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| Use **figurative language** - personification, metaphor and simile |  |  |
| Pick out **unusual details** to bring the setting/characters alive |  |  |
| Use **detailed sentences of three** to describe what can be seen, heard or touched |  |  |
| Show the setting **through the eyes** of the characters - what do they see or do? |  |  |
| Use **pathetic fallacy** - the technique of reflecting the mood of the scene or character in the weather or surroundings |  |  |
| Use the setting to **influence the characters** - how does it make them feel? |  |  |

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