



Section 2

Developing writing

The activities in this section allow children to focus on individual features of adventure stories, encouraging them to gain confidence and build up a bank of ideas for use when they create their own adventure story. You might choose to undertake these activities alongside planning a piece of writing or, alternatively, you could use them as one-off creative sessions.

Creating a hero

The first two activities in this section help the children to develop a hero for their adventure story, and to think about what he or she can do. Keep this simple! Don't burden your Bat-belt with all sorts of gadgets and abilities. The children may also want to consider their hero having an Achilles heel, to increase the tension in an adventure story, such as Indiana Jones with his snakes or Superman with his Kryptonite. Every hero should have some flaw that has the potential to bring them down. There is a dynamic interaction in adventure stories between characters and the dangers they face, which is why children could think of their hero in relation to the various challenges set in the story.

Another two activities covered in this section ('Meetings' and in particular 'Create a villain') provide a frame for the children to think about the 'bad guys' in their story. In many adventure stories the villains are the most interesting character and the most fun to write.

On a journey

An adventure story takes the form of an extended plot, in which there are various dangers along the route towards the hero's goal. The activities 'Journey to the unknown' and 'Quest devising' help the children to tackle writing about this type of episodic quest, with dangers along the way. What's vital here is the way an adventure story extends the middle section of writing. If everything is solved in the first paragraph, where's the adventure? Stories need movement through a series of risks and dangers: the journey their character will make, and the villains and dangers they will encounter along the way.

Adventure language

The activities 'Adventure words' and 'It's all in the detail' scaffold the children's use of adventure language, focusing on adventurous vocabulary to enhance the sentences they write in their stories. An adventure story is nothing without atmosphere – these activities will help the children to develop their language skills in this way.



Activities breakdown

Character

- It's hero time (page 20)
- Meetings (page 21)
- Create a villain (page 22)

Plot

- Survivor (page 20)
- Journey to the unknown (page 21)
- Quest devising (page 24)

Setting

- Heroes and heroines at work (page 22)
- Your senses of adventure (page 24)

Language

- Adventure words (page 23)
- It's all in the detail (page 23)