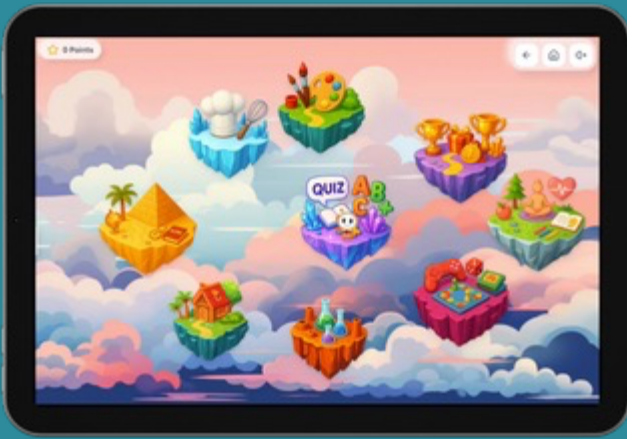


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Narrative Unit – Year 4

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NARRATIVE WRITING TOOLKIT



Purpose — entertain the reader



Hook — make the reader curious



Character — goal, strengths and flaws



Setting — place, time and mood



Complication — the main problem



Rising action — obstacles and consequences



Climax — the decisive moment



Resolution — solve the problem and show change



Revise — improve structure, detail and cohesion



Edit — check sentences, punctuation and spelling



BUILD A



Preview

5 CLIMAX —
force a difficult choice

4 RISING ACTION —
add obstacles and
increase the stakes

3 COMPLICATION —
disrupt the goal

6 RESOLUTION —
show how the
problem is solved

2 ORIENTATION —
introduce character,
setting and goal

7 PURPOSEFUL ENDING —
reflect, circle back,
reveal or hint

1 HOOK — open with
action, dialogue, sound
or mystery

Each event should cause the next.

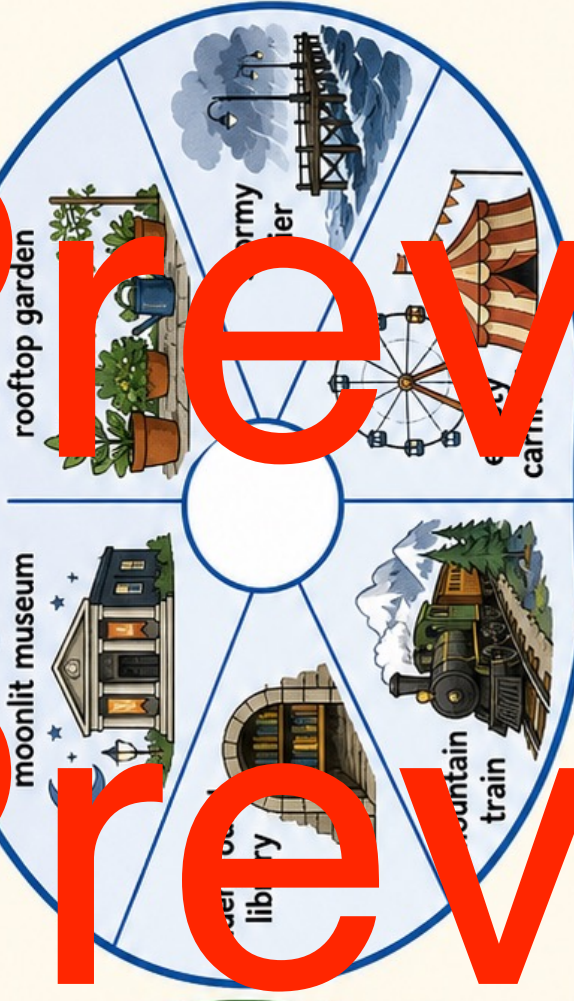
STORY SPARK SPINNERS

Spin once in each circle. Combine the results, then plan a narrative that makes every event connect.

