

L.O. To develop my own ideas using the structure of a known **warning** story.

<i>Model Text</i> <i>Keep off the Tracks</i>	Bare bones	Ideas for my text :
<i>"Don't go playing near that railway track!" Jake's dad warned, ... but then grinned secretly at each other as they turned to go</i>	Opening: MC warned of danger. Hints that MC will ignore warning	
<i>...punched the air triumphantly like Usain Bolt. Victory! Up ahead, brambles choked the stony tracks, an old shopping ... The tracks gleamed, reflecting the harsh, midday sun....</i>	Build-up: MC arrives at warning place & reacts positively. Setting described: power of three/ figurative language/ pathetic fallacy/ unusual details etc.	
<i>... ignoring the bright red warning signs... Suddenly, he felt vibrations shudder through his body. ... It was stuck fast. There was no escape.</i>	Dilemma: MC gets into serious trouble. Setting shown through MC's eyes – further details/ MC reacts to situation & events.	
<i>... pulled with all his might but to no avail. The colour drained from Nazeem's face ... he spotted Jake's dad screeching to a halt in his red car ... he ran as fast as he could to his son's rescue.</i>	Resolution: Tension continues to build – character reactions/short, snappy sentences for increased action. Solution to problem/ rescue arrives.	
<i>...Jake was free! A second later, an Intercity 125 sped past ... Jake's dad ranted at the shaken boys.... they learned a valuable lesson: playing on railway lines is insane.</i>	Ending: Tension at its highest just before MC saved / disaster averted. MC told off by person who warned. Lesson learnt.	