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## Narrative Texts - Year 5

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# NARRATIVE STRUCTURE & CRAFT MOVES

1

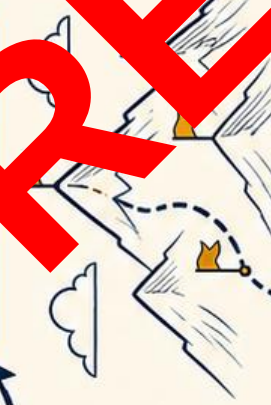
## ORIENTATION



Establish WHO, WHERE and WHEN. Hint at a goal or question.

2

## RISE ACTION



Add connected obstacles. Raise the stakes. Control the pace.

3

## CLIMAX



Make the turning point: the hardest choice or the highest tension.

4

## RESOLUTION



Show consequences, change and a satisfying close.

## CRAFT MOVES

### SETTING



Select sensory details that shape the mood.

### CHARACTER



Reveal traits through speech, thoughts, actions and effects.



Use precise nouns, expanded noun groups, imagery and figurative language.



### COHESION

Link events with clear paragraphs, reference words and time connectives.

Every detail should move the story forward.

# STORY ARC & TENSION



## BEGINNING

Orient the reader.  
Establish a goal or question.

## RISING ACTION

Obstacles build.  
Choices have consequences.

## CLIMAX

Highest tension.  
A decision changes the  
story's direction.

## RESOLUTION

Consequences settle.  
Show what changed.

## TENSION TOOLS



Raise the stakes



Limit time or choices



Reveal new information



Vary sentence length



Slow the key moment



Make cause and effect clear



Tension grows when each event makes the next event harder to avoid.



# SETTING LABORATORY

**Goal:** Build a setting that shapes mood and action.

1



1. DRAW a setting card.

2



2. NOTICE concrete details.

3



3. SELECT three useful senses.

4



4. CONNECT details to a mood.

5



5. WRITE two or three vivid sentences.

EVIDENCE I CAN OBSERVE

MOOD IT CREATES

ACTION IT MAY CAUSE



SENSORY  
LENSES



SEE



HEAR



FEEL



SMELL



TASTE  
(only if relevant)

Strong writers select details; they do not list every sense.

# SETTING LABORATORY CARDS 1



**STORM-BATTERED JETTY**



**MOONLIT GREENHOUSE**



**CROWDED NIGHT MARKET**



**ABANDONED OBSERVATORY**



**SUNLIT CANYON**



**FOGGY HARBOUR**

# SETTING LABORATORY CARDS 2



UNDERGROUND LIBRARY



WINDSWEEP HILL



OLD THEATRE



SNOWY MOUNTAIN PASS



SILENT RAILWAY PLATFORM



RAINFOREST CANOPY WALKWAY



# CHARACTER CLUE LABORATORY



Infer a character trait from evidence.

- 1 DRAW** a clue card. \_\_\_\_\_
- 2 IDENTIFY** what the character says, thinks, does or feels. \_\_\_\_\_
- 3 INFER** a precise trait. \_\_\_\_\_
- 4 SUPPORT** it with evidence. \_\_\_\_\_
- 5 EXPLAIN** how the evidence proves the trait. \_\_\_\_\_

CLUE | NOTICE

TRAIT | INFER

EVIDENCE + REASONING

EVIDENCE LENSES

SPEECH

THOUGHTS

EFFECT ON OTHERS

ACTIONS

LOOKS

Strong readers infer; strong writers reveal.

# CHARACTER CLUE CARDS 1

## THE LATE ARRIVAL



"I should have left earlier,"  
Ari muttered, checking  
the clock again.

## THE BROKEN MODEL



Margaret gathered the pieces  
and said, "We can rebuild it."

## THE NEW STUDENT



Luca shifted his chair and  
made room without  
being asked.

## THE MISSING KEY



Priya retraced every step  
and wrote down each clue.

## THE FINAL PLACE



Noah applauded the winner  
before looking at his  
own score.

## THE STORM WARNING



Zara packed water, a torch  
and a map before the  
first cloud arrived.



# CHARACTER CLUE CARDS 2

## THE WHISPERED PLAN

When Asha unfolded her plan, the worried team leaned closer and began to smile.



## THE EMPTY SEAT

Ben noticed the empty seat and quietly carried a chair to the circle.



## THE RISKY SHORTCUT

Cass pointed at the loose rocks and persuaded the group to take the safer path.



## THE LOST WALLET

Daniel returned a wallet unopened even though no one saw him find it.



## THE TOUGH QUESTION

Evie paused, admitted she was unsure and asked for another example.



## THE LAST SLICE

Finn divided the last slice into four equal pieces and offered them first.



# STORY SPARK CHALLENGE

Build an original narrative one spark at a time.

Roll. Move. Collect the spark.  
After four sparks, plan a  
story that connects them.



**13** A careful problem-solver

**14** An abandoned observatory

**15** The safest choice fails

**16** Slow down the climax

**17** A reluctant rival

**18** End with a meaningful change

**STORY READY!**

**START**

# STORY SPARK RECORDING SHEET

|                                                                                  |                                                                                |                                                                                |                                                                                   |
|----------------------------------------------------------------------------------|--------------------------------------------------------------------------------|--------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|
| <div>SPARK 1: CHARACTER</div> <div>_____</div> <div>_____</div> <div>_____</div> | <div>SPARK 2: SETTING</div> <div>_____</div> <div>_____</div> <div>_____</div> | <div>SPARK 3: PROBLEM</div> <div>_____</div> <div>_____</div> <div>_____</div> | <div>SPARK 4: CRAFT MOVE</div> <div>_____</div> <div>_____</div> <div>_____</div> |
|----------------------------------------------------------------------------------|--------------------------------------------------------------------------------|--------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|

HOW WILL THE SPARKS CONNECT?

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

ORIENTATION

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

COMPLICATION

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

RISING ACTION

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

CLIMAX

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

RESOLUTION

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

|  | STORY POWER SCORE  |     |
|-------------------------------------------------------------------------------------|--------------------|-----|
|                                                                                     | Clear connection   | /5  |
|                                                                                     | Building tension   | /5  |
|                                                                                     | Character revealed | /5  |
|                                                                                     | Craft move used    | /5  |
|                                                                                     | TOTAL              | /20 |



# PLOT TWIST MATCH



Connect a character, pressure and a believable change.

- 1 Draw one card from each group.
- 2 Explain how the pressure tests the character.
- 3 Plan actions that make the change believable.
- 4 Share your strongest plot twist.



## CHARACTER

What does this person want or fear?



## PRESSURE

What does this person face a difficult choice?



## POSSIBLE CHANGE

What can the ending reveal?



