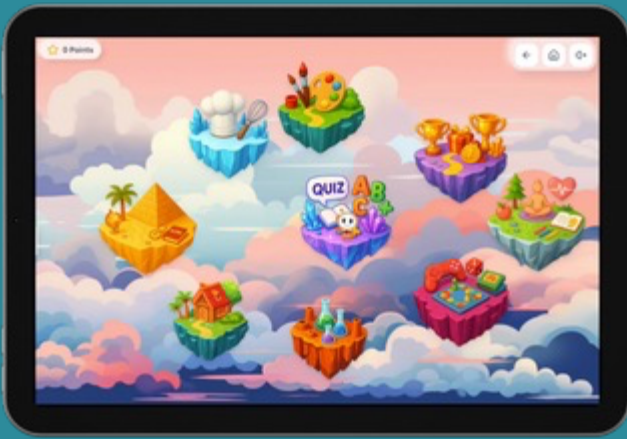


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Character, Setting and Plot - Year 4

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STORY ELEMENTS AT A GLANCE



CHARACTER

Who is in the story?

Look for appearance, actions, dialogue, thoughts, feelings, and choices.



SETTING

Where and when does it happen?

Notice sensory details, atmosphere and how the place affects events.



PLOT

What happens, and why?

Follow the orientation, complication, rising action, climax and resolution.



MAKE THEM WORK TOGETHER

Strong stories link a character's choices to the setting and the events.

CHARACTER EVIDENCE DETECTIVES



HOW TO PLAY

1. Work with a partner or small group
2. Read one evidence card at a time
3. Find clues in the character's action, dialogue, thoughts or description.
4. Agree on a character trait and explain which words support your inference.

EVIDENCE KEY

	ACTIONS - what the character does
	DIALOGUE - what the character says and how it is said
	THOUGHTS AND FEELINGS - what is happening inside
	DESCRIPTION - appearance, habits and body language



DISCUSS

Which clue is strongest? Could another trait also fit?

CHARACTER EVIDENCE CARDS



CARD 1



Mia returned the lost wallet without opening it, even though nobody was watching.

TRAIT + EVIDENCE:

CARD 2



Arlo tapped his foot, checked the clock again and sighed, 'We will never finish in time!'

TRAIT + EVIDENCE:

CARD 3



Zara practised the difficult jump every afternoon until she could land it safely.

TRAIT + EVIDENCE:

CARD 4



Finn moved his chair so the new student could join the group and quietly explained the task.

TRAIT + EVIDENCE:

CARD 5



Priya gripped the torch, swallowed hard and stepped into the dark tunnel first.

TRAIT + EVIDENCE:

CARD 6



Leo crossed his arms and refused to change his plan, even after the map proved him wrong.

TRAIT + EVIDENCE:



STORY SPARK SPINNER

Spin three times. Collect one character clue, one setting detail and one plot challenge. Use all three to plan a short scene.



CHALLENGE

Explain how the setting makes the character's problem easier or harder.



STORY SPARK CARDS



CHARACTER

A careful
inventor who
hides a bold idea



CHARACTER

A loyal friend
who fears
being left behind



SETTING

An empty
museum just
before closing



SETTING

A windswept
island during
a power cut



PROBLEM

The only map
has been
torn in half



PROBLEM

Someone has
taken the
wrong backpack



TENSION

Footsteps
echo closer
with every turn



TENSION

The warning
light begins
to flash



CHARACTER CLUES



Name: _____

Read the passage. Use the character's actions and dialogue as evidence.

At the robotics expo, Nia noticed a loose wire under another team's model. She glanced at the judges, then crouched beside the table. 'Your sensor cable has slipped,' she said, pointing carefully without touching the machine. When the team fixed it and thanked her, Nia smiled and hurried back to her own project.

1. Circle TWO traits that best describe Nia.

observant

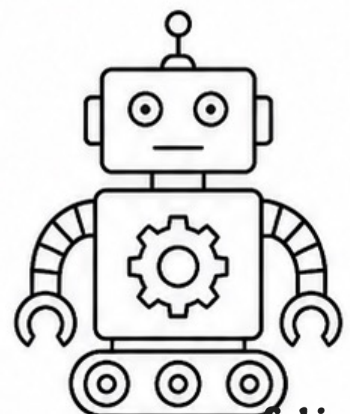
confident

helpful

careless

2. Copy one action or line of dialogue that supports your choices.

3. How does Nia's choice affect what happens next?





CHARACTER CLUES



Name: ANSWERS

Read the passage. Use the character's actions and dialogue as evidence.