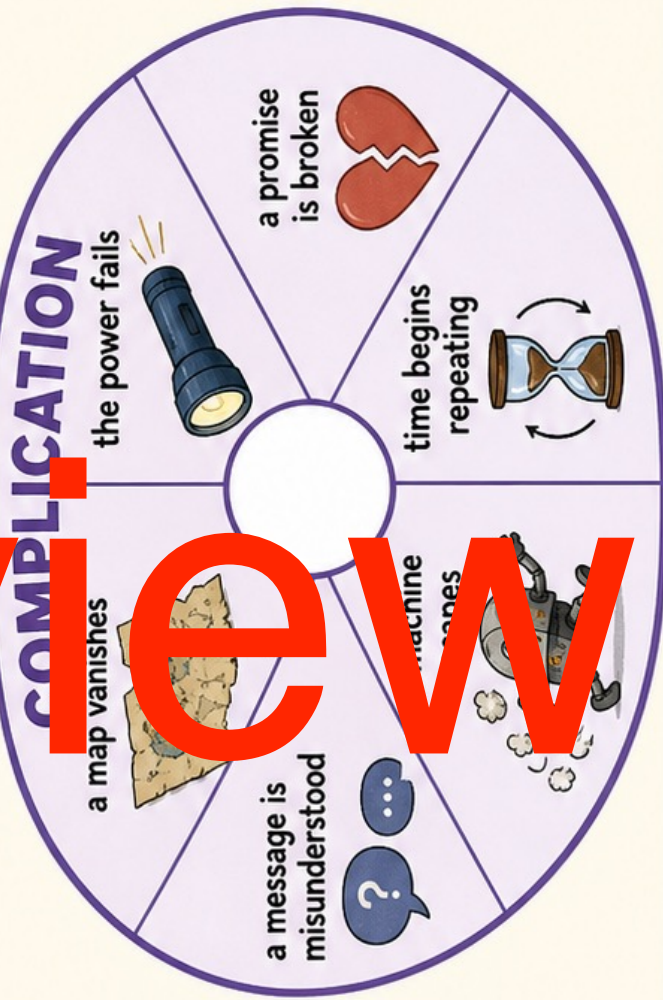
CHARACTER



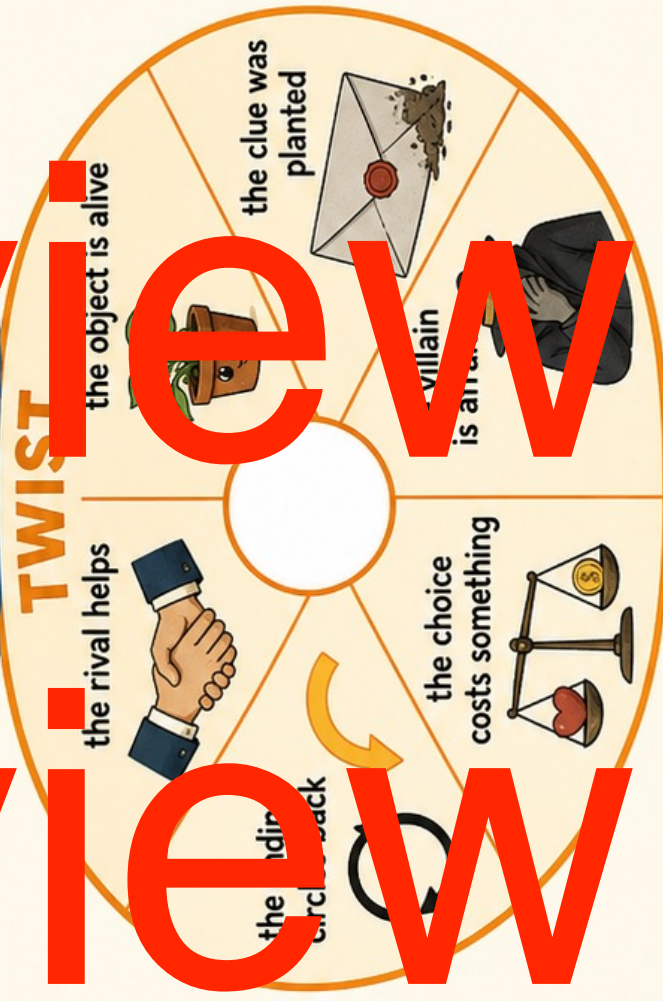
SETTING



COMPLICATION



TWIST



STORY SPARK

PROMPT CARDS

Prompt Cards

Cut out the cards. Draw one, then add a character goal and a consequence.

THE MIDNIGHT EXHIBIT

A museum display opens its eyes at exactly midnight.



THE ROOFTOP SEED

A seed packet grows a doorway above the city.



THE FROZEN CLOCK

A clock stops, except the one in your pocket.



THE LOST DRONE

A lost drone returns carrying a map no one recognises.



THE WHISPERING BOOK

A library book quietly asks you for help.



THE EMPTY CARNIVAL

The rides start moving after everyone has gone home.



THE FRIENDLY RIVAL

Your strongest competitor offers help at the worst moment.



THE UNEXPECTED MESSAGE

A message arrives in your own handwriting from tomorrow.



MORE STORY SPARKS

Choose a card, then decide what your character wants and what stands in the way.