A convincing change grows from choices, consequences and reflection.



# PLOT TWIST CARDS 1

## CHARACTER

### THE CAREFUL MAPMAKER

Wants to prove the map is accurate.  
Fears misleading others.



## CHARACTER

### THE RELUCTANT CAPTAIN

Wants to keep the crew safe.  
Fears making the wrong call.



## CHARACTER

### THE DARING APPRENTICE

Wants to earn trust.  
Fears being overruled.



## PRESSURE

### THE BROKEN BRIDGE

The only known path gives way.



## PRESSURE

### THE HIDDEN TRUTH

A trusted friend conceals a vital clue.



## PRESSURE

### BEFORE SUNRISE

A difficult choice cannot wait.



# PLOT TWIST CARDS 2

POSSIBLE CHANGE

**ASKS FOR HELP**

Strength grows through cooperation.



POSSIBLE CHANGE

**ADMITS THE TRUTH**

Honesty matters more than pride.



POSSIBLE CHANGE

**COURAGE WITH CARE**

Bravery becomes thoughtful action.



WILDCARD

**RAISE THE STAKES**

Make the cost of failure personal.



WILDCARD

**REVERSE AN ASSUMPTION**

Reveal that one belief was wrong.



WILDCARD

**TIME RUNS OUT**

Force a decision now.



Name: \_\_\_\_\_

Date: \_\_\_\_\_

# NARRATIVE STRUCTURE DETECTIVE

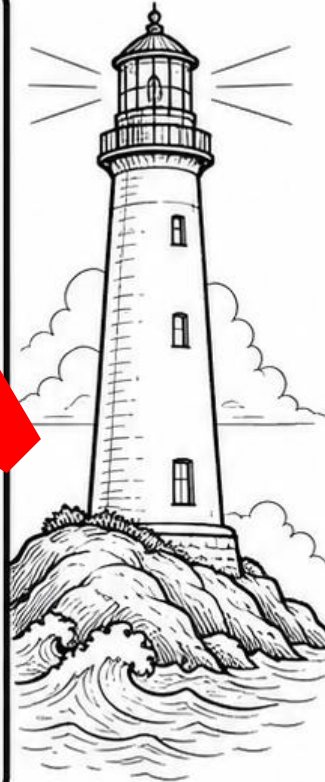
Track how a narrative builds tension and resolves its problem.

## THE LAST LIGHT

At dusk, Mara climbed the lighthouse stairs to deliver a toolbox to her uncle. The harbour below was already a blur of silver rain. Halfway up, the lamp went dark. A cargo boat sounded its horn beyond the reef. Mara called for her uncle, but the wind swallowed her voice.

She found him beside the jammed mechanism, nursing an injured wrist. The spare gear lay in a locked cabinet, and the key had slipped beneath the rotating plate. Each turn dragged it closer to the open shaft. Mara flattened herself against the floor, caught the key with the toolbox handle and replaced the gear while her uncle guided her. The beam swept across the storm just as the boat turned towards safe water.

Later, Mara watched its lights enter the harbour. Her hands were shaking, but she knew why the last light mattered.



1 Where and when is the orientation set? Who is introduced?

2 What complication changes Mara's task?

3 List two events that build the rising action.

4 Which moment is the climax? Explain your choice.

5 How does the resolution solve the problem and change Mara?

6 Identify one craft move that creates tension. Give evidence.

# NARRATIVE STRUCTURE DETECTIVE

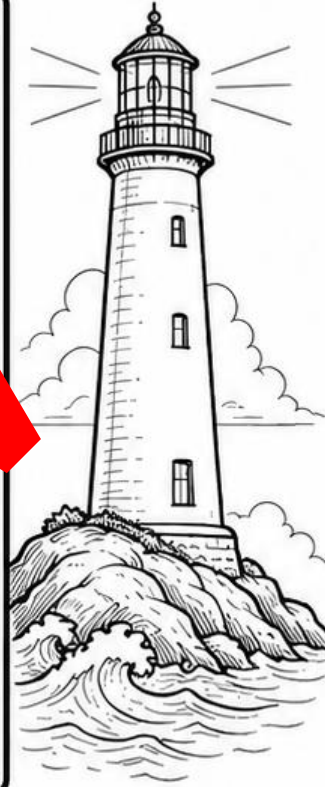
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Later, Mara watched its lights enter the harbour. Her hands were shaking, but she knew why the last light mattered.



**1** Where and when is the orientation set? Who is introduced?

At the lighthouse at dusk in a rainstorm. Mara and her uncle.

**2** What complication changes the task?

The lamp fails, her uncle is injured and a cargo boat needs the warning beam.

**3** List two events that build the rising action.

The key slips beneath the moving platform; Mara catches it; she replaces the gear.

**4** Which moment is the climax? Explain your choice.

Mara replaces the gear and the beam sweeps across the storm as the boat turns to safety.

**5** How does the resolution solve the problem and change Mara?

The boat reaches safe water; Mara understands the light's importance and her own responsibility.

**6** Identify one craft move that creates tension. Give evidence.

Time pressure and danger create tension: the key moves towards the shaft while the boat sounds its horn.

Name: \_\_\_\_\_

Date: \_\_\_\_\_

# CHARACTERISATION EVIDENCE

Infer a trait, then prove it with what a character says and does.

## THE BORROWED MAP

On the morning of the bushwalking challenge, Theo asked to borrow Nia's hand-drawn map. "I'll keep it dry," he promised. By the second checkpoint, rain had seeped through his unzipped pocket and blurred half the symbols. Theo's stomach tightened. He could hide the damage and blame the weather, but Nia was already searching for the next contour line.

Theo stopped the group. "I damaged the map," he said, holding it out. He offered his own notebook to trace the remaining landmarks, then walked back with Nia to confirm the route. They reached the final marker last, yet every group used their repaired copy to return safely.

At school, Theo redrew the map and added a waterproof cover. Nia smiled. "Now it's better than before."

- ❶ What does Theo promise? What happens instead?

---

---

- ❷ Copy one detail that reveals Theo's feelings.

---

- ❸ Infer a pre-emptive trait Theo shows after the damage.

---

- ❹ Give two pieces of evidence that support your inference.

---

---

- ❺ How do Theo's choices affect Nia and the other groups?

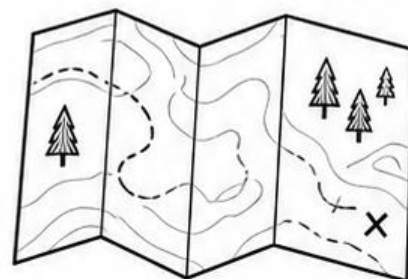
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- ❻ How does the author reveal change without naming a trait?

