

Characterisation & Dialogue Toolkit

- Small details hint at what a character might be like – looks and actions
- **Subordinate clauses** add description / action within sentences. e.g. *Exhausted by his busy night, the boy collapsed into bed*
- Use reactions and thoughts of **other** characters towards a main character
- Effective description of a setting and how it impacts on a character to show character's feelings (**pathetic fallacy**)
- Develop use and movement of **speech verbs** within sentences e.g. *interrupted speech*.
- Explore how a character's **personality and behaviour** can impact on the plot - e.g. *A deep-seated fear will mean a character will react in a certain way*
- Explore use of **contrasting** characters to develop conflict in narrative.
- Develop the use of **internal voice** and rhetorical questions to develop character
- Explore using a **different viewpoint** & how it affects characterisation e.g. *1st person viewpoint*
- Use **quality dialogue** to limit adverbs - *If dialogue is good, an adverb is not needed*
- Control the **amount** of dialogue - a long string of dialogue can result in poor writing. Use a range of techniques to **break up speech**:
 - add subordination (extra description & action)
 - show how the other character reacts to the dialogue
 - state what is going on in the background of the scene.

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