THE HIDDEN TUNNEL

A loose brick with the steps beneath the classroom.



STORM RESCUE

A lighthouse goes dark as the rescue boat approaches.



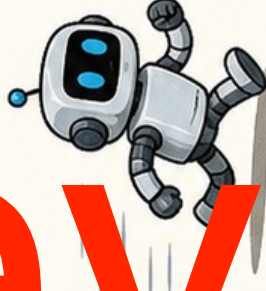
THE TIME CAPSULE

A time capsule contains an object from next year.



THE RUNAWAY ROBOT

A helpful robot leaves to complete one secret task.



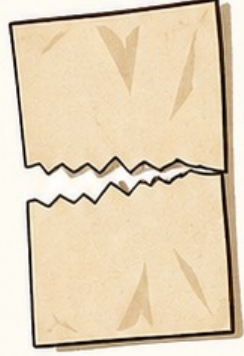
VANISHING FOOTPRINTS

Fresh footprints appear, then vanish at the river's edge.



THE BROKEN PROMISE

Keeping your promise may put someone else in danger.



THE LAST TRAIN

The final train stops at a station missing from every map.



BORROWED COURAGE

A medal gives courage, but only while its owner tells the truth.





PICTURE NARRATIVE QUEST



Roll a die and move. Read the space aloud. Add an idea to your group story.
First to FINISH retells the complete story.





NARRATIVE QUEST CHALLENGE CARDS

Draw a card when you land on 6, 12 or 18.

Add a challenge to the story.

A SOUND IN THE DARK

Use a sound to change the mood.



THE HIDDEN MOTIVE

Reveal why a character made that choice.



RAISE THE STAKES

Show what may be lost if the plan fails.



AN UNLIKELY HELPER

Bring in someone the hero did not trust.



A SECOND OBSTACLE

Add a new problem caused by the first.



THE CLOCK IS TICKING

Give the character less time.



A CLUE APPEARS

Find a clue that changes the plan.



A HARD CHOICE

Make the character choose between two goals.



THE SETTING SHIFTS

Move the action to a more difficult place.



CIRCLE BACK

Bring back an object or detail from the hook.



A SMALL CHANGE

Show the character is different at the end.



BUILD A CHARACTER



Name: _____

Story seed: _____ is about to be discovered.

Character name

Role in the story

Goal — what does the character want?

Strength

Flaw

Fear

Appearance — two precise details

Voice — one thing the character might say

Choose three traits

resourceful

loyal

cautious

curious

stubborn

generous

impatient

brave

SHOW, DON'T TELL

Show one trait through action or dialogue.



BUILD A CHARACTER



Name: _____

ANSWERS

Story seed: _____ is about to be discovered.

Character name: _____ Role in the story: _____

Mina Vale

student garden volunteer

Goal: what does the character want?

protect the night-blooming flower

Strength: _____ Flaw: _____ Fear: _____

resourceful

impatient

being ignored

Appearance — two precise details: _____

ink-stained fingers; green raincoat

Voice — one thing the character might say

"If we wait, the flower will be gone."

Choose three traits

resourceful

loyal

cautious

curious

stubborn

generous

impatient

brave

SHOW, DON'T TELL

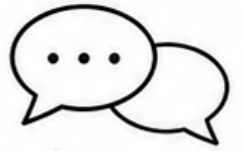
Show one trait through action or dialogue.

Mina knotted the broken hose with her shoelace,
then stood between the flower and the open gate.
"No one touches it until we know why
it blooms at midnight," she said.





SHOW, DON'T TELL



Name: _____

Rewrite each sentence so readers infer the emotion. Use action, dialogue, thought or physical sensation.

1. Ava was nervous before the speech.

Preview

Clue type used: _____

2. Noah was furious when the drone broke.

Preview

Clue type used: _____

3. Priya was relieved when the missing dog returned.

Clue type used: _____

4. Eli was curious about the locked trunk.

Preview

Clue type used: _____

CHALLENGE

Combine two clue types in one sentence.



SHOW, DON'T TELL



Name: _____ **ANSWERS**

Rewrite each sentence so readers infer the emotion. Use action, dialogue, thought or physical sensation.

1. Ava was nervous before the speech.

Ava rubbed her damp palms on her skirt and reread the last line.

Clue type used: action and physical sensation

2. Noah was furious when the drone broke.

Noah shoved his chest back. "It took me three weeks to build that!"

Clue type used: action and dialogue

3. Priya was relieved when the missing dog returned.

Priya's shoulders dropped as the dog bounded through the gate, tail flying.