---

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# CHARACTERISATION EVIDENCE

Infer a trait, then prove it with what a character says and does.

## THE BORROWED MAP

On the morning of the bushwalking challenge, Theo asked to borrow Nia's hand-drawn map. "I'll keep it dry," he promised. By the second checkpoint, rain had seeped through his unzipped pocket and blurred half the symbols. Theo's stomach tightened. He could hide the damage and blame the weather, but Nia was already searching for the next contour line.

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At school, Theo redrew the map and added a water-proof cover. Nia smiled. "Now it's better than before."

- 1 What does Theo promise? What happens instead?

Theo promises to keep the map dry but rain blurs half the symbols.

- 2 Copy one detail that reveals Theo's feelings.

"Theo's stomach tightened."

- 3 Infer a precise trait Theo shows after the damage.

Honest and responsible.

- 4 Give two pieces of evidence that support your inference.

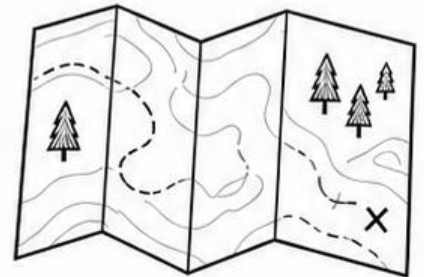
He admits the damage; he helps retrace the route and redraws the map with a cover.

- 5 How do Theo's choices affect Nia and the other groups?

Nia can confirm the route, and every group returns safely using the repaired copy.

- 6 How does the author reveal change without naming a trait?

His confession, repair work and improved cover show growth through speech and actions.



# SETTING THROUGH FIVE SENSES

Select details that create a deliberate mood.

## STIMULUS: THE SILENT STATION



- 1 List three visible details that could matter in a narrative.  
\_\_\_\_\_  
\_\_\_\_\_
- 2 Choose two senses besides sight. Write one plausible detail for each.  
\_\_\_\_\_  
\_\_\_\_\_
- 3 Circle a mood: uneasy / powerful / excited / lonely. Explain your choice.  
\_\_\_\_\_  
\_\_\_\_\_
- 4 Replace "The station was scary" with a show-not-tell sentence.  
\_\_\_\_\_  
\_\_\_\_\_
- 5 Select your strongest sensory detail. Explain its effect on the reader.  
\_\_\_\_\_  
\_\_\_\_\_
- 6 Write a three-sentence setting paragraph that builds suspense.  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_



# SETTING THROUGH FIVE SENSES

Select details that create a deliberate mood.

## STIMULUS: THE SILENT STATION



- 1 List three visible details that could matter in a narrative.  
A stopped clock, an abandoned suitcase and a dark tunnel.
- 2 Choose two senses besides sight. Write one plausible detail for each.  
SOUND: the loudspeaker crackles. TOUCH: cold wind presses against the skin.
- 3 Circle a mood: uneasy / peaceful / excited / lonely. Explain your choice.  
Uneasy — platform is empty, the clock has stopped and the suitcase is unattended.
- 4 Replace "The station was scary" with a show-not-tell sentence.  
The loudspeaker crackled above the empty platform while a cold gust tugged the suitcase tag.
- 5 Select your strongest sensory detail. Explain its effect on the reader.  
A metallic creak from the tunnel suggests unseen movement and makes the reader anticipate danger.
- 6 Write a three-sentence setting paragraph that builds suspense.  
The clock refused to move. A metallic scrape rolled from the tunnel.  
Then the suitcase tipped towards the track.



Name: \_\_\_\_\_

Date: \_\_\_\_\_

# START WITH IMPACT

Compare opening techniques, then craft two powerful hooks.

| FIVE WAYS TO BEGIN                                                                  |                                                                              |
|-------------------------------------------------------------------------------------|------------------------------------------------------------------------------|
|    | <b>ACTION</b><br>The suitcase slid across the empty platform by itself.      |
|    | <b>DIALOGUE</b><br>"Do not board the next train," whispered the loudspeaker. |
|    | <b>SOUND</b><br>Clang! The stopped clock shuddered once.                     |
|    | <b>QUESTION</b><br>Why was the only train arriving with no driver?           |
|  | <b>DESCRIPTION</b><br>Rain silvered the rails, leathery sky without stars.   |

1 Which opening creates the fastest pace? Explain.

\_\_\_\_\_

2 Which opening raises the clearest story question? Explain.

\_\_\_\_\_

3 Copy one phrase and one sensory detail.

\_\_\_\_\_

4 Improve this weak opening: "A person was at a station."

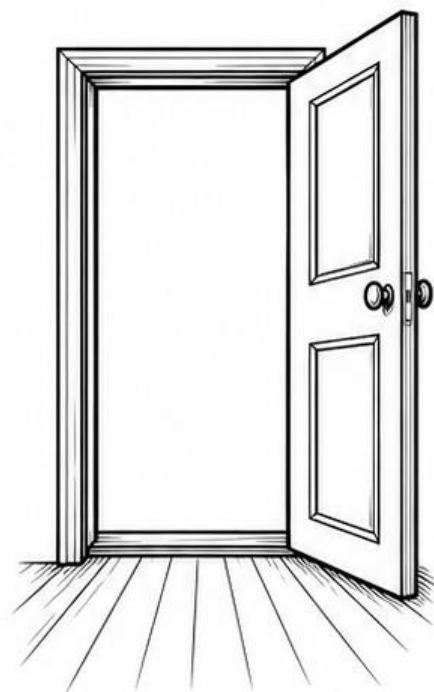
\_\_\_\_\_

5 Write an original ACTION or DIALOGUE hook.

\_\_\_\_\_

6 Write an original SOUND, QUESTION or DESCRIPTION hook.

\_\_\_\_\_



# START WITH IMPACT

Compare opening techniques, then craft two powerful hooks.

| FIVE WAYS TO BEGIN                                                                  |                                                                              |
|-------------------------------------------------------------------------------------|------------------------------------------------------------------------------|
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|    | <b>SOUND</b><br>Clang! The stopped clock shuddered once.                     |
|    | <b>QUESTION</b><br>Why was the only train arriving with no driver?           |
|  | <b>DESCRIPTION</b><br>Rain silvered the rails, leathery sky without stars.   |

