic little bird</u> soaring through the empty sky." In this example, the aeroplane (this is called the ' tenor ') is compared to a bird (this is called the ' vehicle ') to help the reader to understand an aspect of the aeroplane more clearly (understanding the link between the tenor and the vehicle is called the ' ground ').	
creative writing	*Narrative perspective	always) is telling the story. Pronouns such	point of view, a character (typically the protagonist, but not as 'I' and 'we' are used. s point of view, an external narrator is telling the story.			
ö	*Show not tell	This is when you allow the reader to experuse of words, images and action, rather that	ience and guess what is happening in the story through the in telling them directly.			
	CHRONOLOGICA		stories which move forward in time, from beginning to	*Personification	A type of image where a human quality is attached to a thing or idea e.g. "The trees <u>wore</u> blankets of ice."	
Year	NON- CHRONOLOGICA	middle to end. The events are sequenced in order . Stories that are non-chronological don't follow the chronological order of events - they might start at the end and go backwards, or they feature flashbacks/flash forwards. They tend to jump back and forth in time .		*Simile	A type of image that we using 'like' or 'as' e.g.	riters use to compare one thing with another, "The snow fell like delicate confetti."
	Word classes	Definition Definition	Example	IMAGERY	picture with words for senses to describe some	ge to evoke a sensory experience or create a a reader. Writers often use the different ething – such as seeing, hearing and touching ader experience what is being described.
	*Verb	A verb is a word or set of words that shows actions and feelings.	He <u>thought</u> of an idea. She <u>understood</u> what a verb was.	SYMBOL/ SYMBOLISM		
	*Adverb	An adverb is a describing word that adds more detail to a verb.	She <u>instinctively</u> understood what a verb was. <u>Rapidly</u> , he thought of an idea.			
	_	*Nouns are names, places and things .	The <u>sunshine</u> was blinding. His <u>knowledge</u> of <u>grammar</u> was impressive.	openings *Begin with a verb *Begin with an adverb	Definition	Example
know		CONCRETE nouns are nouns that you can see, hear, taste, touch or smell (i.e. they can be experienced through the senses).	Sky, medicine, thunder, chair, cake.		A sentence that begins with the action (<i>verb</i> , <i>person sentence</i>).	<u>Reading</u> through the book, he became engrossed in the story. <u>Crying</u> , she opened the envelope.
dy kı		ABSTRACT nouns are ideas and concepts.	Love, justice, happiness, sadness, hope.		A sentence that begins with the description of	Quietly, she crept away.
ılready	*Pronoun	Words used instead of a noun i.e. 'he', 'she', 'they', 'it'.	The idea filled <u>her</u> with happiness. The basketball rolled until <u>it</u> hit the wall.	*Begin with an	the action. A sentence that begins	<u>Furious,</u> he slammed the door ad vowed never to
you a	*Adjective	An adjective is a describing word that adds more detail to a noun.	His <u>impressive</u> knowledge of grammar filled him with confidence. The <u>blinding</u> sunlight meant that it was difficult to see.	emotion	by describing the emotion of the subject.	return.
*What	PREPOSITION	A preposition is a word that tells you where something is in relation to something else.	The house was <u>on</u> a hill <u>beside</u> a tree. The cat lurked <u>under</u> the bed.	BEGIN WITH A PREPOSITION	A sentence that begins by stating where something is.	On the horizon, the sky darkened and a storm began to brew.

Structural techniques	Definition	Story types	Example	
*Exposition	The beginning of the text where elements of plot, character and setting are introduced.	*Character flaw	The main character has some sort of flaw which lands them into trouble. The story often ends with the character learning their lesson and changing their ways. The main character goes on a quest or adventure. They usually go on this journey to complete a specific task. The character will face a series of	
*Rising action	The action building up to the climax. We start to learn more about the characters and relationships in the story. There will be an incident (or incidents) that create suspense, or interest, or some kind of conflict.	*Quest/ journey		
*Climax/ dilemma	The most intense , important point of the story where the tension has built to its highest point. For example, it might be a confrontation, or a moment where someone realises how they feel about someone/ something, or when a secret is revealed.		challenges, trials or temptations which they will need to overcome to succeed and find their way back home.	
*Falling action	The action that happens as a result of the climax. For example, this might be where the characters guess/ speculate/ worry about what will happen to them next.	*Rags to riches	The main character feels upset or mistreated because of the situation they are in at the beginning of the story. The character overcomes their difficulties and is often transformed in some way. This transformation can	
*Resolution	The end of a text where events are resolved. Loose ends are tied up and we see what the characters' lives are going to look like now that the story is over.	<u></u>	include either their appearance, personality or opinions.	
FLASHBACK	A flashback is a reference (or scene) to something that takes place before a story begins. Flashbacks interrupt the chronological order of the main story and they take the reader back in time.	Conquering the monster	Everything is well for the main character until a threat appears. The threa is difficult to defeat, but the character eventually overcomes it using their resourcefulness or a positive character trait (e.g. honesty, courage,	
FLASHFORWARD	A flashforward is a reference (or scene) to the future (it could be an imagined idea of the future, or what actually happens in the future). It is much more direct than foreshadowing, which is where a writer tends to drop hints and clues rather than telling the future directly.	Discovery tale	kindness). The main character finds something valuable, interesting or important. But finding this object may lead to things going wrong. The character has to overcome the problems, sometimes by discarding the valuable item in some way.	
		Meeting tale	The main character meets someone or something which leads to a dilemma. The main character might have to look after this new acquaintance or keep them a secret. Alternatively, the two characters might argue and go their separate ways. But something terrible happens to one of them. Luckily, the other character helps them, and they are usually able to overcome their differences and resolve everything.	