Clue type used: body clue and action

4. Eli was curious about the locked trunk.

Eli traced the rusted lock. What could be hiding inside?

Clue type used: action and thought

CHALLENGE

Combine two clue types in one sentence.

The cupboard creaked; Mia froze and whispered, "Did you hear that?"

SENSORY SETTINGS



Name: _____

Create a tense mood at an empty train platform just before a summer storm. Do not use the word scary.

SEE — precise shapes, light and movement

HEAR — close and distant sounds

FEEL — weather and body sensations

SMELL — air, food and odors

TASTE — only if relevant

Choose three details that work together.

Detail	How it builds mood

Write a 5–6 sentence setting paragraph. Keep the character small and the setting vivid.

SENSORY SETTINGS



Name: _____

ANSWERS

Create a tense mood at an empty train platform just before summer storm. Do not use the word stormy.

SEE — precise shapes, light and movement

fluorescent lights
flickering; a ticket
skittering along
the platform

HEAR — close and distant sounds

a loose sign clacking;
thunder muttering
beyond the tracks

FEEL — weather and body sensations

hot wind pressing
against skin; the
railing vibrating

SMELL — air and odors

warm metal and wet dust

TASTE — only if natural

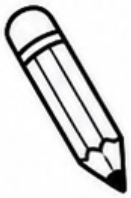
a faint metallic tang

Choose three details that work together.

Detail	How it builds mood
flickering lights	suggests the power may fail
clacking sign	breaks the unnatural quiet
hot wind	makes the storm feel close

Write a 5–6 sentence setting paragraph. Keep the character small and the setting vivid.

The empty platform lights blinked above me. A paper ticket
skittered past my shoes while the loose station sign clacked
against its chain. Hot wind pressed against my face, carrying
the smell of warm metal and wet dust. Beyond the tracks,
thunder muttered like a warning. The railing vibrated
beneath my hand as the first fat drop struck the concrete.



HOOK LAB



Name: _____

Preview

Identify each hook. Then improve the two that begin with:

HOOK BANK

action dialogue sound question intriguing statement

1. "Run!" Zara shouted as the bridge began to shake.

Hook type: _____

2. Crack! The ice split beneath the sled.

Hook type: _____

3. What would you do if every door in town locked at once?

Hook type: _____

4. The parcel had my name on it, but the handwriting was mine.

Hook type: _____

5. Leo leapt from the tram just before the doors snapped shut.

Hook type: _____

UPGRADE THE OPENING

Rewrite each opening to create a clear question in the reader's mind.

- A. It was a rainy day and Max went outside.

- B. There was an old box in the shed.



HOOK LAB



Name: _____

ANSWERS

Preview

action dialogue sound question intriguing statement

1. "Run!" Zara shouted as the bridge began to shake.

Hook type: dialogue and action

2. Crack! The ice split beneath the sled.

Hook type: sound and action

3. What would you do if every door in town locked at once?

Hook type: question

4. The parcel had my name on it, but the handwriting was mine.

Hook type: intriguing statement

5. Leo leapt from the tram just before the doors snapped shut.

Hook type: action

UPGRADE THE OPENING

Rewrite each opening to create a clear question in the reader's mind.

A. It was a rainy day and Max went outside.

Revised: Max hammered the footpath as Max stepped outside and found one dry envelope waiting for him.

B. There was an old box in the shed.

The old box in the shed began tapping from the inside.

CONFLICT AND RESOLUTION



Name: _____

Identify the conflict type. Write a logical resolution.

Preview

A. Kai and his teammate both want to lead the rescue.

Conflict type: _____

Logical resolution: _____

B. A bushwalker must cross a flooded creek before dark.

Conflict type: _____

Logical resolution: _____

Preview

C. Mei wants to tell the truth but fears losing her friend.

Conflict type: _____

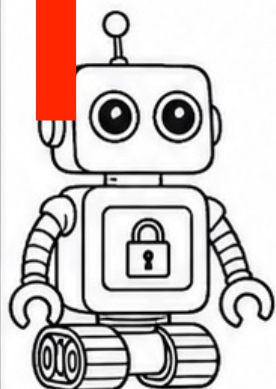
Logical resolution: _____

D. A delivery robot locks every door in the apartment building.

Conflict type: _____

Logical resolution: _____

Preview



RAISE THE STAKES

Choose one scenario and add an obstacle that raises the stakes without solving the problem.

Scenario: _____

CONFLICT AND RESOLUTION



Name: ANSWERS

Identify the conflict type. Write a logical resolution.

