



Section 1

Using good examples



Adventure story features

Structure

- A chronological narrative plot.
- A quest or journey.
- Obstacles or setbacks along the way.
- Exciting resolutions.

Language

- First or third person.
- The past tense.
- Strong, varied active verbs.
- Dialogue for characterisation/to progress plot.
- Powerful, cinematic description.

Characters

- Archetypal characters, such as heroes and villains.

Setting

- Realistic or fantastical.
- Potential for danger or threat.

Adventure stories

Adventure stories have a distinctive narrative plot, taking the reader on a journey or a quest involving risks and challenges. Their settings and events can be realistic or fantastic, dramatic or humorous, but the main character is realistic, often courageous and likeable, so the reader wills them to succeed. Adventure stories are often particularly appealing to children, with their hooks, action-packed plots and cliffhangers, and knowledge of them will strengthen the children's grasp of plot and pace in their own writing.

The style of adventure stories varies according to whether they are set in realistic or fantasy lands, but usually they share common features. The box on the left summarises key structural and language features.

Through shared reading of a range of adventure stories and the extracts on photocopiable pages 10 to 12 and on the CD-ROM, children will become familiar with the key conventions of the genre and be able to draw on them for their own writing.

A useful starting point is to explore collections, such as *Adventure Stories for 10 Year Olds*, edited by Helen Paiba (Macmillan) and *Adventure Stories* edited by Clive King (Red Hot Reads series, Kingfisher). Encourage the children to consider the genre in film through familiar examples, such as the Indiana Jones trilogy and *Jumanji*. They can also look at examples in strip or animated cartoons and computer games. Collecting examples of different forms will be useful, but the children need to understand that appropriate language in, for example, a strip cartoon, may not be appropriate for an extended story.

Links to the Primary Framework

Developing understanding of, and having opportunities to write narrative texts is an important part of literacy development in the *Primary Framework for Literacy*. The framework provides detailed guidance for teaching and learning about adventure stories at Key Stage 2 (Year 3 Narrative Unit 3 – 'Adventure and mystery'; Year 4 Narrative Unit 2 – 'Stories set in imaginary worlds'; Year 6 Narrative Unit 2 – 'Extending narrative'). The activities in this book address objectives from all 12 strands of the *Primary Framework for Literacy* but with a particular focus on strands 7–10 (Understanding and interpreting texts; Engaging and responding to texts; Creating and shaping texts; Text structure and organisation).