Tuesday 22nd June

L.O. Use the characterisation toolkit to note down characters' actions & reactions to events in a story

Recap of adverbials in a monologue

Revision of the characterisation toolkit

Use the toolkit to make notes in a story planner

In our last lesson, we revised the four types of adverbials.

Adverbials of time tell us when something happens:

now then soon yesterday before after

Adverbials of place tell us where something happens:

here there under the tree in the classroom

Adverbials of manner tell us how something happens:

suddenly quietly in a flash without thinking

Adverbials of frequency tell us how often something happens:

twice a week never always on Fridays

Time:

Time:

Place:

Place:

It's been a waking nightmare, these past seven years. I can still see that poor bloke sinking like it was yesterday. Tom still goes there every week, sometimes three times a week; he sits staring at the spot I think he gets some sort of comfort from it, or maybe he's just punishing himself - I don't know. Me, I've never been back. I can't, can I? I don't need reminding of what I've done.

Manner:

Manner:

Frequency:

Frequency:

It's been a waking nightmare, these past seven years. I can still see that poor bloke sinking through the weeds to the bottom of the canal, like it was yesterday. Tom still goes there the Virginia used to be. I think he gets some sort of comfort from it, or maybe he's just punishing himself - I don't know. Me, I've been back. I can't, can I? I don't need reminding of what I've done.

L.O. Use the characterisation toolkit to note down characters' actions & reactions to events in a story

Over the next few days, we will be re-writing the canal incident in the Hajj story from a different perspective - a third person viewpoint. We can follow the events from the original text, but we will be concentrating more on the extra details that give away the characters' emotions and feelings.

As our focus for this unit is characterisation, let's remind ourselves of the toolkit that we have already looked at:

- Actions/ reactions of characters to each other and the setting
- Appearance of characters
- Internal voice
- Dialogue that indicates how a character might feel
- Effective description of setting to reflect/impact on the character's feelings (pathetic fallacy)

First, we need to plan our version of the story.

This worksheet has a summary of the story in eight sections, but no details.

Use the toolkit points at the top of the sheet to help you make notes in the boxes. Remember that you need to think about how you will make your characters 'come alive': what will they see, hear or smell? How will they react or speak? What details of the setting will affect them? What will they look like?