At the robotics expo, Nia noticed a loose wire under another team's model. She glanced at the judges, then crouched beside the table. 'Your sensor cable has slipped,' she said, pointing carefully without touching the machine. When the team fixed it and thanked her, Nia smiled and hurried back to her own project.

1. Circle TWO traits that best describe Nia.

observant

dishonest

helpful

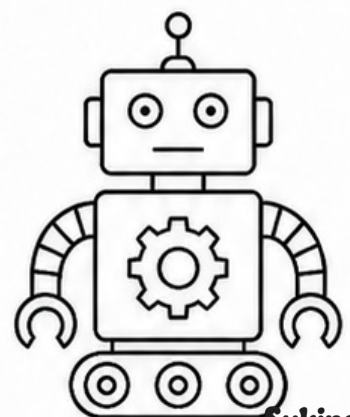
careless

2. Copy one action or line of dialogue that supports your choices.

Nia notices the loose wire and says, 'Your sensor cable has slipped.'

3. How does Nia's choice affect what happens next?

Her warning helps the team fix the sensor cable before judging.



CHARACTER CHANGE

Name: _____

Read both moments. Track how Eli changes.

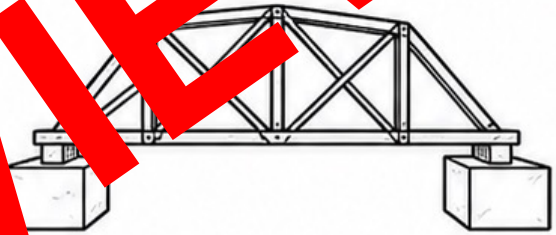
BEFORE

Eli kept his ideas inside his notebook. When group members asked for suggestions, he shrugged and let others decide.



AFTER

When the bridge model collapsed, Eli opened his notebook. 'I think the supports need triangles,' he said. He showed the group his sketch and helped them rebuild.



1. What trait does Eli show BEFORE?

2. What trait does Eli show AFTER?

3. Which event causes Eli to act differently?

4. Explain the change using evidence from both moments.

CHARACTER CHANGE

Name: **ANSWERS**

Read both moments. Track how Eli changes.

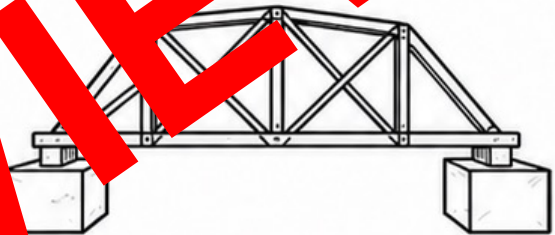
BEFORE

Eli kept his ideas inside his notebook. When group members asked for suggestions, he shrugged and let others decide.



AFTER

When the bridge model collapsed, Eli opened his notebook. 'I think the supports need triangles,' he said. He showed the group his sketch and helped them rebuild.



1. What trait does Eli show BEFORE?

reserved or hesitant

2. What trait does Eli show AFTER?

confident and helpful

3. Which event causes Eli to act differently?

The bridge model collapses.

4. Explain the change using evidence from both moments.

Before, Eli shrugs and lets others decide. After the collapse, he shares his sketch and helps the group rebuild.

SENSORY SETTINGS

Name: _____

Read the setting. Notice how sensory details create mood.



The ferry dock groaned as waves slapped the posts. Salt stung Ava's lips, and cold spray smacked her glasses. Beyond the fog, a bell sounded once.

1. Underline one SOUND detail.
2. Box one TOUCH or TASTE detail.
3. Circle the mood: peaceful / uneasy / cheerful
4. Explain how two details create this mood.

REWRITE THE SETTING

Bland sentence: Ava walked into the old shed.

Rewrite it using at least TWO senses to create a tense mood.

SENSORY SETTINGS



Name: ANSWERS

Read the setting. Notice how sensory details create mood.



The ferry dock groaned as waves slapped the posts. Salt stung Ava's lips, and cold spray smacked her glasses. Beyond the fog, a bell sounded once.

1. Underline one SOUND detail.
2. Box one TOUCH or TASTE detail.
3. Circle the mood: peaceful / uneasy / cheerful
4. Explain how two details create this mood.

The groaning dock and single bell beyond the fog create an uncertain, uneasy mood.

REWRITE THE SETTING

Bland sentence: Ava walked into the old shed.

Rewrite it using at least TWO senses to create a tense mood.

The rusty hinge shrieked as Ava pushed inside. Damp air chilled her skin, and the sharp smell of mould filled the darkness.