Preview

A. Kai and his teammate both want to lead the rescue.

Conflict type: person vs person

Logical resolution:

They listen, divide the tasks, and lead together.

B. A bushwalker must cross a flooded creek before dark.

Conflict type: person vs nature

Logical resolution:

The bushwalker finds a safer crossing and signals for help.

C. Mei wants to tell the truth but fears losing her friend.

Conflict type: person vs self

Logical resolution:

Mei tells the truth respectfully and accepts the consequence.

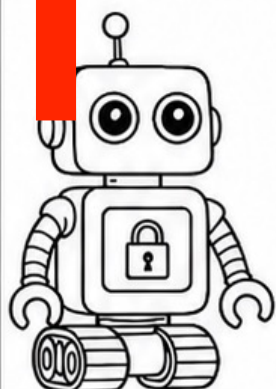
D. A delivery robot locks every door in the apartment building.

Conflict type: person vs technology

Logical resolution:

They lure the robot away and use the manual override.

Preview



RAISE THE STAKES

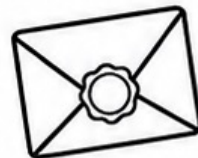
Choose one scenario and add an obstacle that raises the stakes without solving the problem.

Scenario: D

The robot's battery begins sparking, and the override panel is outside.



ENDING MOVES



Name: _____

Match each ending to its technique. Then replace the weak ending.

TECHNIQUE BANK

reflection

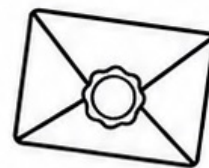
circular ending

event

future hint

1. Only then did Amara understand why her grandfather had kept the broken compass.

Technique: _____



2. The same bell rang again, but this time Luca smiled.

Technique: _____



3. Inside the envelope was a photograph dated tomorrow.

Technique: _____



4. As the train pulled away, one red light blinked beneath the empty station.

Technique: _____



REPLACE THE WEAK ENDING

Weak ending: Then everything was fine. The end.

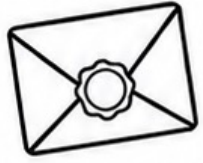
Scenario: The kite got tangled in the clock tower as a storm arrives.

Write a stronger ending using one technique from the bank.

Technique: _____



ENDING MOVES



Name: ANSWERS

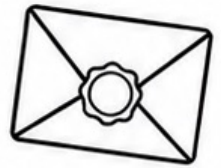
Match each ending to its technique. Then replace the weak ending.

TECHNIQUE BANK

reflection circular ending reveal future hint

1. Only then did Amara understand why her grandfather had kept the broken compass.

Technique: reflection



2. The same bell rang again, but this time Luca smiled.

Technique: circular ending



3. Inside the envelope was a photograph dated tomorrow.

Technique: reveal



4. As the train pulled away, one red light blinked beneath the empty station.

Technique: future hint



REPLACE THE WEAK ENDING

Weak ending: Then everything was fine. The end.

Scenario: The kite got tangled in the clock tower as a storm arrives.

Write a stronger ending using one technique from the bank.

Technique: circular ending

The clock struck six as the repaired kite lifted free. This time,
its red tail streamed above the tower instead of around it.

NARRATIVE PLOT PLANNER

Name: _____

STORY SEED
A mysterious map appears inside a recently closed book.



THE

CHARACTER AND GOAL

SETTING AND MOOD

HOOK

OBSTACLE 1 — what challenges?

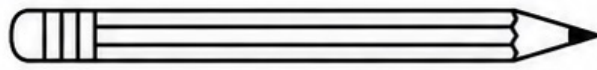
OBSTACLE 2 — how do the stakes rise?

CLIMAX — what difficult choice is made?

RESOLUTION — how is the problem solved?

CHARACTER CHANGE

ENDING MOVE — reflect, circle back, reveal or hint



NARRATIVE DRAFT – PAGE 1

Name: _____

Title: _____

ORIENTATION AND RISING ACTION

- ☐ Introduce the character and goal.
- ☐ Establish the setting and mood.
- ☐ Begin with a hook.
- ☐ Build at least two connected obstacles.



NARRATIVE DRAFT – PAGE 2

Name: _____

Title: _____

CLIMAX, RESOLUTION AND PURPOSEFUL ENDING

- ☐ Write the decisive moment.
- ☐ Solve the main problem.
- ☐ Show how the character changes.
- ☐ Make an ending move.