1 Which opening creates the fastest pace? Explain.

**ACTION** — the immediate movement starts the event at once.

2 Which opening raises the clearest story question? Explain.

**QUESTION** — directly makes the reader wonder who controls the driverless train.

3 Copy one precise verb and one sensory detail.

**Precise verb:** shuddered. **Sensory detail:** Clang!

4 Improve this weak opening: "A person was at a station."

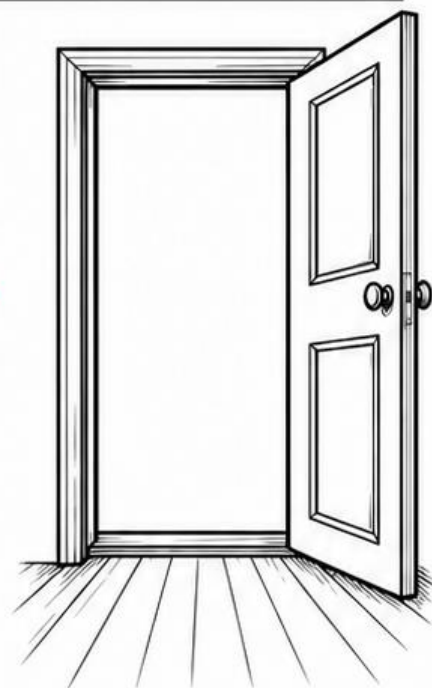
**A rain-soaked traveller gripped a lone suitcase beneath the frozen station clock.**

5 Write an original ACTION or DIALOGUE hook.

**"Run!" Talia shouted as the platform lights blinked out.**

6 Write an original SOUND, QUESTION or DESCRIPTION hook.

**Clack** — why was the empty train opening its doors?



# CONFLICT & RESOLUTION

Trace consequences and build a believable ending.

## A. MATCH THE CONFLICT

Write the matching letter beside each number.

☐

**1** Mara ignores a warning and crosses the flooded path.

☐

**2** Theo hides a damaged map from the other walkers.

☐

**3** Asha refuses help while repairing the signal.

☐

**4** Luca keeps a secret that could prevent someone being hurt.

**A** The repair remains unfinished as darkness falls.

**B** Silence places another character in danger.

**C** Rising water makes the only safe return.

**D** The next group follows the wrong route.

## B. TRACE THE CONSEQUENCE CHAIN



**5** Choose one match. Explain how the decision causes the consequence.

---



---



---

**6** Why is this weak resolution unconvincing? *"Then a helicopter arrived and fixed everything."*

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**7** Rewrite the weak resolution so the character's actions solve the problem.

---



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**8** Explain how your resolution reveals a change in the character.

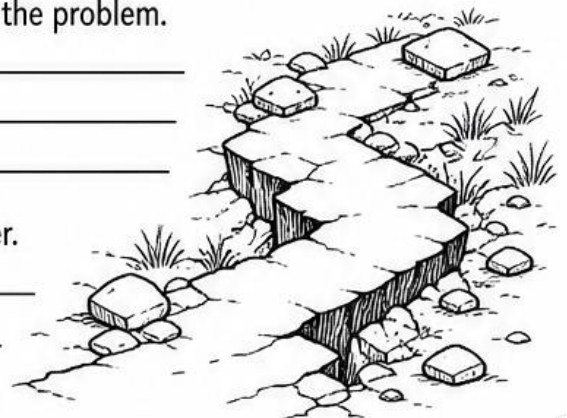
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# CONFLICT & RESOLUTION

Trace consequences and build a believable ending.

## A. MATCH THE CONFLICT

Write the matching letter beside each number.

- |                                                                                                                                                                                                                                                                                        |                                                                                                                                                                                                                                                |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p><b>C</b> 1 Mara ignores a warning and crosses the flooded path.</p> <p><b>D</b> 2 Theo hides a damaged map from the other walkers.</p> <p><b>A</b> 3 Asha refuses help while repairing the signal.</p> <p><b>B</b> 4 Luca keeps a secret that could prevent someone being hurt.</p> | <p><b>A</b> The repair remains unfinished as darkness falls.</p> <p><b>B</b> Silence places another character in danger.</p> <p><b>C</b> Rising water blocks the only safe return.</p> <p><b>D</b> The next group follows the wrong route.</p> |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

## B. TRACE THE CONSEQUENCE CHAIN



- 5 Choose one match. Explain how the decision causes the consequence.

*Mara crosses despite the warning, so rising water blocks the only safe return.*

- 6 Why is this weak resolution unconvincing? *"Then a helicopter arrived and fixed everything."*

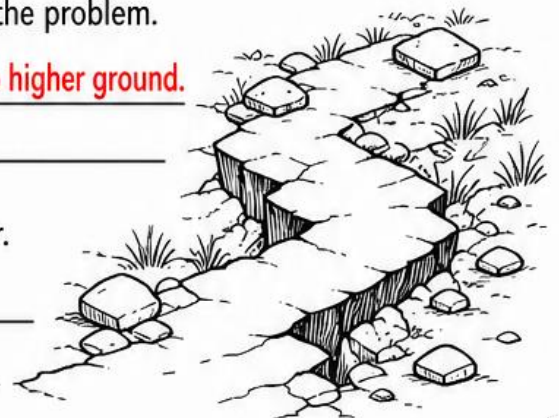
*The rescue is unprepared and removes the character's agency.*

- 7 Rewrite the weak resolution so the character's actions solve the problem.

*Mara studies the trail markers, secures a rope and guides the group to higher ground.*

- 8 Explain how your resolution reveals a change in the character.

*She listens, accepts responsibility and acts carefully instead of rushing.*



Name: \_\_\_\_\_ Date: \_\_\_\_\_

# COHESION & TIME CONNECTIVES

Guide the reader clearly through time, cause and reference.

## A. ORDER THE EVENTS

Number these events from 1 to 5.

- ☐ The suitcase opens and reveals a ticket.
- ☐ Kit steps onto the empty platform.
- ☐ A train arrives without a driver.
- ☐ The loudspeaker whispers a warning.
- ☐ The frozen clock jolts forward one minute.

## B. CHOOSE THE CONNECTIVE

At first

Moments later

Finally

\_\_\_\_\_, Kit noticed that the station clock was frozen.

\_\_\_\_\_, the old loudspeaker crackled above her.

\_\_\_\_\_ she reached the suitcase, the rails began to hum.

\_\_\_\_\_, a driverless train entered the platform.

## C. REPAIR THE REFERENCE CHAIN

Mina found a ticket beside the suitcase. It was torn. She placed it under it before she opened it. Rewrite the three sentences so every pronoun has a clear referent.

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## D. EXPLAIN YOUR CRAFT

1 How do the connectives make the sequence easy to follow?

\_\_\_\_\_

\_\_\_\_\_

2 Which noun should replace one unclear "it" in the reference chain? Why?

\_\_\_\_\_

\_\_\_\_\_



# COHESION & TIME CONNECTIVES

Guide the reader clearly through time, cause and reference.

## A. ORDER THE EVENTS

Number these events from 1 to 5.

- 4** The suitcase opens and reveals a ticket.
- 1** Kit steps onto the empty platform.
- 5** A train arrives without a driver.
- 2** The loudspeaker whispers a warning.
- 3** The frozen clock jolts forward one minute.

