

Tuesday 23rd November

L.O. Use character reactions to show emotions (not tell).

Re-cap of last lesson - Using descriptive details to introduce a contrasting setting



Look at how a character's reactions reveal their emotions - 'show, not tell'



Role play our own character reactions



Plan how our own characters will react



Write the next scene

Yesterday we used descriptive details to make our setting a positive place for our guide animals. Hopefully you will have been able to **underline examples** in your own work that included some of these techniques, taken from our toolkit:

- **descriptive details** (but ones that include similes, metaphors and personification that make the setting seem a **good** place and helpful to the guide)
- character's **senses** explored (but in a way that shows the character is **enjoying** being there)

... eyes ached. Something moved..., pacing ... scuffle of leaves ... flicker of a branch. Torak longed for Wolf ...would soon seek out whatever was stalking him. ... world of shadows & shapes.	MC unable to use some senses in setting. Main threat hinted at - 'empty' words used. Short sentences for effect. MC needed 2 nd C to help. Tension rises – vague descriptions add unease
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Now we are going to hint at an approaching threat. Our toolkit should help us here:

- Suggest **something is about to happen**
- Reveal the **character's thoughts/emotions**
- **Hide** the threat and other details from the reader - use 'empty' words

Short sentences and adverbials also work well here e.g.

Suddenly, from somewhere beyond the fast-flowing river, came the strangled cry of a terrified creature. He skidded to a stop, heart thumping. Strained to hear. Nothing.

An approaching threat would surely get a good reaction from your main character, but is it enough to write 'He was terrified and had a shocked look on his face'?

Show not tell is important in describing a main character's reactions, as it helps the reader really **feel** the same emotions.

As your threat gets closer and closer, and as you drop in more and more frightening details, your main character will need to **react** in more and more extreme ways.

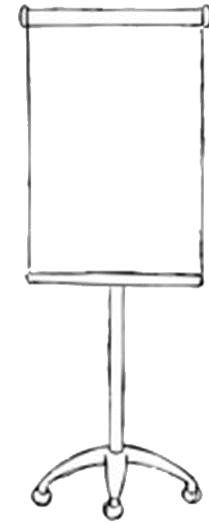
Let's look at a familiar character - watch how Buzz Lightyear reacts when he realises that he is not a real space hero, but actually a just toy. Look carefully at his facial and body language.



As you watch the clip, jot down on scrap paper how Buzz shows his emotions. Some of the clues are obvious, but some are very subtle.

Look on the next page and compare your ideas.

- shook his head in disbelief
- arms hung limp
- shoulders slumped
- head hung down
- dragged his feet
- shuffled slowly
- stared at the ground
- leaned dejectedly against the stair rail



How might these look in a paragraph? Can you and your partner think of any sentences that link some of them? Share your ideas on the flipchart. The next page shows what the scene might have looked like in a written story.

He blinked back the stinging tears and shook his head in disbelief, as the truth, terrible and final, dawned on him. His shoulders, once broad and proud, slumped forwards, letting his arms hang limp. How could this be?

Buzz turned and shuffled out of the room, no longer looking to the stars, no longer walking tall. Staring at the bird soaring effortlessly past in the blue sky, he realised that it had all been a stupid, childish delusion. He heaved a great sigh and let his head rest against the cold stair rail.

Now think about how your character might react as your threat gets closer.

With your partner, role-play what could happen and make notes about what body language you use to show his/her emotions; pay particular attention to facial expressions and what happens to arms and hands.

Share our ideas as a class, and add notes and ideas to your box-up sheet.

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L.O. Use character reactions to show emotions (not tell).

Now use your notes to write the next paragraph(s) that shows (not tells) what happens to your character as the unknown threat draws ever closer.

- Use 'empty' words and adverbials to suggest something is approaching
- Use short, punchy sentences to increase tension
- **Show**, not tell, how your main character **reacts** each time to the threat