STORY EDITING CHECKLIST

Name: _____



Title: _____

STRUCTURE

- ☐ My hook makes the reader curious.
- ☐ My character has a clear goal.
- ☐ My setting creates a mood.
- ☐ My obstacles build towards a climax.
- ☐ My resolution solves the main problem.
- ☐ My ending feels purposeful.

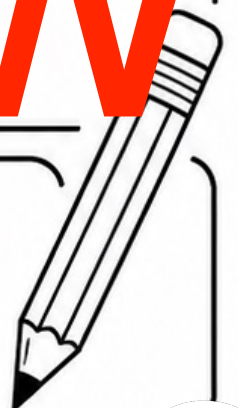
WRITER'S CRAFT

- ☐ I show feelings through action, dialogue, thought or body clues.
- ☐ I use precise sensory details.
- ☐ My paragraphs guide changes in time, place or speaker.
- ☐ My connectives make events flow.
- ☐ My sentences vary in length and structure.

EDITING

- ☐ I checked capitals, full stops, commas, question marks and exclamation marks.
- ☐ I checked dialogue punctuation.
- ☐ I checked spelling.
- ☐ I replaced vague or repeated words.
- ☐ I read my narrative aloud.

ONE REVISION I MADE



ASSESSMENT — THE MUSEUM AFTER DARK



Name: _____

Date: _____

TASK

During a museum sleepover, a newly restored compass begins pointing towards a sealed door. Write a narrative in which the main character must decide whether to follow it.



YOUR NARRATIVE MUST INCLUDE

- ☐ an engaging hook
- ☐ a clear character goal
- ☐ a setting that creates mood
- ☐ connected obstacles and rising stakes
- ☐ a climax with a difficult choice
- ☐ a resolution and purposeful ending

PLAN YOUR NARRATIVE

CHARACTER AND GOAL

SETTING AND MOOD

HOOK

COMPLICATION

OBSTACLE 1

OBSTACLE 2

CLIMAX AND CHOICE

RESOLUTION AND CHANGE

ENDING MOVE



Name: _____

itle: _____

100, ORIENTATION AND REINFORCEMENT

Preview

Preview

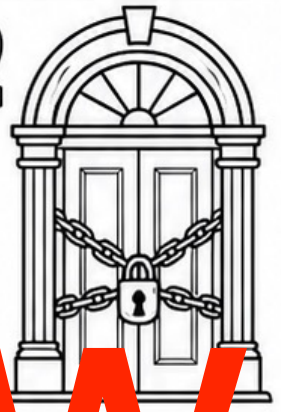
Preview

ASSESSMENT DRAFT – PAGE 2

Name: _____

Topic: _____

CIMAX, REVOLUTION AND PURPOSES FUNDING



Preview

Preview

Preview



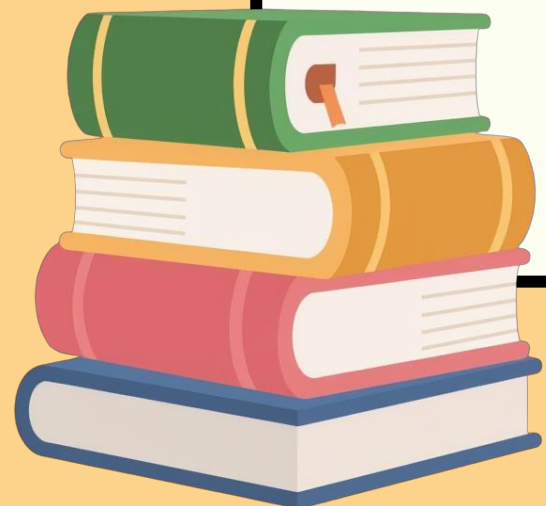
NARRATIVE WRITING RUBRIC

Name: _____ Date: _____

CRITERIA	EMERGING	DEVELOPING	CONFIDENT	EXCEEDING
PLOT AND STRUCTURE	Events are unclear or incomplete.	Simple beginning, problem and ending.	Clear arc with identifiable events.	Well-paced arc with effective cliffhangers and satisfying payoff.
CHARACTER AND SETTING	Few details.	Some character and setting details.	Clear goals and motivation in a vivid setting.	Advanced character and purposeful setting.
TENSION AND COHESION	Ideas jump.	Some sequence; stakes are limited.	Characters build and ideas flow.	Tension is sustained with seamless cohesion.
LANGUAGE AND IMAGERY	General words; little imagery.	Some descriptive words and senses.	Precise vocabulary and sensory detail.	Show-not-tell and varied imagery engage. Creates a distinctive voice.
PARAGRAPHING AND SENTENCES	Minimal sentence control.	Simple sentences and basic paragraphs.	Correct paragraphs and varied sentences.	Sentence rhythm and paragraphs guide readers. Shapes pace and emphasis.
PUNCTUATION AND SPELLING	Frequent errors obscuring meaning.	Some correct punctuation and spelling.	Mostly accurate conventions and dialogue.	Accurate, controlled conventions through polished reading.
REVISION AND PRESENTATION	Limited revision.	Some edits are visible.	Revisions to improve clarity and detail.	Thoughtful revision strengthens narrative precision. Insightful revision transforms impact and precision.