## B. CHOOSE THE CONNECTIVE

At first

Moments later

Finally

**At first**

\_\_\_\_\_, Kit noticed that the station clock was frozen.

**Moments later**

\_\_\_\_\_, the old loudspeaker tickled above her.

**As**

\_\_\_\_\_ she reached the suitcase, the rails began to hum.

**Finally**

\_\_\_\_\_, a driverless train entered the platform.

## C. REPAIR THE REFERENCE CHAIN

Mina found a ticket beside the suitcase. It was torn. She placed it under it before she opened it. Rewrite the three sentences so every pronoun has a clear referent.

**Mina found a ticket beside the suitcase.**

**The ticket was torn.**

**She placed the ticket under the bench before she opened the suitcase.**

## D. EXPLAIN YOUR CRAFT

1 How do the connectives make the sequence easy to follow?

**They signal the beginning, a later event, overlapping action and the final event.**

2 Which noun should replace one unclear "it" in the reference chain? Why?

**Suitcase should replace the final "it" so the reader knows what Mina opens.**



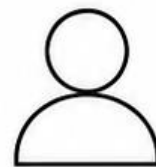
Name: \_\_\_\_\_

Date: \_\_\_\_\_



# NARRATIVE PLANNER 1

## Purpose, People & Place



### PURPOSE & AUDIENCE

Purpose — tick one:

- ☐ entertain    ☐ challenge    ☐ inspire  
☐ warn    ☐ other

Who is my audience?

---

---

---

How should my reader feel?

---

---

---

### VIEWPOINT

Tick one: ☐ first person    ☐ third person limited

Narrator's pronouns: \_\_\_\_\_

Why does this viewpoint suit the story?

---

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---

---

### MAIN CHARACTER

Name: \_\_\_\_\_

Goal: \_\_\_\_\_

Fear or obstacle: \_\_\_\_\_

Two precise traits:

1. \_\_\_\_\_  
2. \_\_\_\_\_

How will actions, speech or thoughts reveal those traits?

---

---

---

---

### SETTING

Where and when? \_\_\_\_\_

---

Mood: \_\_\_\_\_

Three selected sensory details:

1. \_\_\_\_\_  
2. \_\_\_\_\_  
3. \_\_\_\_\_

### ORIENTATION SNAPSHOT

Who, where, when and the first hint of change: \_\_\_\_\_



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### STORY PROMISE

What question will the reader want answered? \_\_\_\_\_



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Name: \_\_\_\_\_ Date: \_\_\_\_\_



# NARRATIVE PLANNER 2

## Tension, Climax & Resolution



### COMPLICATION

What disrupts the character's normal situation?

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What is at stake?

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### RIISING ACTION

| EVENT OR CHOICE | CONSEQUENCE | HOW TENSION RISES |
|-----------------|-------------|-------------------|
|                 |             |                   |
|                 |             |                   |
|                 |             |                   |

### CLIMAX

What decisive action must the character take?

Which moment will you slow down?

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### RESOLUTION

How is the central problem resolved?

What has the character learned, lost or changed?

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### CRAFT MOVES — tick at least three

- ☐ Dialogue reveals character
- ☐ Precise verbs
- ☐ Selective sensory detail
- ☐ One purposeful comparison
- ☐ Clear time connectives
- ☐ Varied sentence length
- ☐ Paragraphs mark shifts

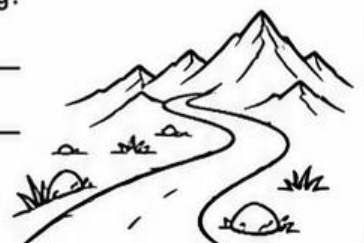
### ENDING ECHO

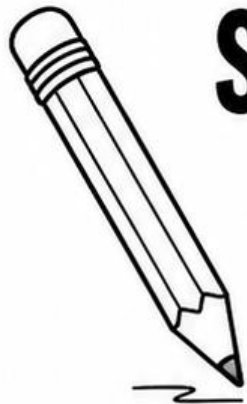
Which image, object or idea from the opening could return with new meaning?

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# STORY EDITING CHECKLIST

Review in three purposeful passes.



Name: \_\_\_\_\_

Story title: \_\_\_\_\_

Date: \_\_\_\_\_

1

## PASS 1 — STRUCTURE & MEANING

- ☐ The opening creates interest.
- ☐ The orientation establishes character, setting and viewpoint.
- ☐ The complication disrupts the normal situation.
- ☐ Choices and consequences build tension.
- ☐ The climax focuses on a decisive moment.
- ☐ The resolution is believable and reveals change.

2

## PASS 2 — CRAFT & COHESION

- ☐ Actions, speech or thoughts reveal character.
- ☐ Sensory details are selected and purposeful.
- ☐ Precise verbs and nouns strengthen images.
- ☐ Time connectives guide the sequence.
- ☐ Pronouns have clear referents.
- ☐ Paragraphs mark changes in time, place, speaker or focus.
- ☐ Sentences are varied for effect.

3

## PASS 3 — CONVENTIONS & POLISH

- ☐ Every sentence is complete.
- ☐ Verb tense is consistent.
- ☐ Capital letters and end punctuation are correct.
- ☐ Dialogue punctuation is accurate.
- ☐ Spelling has been checked.
- ☐ Repeated or unnecessary words are removed.
- ☐ The final title suits the story.

ONE CHANGE I AM PROUD OF

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

MY NEXT WRITING GOAL

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_



Name: \_\_\_\_\_

Date: \_\_\_\_\_

# THE SILENT STATION

## Narrative Writing Assessment



### WRITING PROMPT

The station clock stopped at 11:47.  
One suitcase waited on the empty platform.  
Then the old loudspeaker whispered your name.

### YOUR TASK

Write an original narrative that begins from this moment. Shape the prompt into a complete story for a Year 5 audience.

#### YOUR NARRATIVE MUST

- ☐ Establish character, setting and viewpoint.
- ☐ Introduce a meaningful complication.
- ☐ Build tension through choices and consequences.
- ☐ Reveal character through actions, speech or thoughts.
- ☐ Use selective sensory detail and precise language.
- ☐ Create a focused climax.
- ☐ End with a believable resolution that reveals change.
- ☐ Control paragraphs, sentences, punctuation and spelling.