PLOT PATH

Name: _____

Read the events from *The Stray Lantern*. Label each stage: orientation, complication, rising action, climax or resolution.



1. Luca camps beside the river with his aunt.	
2. A storm knocks their lantern into fast water.	
3. Luca follows the glow downstream while the river rises.	
4. At a fallen log, he uses a rope to reach the lantern before it disappears.	
5. Back at camp, they search the lantern and prepare for more rain.	

6. Which event is the climax? Explain why.

7. Write one cause-and-effect sentence using *because*, *so* or *therefore*.



PLOT PATH

Name: _____ **ANSWERS**

Read the events from *The Stray Lantern*. Label each stage: orientation, complication, rising action, climax or resolution.



1. Luca camps beside the river with his aunt.	orientation
2. A storm knocks their lantern into fast water.	complication
3. Luca follows the glow downstream while the river rises.	rising action
4. At a fallen log, he uses a rope to reach the lantern before it disappears.	climax
5. Back at camp, they secure the lantern and prepare for more rain.	resolution

6. Which event is the climax? Explain why.

Event 4 is the climax because Luca faces the highest-stakes moment and must reach the lantern before it disappears.

7. Write one cause-and-effect sentence using *because*, *so* or *therefore*.

The storm knocks the lantern into the river, so Luca follows it downstream.



BUILDING TENSION

Name: _____

Directions: Read the plain paragraph. Then use the tension tools to make it more suspenseful.

PLAIN PARAGRAPH

"The museum was quiet. Sienna walked down the hall. She heard a noise. She opened the door and found a box."



A. CHOOSE THE TENSION TOOLS

Tick the **THREE** details that would build the most tension

- ☐ The lights flickered twice.
- ☐ A clock counted down behind the wall.
- ☐ A friendly guide waved from the doorway.
- ☐ Footsteps stopped when Sienna stopped.

How would one of your chosen details make a reader feel?

B. REWRITE THE PARAGRAPH

Rewrite the paragraph using at least **THREE** of these tools:

sensory detail • short sentence • unanswered question • time pressure



Keep the same character and setting. Change the details and sentence choices to build tension.

BUILDING TENSION

Name: ANSWERS

Directions: Read the plain paragraph. Then use the tension tools to make it more suspenseful.

PLAIN PARAGRAPH

"The museum was quiet. Sienna walked down the hall. She heard a noise. She opened the door and found a box."



A. CHOOSE THE TENSION TOOLS

Tick the **THREE** details that would build the most tension.

- ☒ The lights flickered twice.
- ☒ A clock counted down behind the wall.
- ☐ A friendly guide waved from the doorway.
- ☒ Footsteps stopped when Sienna stopped.

How would one of your chosen details make a reader feel?

The stopped footsteps make the reader feel watched and uneasy because someone may be following Sienna.

B. REWRITE THE PARAGRAPH

Rewrite the paragraph using at least **THREE** of these tools:

sensory detail • short sentence • unanswered question • time pressure

The lights flickered twice. Tick. Tick. A clock counted down behind the wall. Sienna crept along the hall. Footsteps followed. She stopped. They stopped too. Who was there? With seconds left, she pulled open the door. A locked box waited in the dark.



Keep the same character and setting. Change the details and sentence choices to build tension.

STORY ELEMENTS CHALLENGE

Name: _____

Directions: Classify each clue. Write CHARACTER, SETTING or PLOT in the box.



CHARACTER



SETTING



PLOT

1. Ava is stubborn but loyal.

2. The cave drips with icy water.

3. A rope snaps during the climb.

4. Milo whispers instead of speaking.

5. The town square is empty at dawn.

6. The map leads to a hidden gate.

EXTENSION

Choose ONE setting detail from above. Explain how it could affect a character's choice and change the plot.

Setting detail: _____

Character's choice:

Change to the plot:

Strong explanations use *because*, *so* or *therefore*.

STORY ELEMENTS CHALLENGE

Name: ANSWERS

Directions: Classify each clue. Write CHARACTER, SETTING or PLOT in the box.



CHARACTER



SETTING



PLOT

1. Ava is stubborn but loyal.

CHARACTER

2. The cave drips with icy water.

SETTING

3. A rope snaps during the climb.

PLOT

4. Milo whispers instead of speaking.

CHARACTER

5. The town square is empty at dawn.

SETTING

6. The map leads to a locked gate.

PLOT

EXTENSION

Choose One setting detail from above. Explain how it could affect a character's choice and change the plot.