PREVIEW

Narrative Writing





Learning Goals

We are learning to plan, draft and improve an engaging narrative.

We are learning to create believable characters and shape a story through setting, building rising tension and finishing with a powerful, satisfying ending.





What Is a Narrative?

A narrative is a story written to engage a reader. It introduces characters and a setting, develops a problem through connected events, reaches a climax, and resolves the main conflict.

PREVIEW





Build a Narrative Arc

ORIENTATION — introduce the character, goal and setting.

RISING ACTION — connect the stakes and raise the stakes.

CLIMAX — make a difficult choice and make a decisive action.

RESOLUTION — solve the problem and show how it changed.





Write for a Reader

Every detail should help the reader understand, react, or feel the story. Create questions early, reveal information at the right time, and reach every reader.

PREVIEW





Character: Goal, Strength and Flaw

A strong character wants something specific. A clear purpose helps them act, and a flaw or fear makes the problem harder. The best characters are the ones who

PREVIEW





Show Feelings, Don't Label Them

Tell: Noah was worried.

Show: Noah folded the torn map into smaller and smaller squares. His answer came

and disp

actions, dialogue, thoughts and body clues let readers infer emotion.





Setting Shapes Mood

Setting is more than a place. Choose light, sound, weather, movement and objects that work together. A bright street can feel welcoming; the same street with flickering lights can feel tense.

PREVIEW





Sensory Details Work Together

Select a few precise details instead of listing every sense. Ask, "What would the character notice now? How does the scene build a mood or affect what happens next?"

PREVIEW





Model a Vivid Setting

The empty platform lights blinked above me. A paper packet tattered past my side
while the loose station sign flickered against its chain. Beyond the tracks, the
dark night was a warning.

PREVIEW





Hook the Reader

A hook opens a question in the reader's mind. Start close to the action, use specific detail and withhold just enough information to create curiosity.

PREVIEW





Five Hook Moves

- ACTION — begin while something changes.
- DIALOGUE — let urgent voices reveal the problem.
- QUESTION — begin with a question that demands attention.
- QUESTION — begin with a question that leads to wonder.
- INTRIGUING STATEMENT — present an impossible fact.





Conflict Types

PERSON VS PERSON — goals or beliefs clash.

PERSON VS NATURE — weather or environment blocks the goal.

PERSON VS SELF — fear or habit creates the struggle.

PERSON VS TECHNOLOGY — device or system causes the problem.

PREVIEW





Raise the Stakes

Stakes explain why the problem matters. Add a time limit, a meaningful consequence, a difficult promise or a risk to someone important. Raise the stakes without making the task impossible.





Build Rising Action

Each obstacle should change the situation. The character tries something, gains something or loses an option, connect events with cause and effect so the tension grows rather than relaxation.





Dialogue with Purpose

Dialogue can reveal a clue, show a relationship, create pressure or force a decision.
Start a new paragraph when the speaker changes and underline the spoken words.

PREVIEW





Paragraphs and Cohesion

Begin a new paragraph when the time, place, speaker or main action changes. Use pronouns, repeated key ideas and time connectives to link events without repeating

PREVIEW





Ending Moves

REFLECTION — show what the character understands

CIRCULAR ENDING — echo image from the opening

— close off final detail.

FUTURE THING — what could happen

PREVIEW





Model Plan: The Clockwork Kite

Goal: free a kite tangled on the clock tower before the storm.

Obstacle 1: the ladder is missing.

Obstacle 2: the tower clock is moving.

Climax: the hero reaches the kite and warns the crowd.

Ending: echoes the six o'clock bell.





From Plan to Paragraphs

Paragraph 1 hooks the reader and establishes the goal.

Paragraphs 2–3 connect the scenes and raise the stakes.

Paragraph 4 slows the climax.

The final paragraph resolves the conflict and delivers the ending move.

PREVIEW





Revise for Impact

Revision changes ideas and language. Strengthen the hook, replace a repeated obstacle, add one precise sensory detail, show the climax, or craft an ending that connects to the story's meaning.