#### EVIDENCE TO SUBMIT

Planning pages  
Draft  
Edited final narrative  
Reflection

**Plan deliberately. Draft bravely. Edit thoughtfully.**

Name: \_\_\_\_\_

Date: \_\_\_\_\_



# THE SILENT STATION

## Assessment Planning Page



### STORY PURPOSE

Purpose: \_\_\_\_\_

\_\_\_\_\_

Audience: \_\_\_\_\_

\_\_\_\_\_

Viewpoint – tick one:

☐ first person

☐ third person limited

Reader feeling: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### MAIN CHARACTER

Name: \_\_\_\_\_

Goal: \_\_\_\_\_

\_\_\_\_\_

Fear or obstacle: \_\_\_\_\_

\_\_\_\_\_

Two precise traits:

1. \_\_\_\_\_

2. \_\_\_\_\_

How will actions, speech, thoughts reveal the traits?

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### SETTING & MOOD

Where and when? \_\_\_\_\_

\_\_\_\_\_

Mood: \_\_\_\_\_

Sound: \_\_\_\_\_

Taste: \_\_\_\_\_

Touch: \_\_\_\_\_

Smell: \_\_\_\_\_

One significant visual detail: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### STORY ARC

ORIENTATION

COMPLICATION

RISING ACTION

CLIMAX

RESOLUTION + CHANGE

### LANGUAGE PLAN

Three precise verbs:

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

One line of dialogue: \_\_\_\_\_

\_\_\_\_\_

One purposeful comparison: \_\_\_\_\_

\_\_\_\_\_

Time connectives I may use: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### ENDING ECHO

Which image, object or words from the opening will return with new meaning?

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



Name: \_\_\_\_\_ Date: \_\_\_\_\_

# THE SILENT STATION

## Narrative Draft

Draft freely. Follow your plan, but improve ideas as you write. Leave space to add, replace or reorder words and sentences.

## OPENING & ORIENTATION



## COMPLICATION & RISING ACTION

PREVIEW

## CLIMA

[illegible]

## RESOLUTION & CHARACTER CHANGE

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Continue on the back if needed.



Name: \_\_\_\_\_ Date: \_\_\_\_\_



# THE SILENT STATION

## *Edit & Reflect*



### A. EDITING CONFERENCE

| AUTHOR                   | PEER                     | CHECKLIST STATEMENT                                          |
|--------------------------|--------------------------|--------------------------------------------------------------|
| <input type="checkbox"/> | <input type="checkbox"/> | The opening establishes a deliberate viewpoint and mood.     |
| <input type="checkbox"/> | <input type="checkbox"/> | The complication creates meaningful stakes.                  |
| <input type="checkbox"/> | <input type="checkbox"/> | Choices and consequences build towards a focused climax.     |
| <input type="checkbox"/> | <input type="checkbox"/> | Actions, speech or thoughts reveal precise character traits. |
| <input type="checkbox"/> | <input type="checkbox"/> | Sensory details and figurative language are selected.        |
| <input type="checkbox"/> | <input type="checkbox"/> | Time connectives, paragraphs and pronouns guide the reader.  |
| <input type="checkbox"/> | <input type="checkbox"/> | Sentence length is varied for effect.                        |
| <input type="checkbox"/> | <input type="checkbox"/> | Dialogue punctuation, spelling and grammar are accurate.     |
| <input type="checkbox"/> | <input type="checkbox"/> | The resolution is believable and reveals change.             |

### B. REVISION EVIDENCE

| BEFORE | AFTER | WHY IT IS STRONGER |
|--------|-------|--------------------|
|        |       |                    |
|        |       |                    |

### C. REFLECTION

1 Which writing choice are you most proud of? Give evidence.

\_\_\_\_\_

2 What was your most important revision? Why?

\_\_\_\_\_

3 How did you build tension before the climax?

\_\_\_\_\_

4 What is your next narrative-writing goal?

\_\_\_\_\_



**Strong writers make deliberate choices, then improve them.**



Student: \_\_\_\_\_

Narrative title: \_\_\_\_\_

Date: \_\_\_\_\_

# NARRATIVE TEXTS RUBRIC



| CRITERIA                | BEGINNING                                                    | DEVELOPING                                                           | ACHIEVING                                                                                           | CONFIDENT                                                        | EXCEEDING                                                       |
|-------------------------|--------------------------------------------------------------|----------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------|------------------------------------------------------------------|-----------------------------------------------------------------|
| NARRATIVE STRUCTURE     | Ideas are loosely sequenced; key story elements are missing. | An introduction, complication and resolution are present but uneven. | A complete structure moves through orientation, complication, rising action, climax and resolution. | Deliberate structure builds interest and tension.                | Sophisticated turning points and echoes shape a powerful whole. |
| CHARACTERISATION        | Characters are labelled or described generally.              | Speeches or actions suggest character.                               | Actions, speech and thoughts consistently reveal precise traits.                                    | Motives and choices create believable character change.          | Subtle, layered evidence develops complex characters.           |
| SETTING & LANGUAGE      | Details are few or general.                                  | Some sensory details support the setting.                            | Selective sensory details and precise words create mood.                                            | Figurative language and imagery strengthen meaning.              | Sustained, original imagery enriches atmosphere and theme.      |
| TENSION & PACING        | Conflict is unclear or solved too quickly.                   | A complication is created, but tension is uneven.                    | Choices and consequences build a focused climax.                                                    | Pacing and escalation are controlled for impact.                 | Withholding, revelation and pace are manipulated expertly.      |
| COHESION & VIEWPOINT    | Sequence, references or viewpoint are often unclear.         | Common connectives and paragraphs provide some guidance.             | Viewpoint is consistent; connectives, paragraphs and references are clear.                          | Varied cohesive devices create a fluent narrative.               | Seamless transitions and deliberate viewpoint deepen meaning.   |
| SENTENCES & CONVENTIONS | Frequent errors make meaning difficult to follow.            | Mostly simple sentences; errors sometimes interrupt reading.         | Varied complex sentences and accurate conventions support clarity.                                  | Sentence length, dialogue and punctuation controlled for effect. | Precise sentence craft is sustained with exceptional control.   |
| RESOLUTION & IMPACT     | The ending is abrupt or solved by an outside event.          | A solution is present with limited character change.                 | A believable resolution solves the problem and reveals change.                                      | The ending uses reflection or an echo meaning.                   | A resonant ending deepens theme and reader response.            |

## FEEDBACK

A strength to celebrate:

A next step:



# Narrative Texts





# Learning intentions

## UNDERSTAND

Recognise how orientation, complication, rising action, climax and resolution work together.

## ANALYSE

Explain how character, setting, language and pacing influence a reader.

## CREATE

Plan, draft and refine an original narrative with a believable change.

Success looks like deliberate choices supported by clear evidence.





# What is a narrative?

## A CRAFTED SEQUENCE

A narrative arranges events so that a character's choices create consequences and change.