Setting detail: The cave drips with icy water.

Character's choice:

- Because the cave is freezing and slippery,

- Ava chooses to move slowly and tie herself to a rope.

Change to the plot:

Therefore, she avoids a fall but

reaches the locked gate after dark.

Strong explanations use *because*, *so* or *therefore*.

THE CLOCKTOWER MESSAGE

ASSESSMENT — PART 1: READ AND ANALYSE



Name: _____

READ THE EXTRACT:

“At sunset, Dev slipped through the clocktower door. Dust tickled his throat, and gears clicked above him like impatient teeth. In his pocket, the message read: FIND THE BLUE LEVER BEFORE THE LAST CHIME. Dev hated heights, but the first bell rang. He gripped the rail and climbed. Halfway up, a loose step cracked beneath his shoe.”

1. Find TWO clues about Dev. What does each clue show about each character?

2. Copy ONE setting detail. What mood does it create?

3. What is the main complication?

4. Identify TWO techniques that build tension. Give evidence for each.

5. Predict what Dev might do next. Explain how his choice could affect the plot.

Use evidence from the extract in every answer.



THE CLOCKTOWER MESSAGE

ASSESSMENT — PART 2: WRITE THE NEXT SCENE



Name: _____

PLAN

CHARACTER'S CHOICE What will Dev decide or do?	SETTING DETAIL What will Dev see, hear, smell, feel or taste?
NEXT PLOT EVENT What new problem or consequence will occur?	TENSION TECHNIQUE Choose: sensory detail, short sentence, unanswered question or time pressure.

WRITE

Continue the story. Show Dev's character through his actions, use the clocktower setting, and develop the plot. Build tension before the scene ends.

CHECK YOUR WORK

- | | |
|---|---|
| ☐ My character's choice makes sense. | ☐ My events follow a clear sequence. |
| ☐ My setting details create a mood. | ☐ I used at least ONE tension technique. |

THE CLOCKTOWER MESSAGE

ASSESSMENT — PART 1: READ AND ANALYSE



Name: ANSWERS

READ THE EXTRACT:

“At sunset, Dev slipped through the clocktower door. Dust tickled his throat, and gears clicked above him like impatient teeth. In his pocket, the message read: FIND THE BLUE LEVER BEFORE THE LAST CHIME. Dev hated heights, but the first bell rang. He gripped the rail and climbed. Halfway up, a loose step cracked beneath his shoe.”

1. Find TWO clues about Dev. What does each clue show about each character?
Dev hates heights, showing he is afraid. He still jumps after the bell rings, showing courage and determination.
2. Copy ONE setting detail. What mood does it create?
Gears clicked above him like impatient teeth. It creates a threatening, urgent mood.
3. What is the main complication?
Dev must find the blue lever before the last chime while rising his fear of heights.
4. Identify TWO techniques that build tension. Give evidence for each.
Time pressure: before the last chime and the bell ringing.
Sensory detail and simile: the gears click like impatient teeth and the step cracks.
5. Predict what Dev might do next. Explain how his choice could affect the plot.
Dev may grip the rail and jump across the broken step. If he succeeds, he can keep climbing; if he falls, the message may remain unsolved.

Use evidence from the extract in every answer.

CHARACTER, SETTING AND PLOT RUBRIC

Student: _____

Date: _____

CRITERIA	BEGINNING	DEVELOPING	ACHIEVING	CONFIDENT	EXCEEDING
CHARACTER EVIDENCE	Names a character.	Gives one clue.	Uses clues to explain a trait or feeling.	Links several clues to choices and change.	Makes a perceptive inference using precise evidence.
SETTING AND MOOD	Names a place.	Adds one setting detail.	Explains how a detail creates mood.	Selects sensory details that shape mood and action.	Crafts a vivid setting that purposefully influences events.
PLOT STRUCTURE	Lists an event.	Sequences some events.	Provides a clear complication, climax or resolution.	Links events through cause and effect.	Develops a cohesive plot with purposeful turning points.
TENSION AND ENGAGEMENT	Gives little sense of tension.	Tries one tension technique.	Uses one technique to engage the reader.	Combines techniques to control pace and suspense.	Sustains and releases tension for deliberate effect.
EXPLANATION AND WRITING CONTROL	Gives a brief or unclear response.	Gives a relevant idea with limited support.	Explains ideas with evidence and clear sentences.	Selects strong evidence and uses precise language.	Integrates evidence fluently and communicates with control.

Overall level: _____

Teacher comment: _____

Character, Setting and Plot



Character, Setting and Plot Quiz