PREVIEW





Edit with Focus

1. Read for meaning and sequence.
2. Check paragraph break and connectors.
3. Check sentence boundary and dialogue punctuation.
4. Check spelling and repeated words.
5. Read the narrative aloud.

PREVIEW





Your Independent Task

During a museum sleepover, a restored compass pointed to a sealed door. Write a narrative in which the main character must decide whether to enter. Build tension as the character faces a difficult choice and fulfills their purpose.





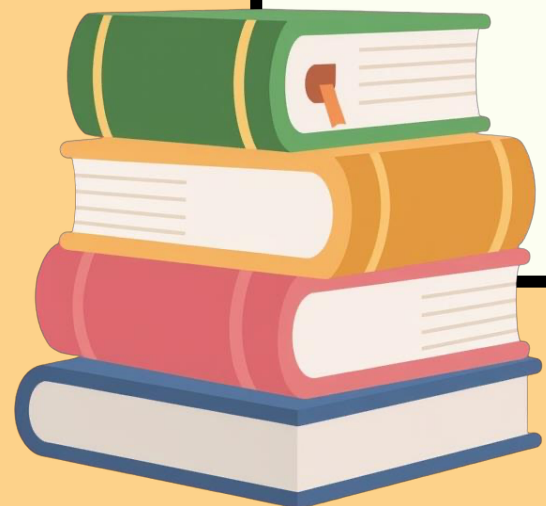
PREVIEW

Well Done!



PREVIEW

Narrative Writing Quiz





Question 1 • Multiple Choice

Which sequence best describes a narrative arc?

A. Ending → title → list

B. Exposition → rising action → climax → resolution

C. Setting → conflict → conclusion

D. Climax → exposition → resolution



PREVIEW



Answer 1

B. Orientation → rising action → climax → resolution

The story world is introduced, tension builds, a decisive moment occurs and the conflict is resolved.

PREVIEW





Question 2 · True or False

A setting should list every sight, sound, smell, taste and feel in every scene.

PREVIEW





Answer 2

False.

Writers choose a few precise sensory details that build the main idea of the scene. They also choose a few precise sensory details that build the main idea of the scene.



PREVIEW



Question 3 · Short Answer

Name two ways a writer can show a character's feelings without naming the feelings.

PREVIEW





Answer 3

Possible answers include actions, dialogue, thoughts, facial expressions and body language clues.

Question 3: How fingers might be used and the way





Question 4 • Multiple Choice

Which opening creates the strongest hook?

A. It was a rainy day.

B. I was sitting outside.

C. Rain came down on the path as Max found an empty envelope waiting for him.

D. This story is about Max.





Answer 4

C. The precise action and unexplained dry envelope create a clear question in the reader's mind

PREVIEW





Question 5 · Conflict Type

Mei wants to tell the truth but fears losing her friend.

Which conflict type is this?

A. person vs nature

B. person vs

C. person vs technology

D. person vs person



PREVIEW



Answer 5

B. Person vs self.

Mei's main struggle is between her values and her fear

PREVIEW





Question 6 · Raise the Stakes

Which detail best raises the stakes for a character trapped in a lift?

A. The walls are grey.

B. The buttons are round.

C. The timer says every ten minutes leave.

D. The character likes music.





Answer 6

C. The ten-minute battery limit adds time pressure and a meaningful consequence.

PREVIEW





Question 7 · Put in Order

Put these events in a logical rising-action order.

A. The map tears in the wind.

B. She opens the library book.

C. A new fairy tale page appears.

D. She chases it toward the locked courtyard.





Answer 7

$B \rightarrow C \rightarrow A \rightarrow D.$

Each event causes or ends the next, creating a connected sequence.

PREVIEW





Question 8 · Paragraph Decision

Where should a new paragraph begin?

...ber.” Zara whispered to reach for the lantern and replied, “We need to know





Answer 8

Begin a new paragraph before “Ben reached...” because the speaker changes from Zara to Ben.

PREVIEW





Question 9 · Ending Move

The same bell rang again, but this time Luca smiled.

Which ending move is used?

A. revelation

B. circular ending

C. reveal

D. future hint



PREVIEW



Answer 9

B. Circular ending.

The bell returns from an empty moment, but Lu's changed when shown the stone.

PREVIEW





Question 10 · Short Answer

Give one change a writer could make while revising and arranging for greater impact.

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Answer 10

Answers will vary. Examples: strengthen the hook, replace the repeated observation, add precise sensory detail, slow the climax or choose a more purposeful ending.





PREVIEW

Well Done!