## A READER EXPERIENCE

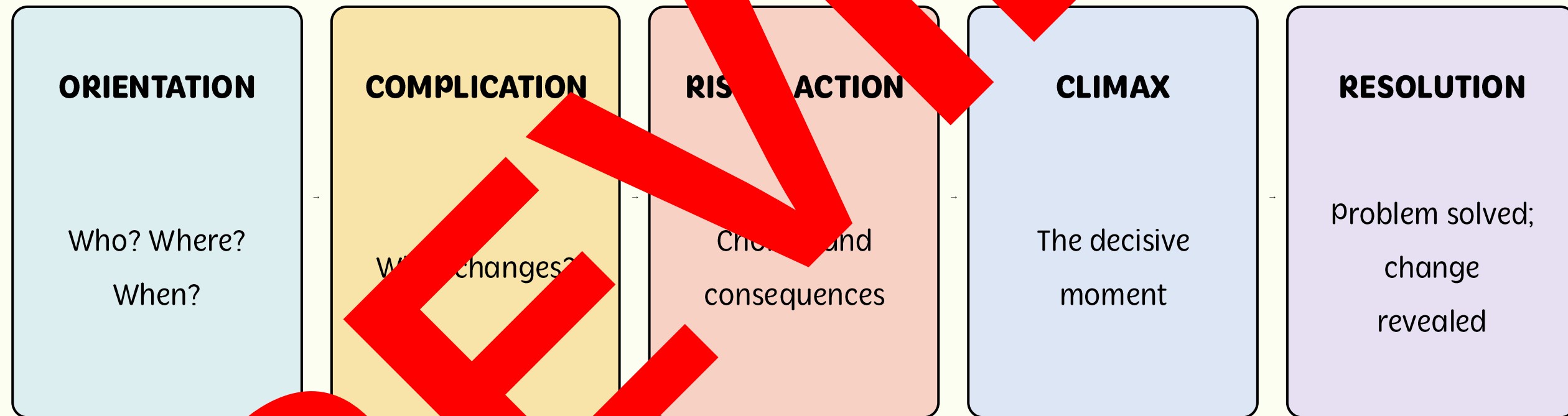
The writer creates curiosity, tension, emotion and a satisfying sense of meaning.

Stories are more than events: they shape why the events matter.





# Narrative architecture



Each stage changes what the reader expects next.



# Building tension

## STAKES

Something important may be lost.

## PRESSURE

Time is running out or the situation is closing in.

## CHOICE

The character must decide.

## CONSEQUENCE

The decision changes the problem.

## ESCALATION

The next choice becomes harder.

Tension grows when choices matter – not when random events simply appear.





# Setting with purpose

## PLACE & TIME

Choose details that establish where and when the action occurs.

## SELECTED SENSE

Use only the sounds, tastes, smells and sights that matter.

## MOOD & MEANING

Let setting influence choices, tension and reader expectations.

**A strong setting participates in the story.**





# Selective sensory detail

## SIGHT

Choose one significant visual detail instead of listing everything.

## SOUND

Use natural or subtle sounds to direct attention.

## TOUCH

Temperature, pressure and texture can place the reader inside the moment.

## SMELL

A pleasant smell can trigger memory, warning or atmosphere.

Select details for an effect; do not create a five-senses shopping list.





# Character evidence

## SAYS & THINKS

Dialogue and inner thoughts reveal beliefs, fears and priorities.

## DOES

Actions and decisions show traits under pressure.

## CAUSES

Effects on other people reveal influence, relationships and responsibility.



Readers infer precise traits from evidence; writers reveal rather than label.



# STEAL character clues

## SPEECH

What is said —  
and avoided?

## THOUGHTS

What matters  
privately?

## EFFECT

How do others  
respond?

## ACTIONS

What choices  
are made?

## LOOKS

Which  
appearance  
detail matters?

Combine clues to build a convincing inference.





# Language choices

## PRECISE VERBS

Replace vague moment: walked → crept, glided, stumbled or drifted.

## PURPOSEFUL IMAGERY

Use a colour only when it sharpens mood or meaning.

## SENTENCE LENGTH

Longer sentences can stretch a moment; short ones can strike.

## SIGNIFICANT

## NOVELTIES

Create objects that can return later with new meaning.

**Every craft move should create a reader effect.**





# Openings with impact

## ACTION

The suitcase slid across the platform, stopping itself.

## DIALOGUE

"Do not board the next train," whispered the loudspeaker.

## SOUND

Clang! The stopped clock shuddered once.

## QUESTION

Was this the only train arriving with no driver?

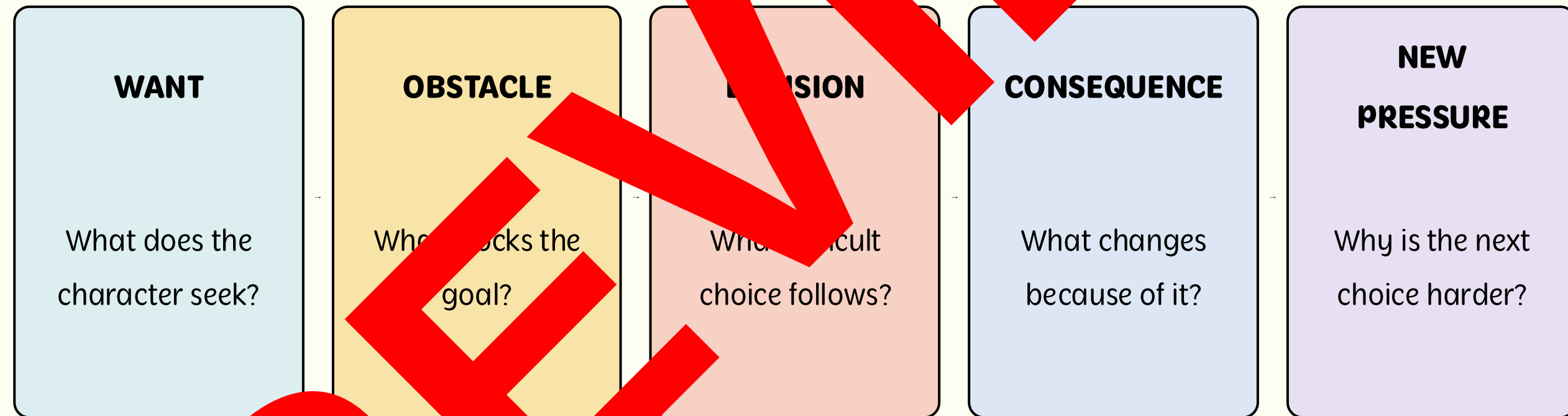
## DESCRIPTION

Light silvered the rails beneath a sky without stars.





# Conflict forces choices



**Conflict may be external, internal or both.**



# A believable resolution

## GROWS FROM ACTION

The character helps cause the solution through a decision or skill.

## SOLVES THE PROBLEM

The ending answers the central story question.

## REVEALS CHANGE

A final action, image or reflection shows what is different now.

sudden rescues, unexplained luck and endings with no consequence.





# Choose and control viewpoint

## FIRST PERSON

I / me / my

Close access to one narrator's experiences and voice.

The reader knows only what the narrator knows.

## THIRD PERSON LIMITED

he / she / they

Close access to one character while keeping a little distance.

Do not jump between minds without purpose.

Consistency helps the reader trust where information comes from.





# Cohesion guides the reader

## TIME CONNECTIVES

Signal order, overlap and shifts: at first, meanwhile, as, finally.

## PARAGRAPH

Mark changes in time, place, speaker or narrative.

## CLEAR REFERENCES

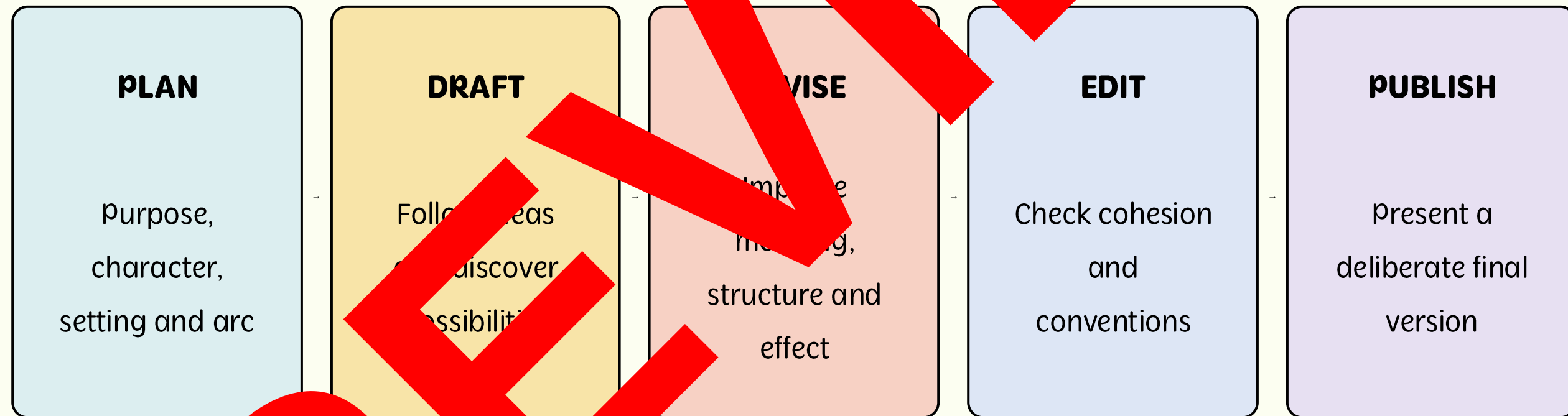
Make every pronoun point to an unmistakable noun.

Cohesion should feel like a path, not a list of labels.





# The writing process



Revision changes the writing; editing makes the changed writing accurate.



# Writer self-check

- ☐ My opening creates a story question.
- ☐ Character traits are shown through evidence.
- ☐ Choices and consequences build to the climax.
- ☐ The climax focuses on a decisive moment.
- ☐ Cohesion keeps the point and sequence clear.
- ☐ The resolution solves the problem and reveals change.



Select one weak area and revise it before editing conventions.



# Silent Station challenge

The station clock stopped at 11:47.  
One suitcase sat on the empty platform.  
Then the old loudspeaker whispered your name.



**CHARACTER**  
Who are the

**STAKES**  
What could be lost?

**CHANGE**  
What will the ending reveal?



Well Done!



PREVIEW

# Narrative texts Quiz





# Question 1 – True or False

**A narrative character must be perfect to interest the reader.**

**FALSE**

**Choose one response, then explain your reasoning.**





# Answer 1

FALSE

Interest in character involves goals, limits and difficult choices. Their responses create meaning.





## Question 2 – True or False

The orientation should explain each detail and reveal the meaning.

FALSE

Choose one response, then explain your reasoning.





## Answer 2

FALSE

The original establishes what the reader needs now while leaving a story question open.





## Question 3 – True or False

A believable resolution flows from earlier choices and consequences.

FALSE

Choose one response, then explain your reasoning.





## Answer 3

UE

The ending teaches the character's actions help solve the central problem.





## Question 4 – Multiple Choice

Which choice is most likely to build tension?

A Describing a long breakfast menu

B Forcing a difficult choice with consequences

C Listing every person in the town

D Adding a random rescue with no warning





# Answer 4

**B Forcing a difficult choice with consequences**

Tension when pressure forces a meaningful decision and the outcome changes the problem.





## Question 5 – Multiple Choice

Which sentence reveals character through action?

A Jai was a kind person.

B The room was large and bright.

C Jai returned the wallet before anyone noticed it was missing.

D Kindness is an important trait.





## Answer 5

**C Jai returned the wallet before anyone noticed it was missing.**

The action provides evidence the reader can infer honesty or responsibility without a label.





## Question 6 – Multiple Choice

Which opening begins with sound?

A Rain silvered the

B Clang! The stopped clock shuddered once.

C When was the platform empty.

D “Wait here,” whispered Mina.





## Answer 6

**B Clang! The stopped clock shuddered once.**

The sound immediately attracts the reader's attention and creates an auditory image.





## Question 7 – Multiple Choice

Which sentence has the clearest reference chain?

A Mina put it under the bench before she opened it.

B She moved it because it was torn.

C Mina moved the torn ticket under the bench before opening the door.

D It was there, so she moved it.





## Answer 7

**C Mina placed the torn ticket under the bench before  
opening the suitcase.**

The precise instructions make every object and action unmistakable.





## Question 8 – Short Answer

**Explain the difference between a complication and a climax.**

**Plan a precise response and use narrative terms.**

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## Answer 8

**A complication disrupts the normal situation. The climax is the decisive high-pressure moment when the character acts.**

A strong answer names the stage and explains its distinct role in the narrative arc.





## Question 9 – Short Answer

Rewrite “The station was scary” as one show-not-tell sentence.

Plan a precise response and use narrative terms.

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## Answer d

**Sample:** The loudspeaker crackles above the empty platform while a cold gust rattled the suitcase tag.

Precise sound, setting and movement allow the reader to infer the mood.





## Question 10 – Short Answer

**Name two things a benevolent revolution should do.**

**Plan a precise response and use narrative terms.**

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## Answer 10

**It should solve the central problem and reveal a meaningful change in the character or situation.**

It should grow from earlier actions, choices and consequences.





Well Done!



PREVIEW