

L.O. Use adverbials and figurative language to  
make contrasts with another setting

2<sup>nd</sup> character introduced as an 'ally' of MC. Setting described positively from his/her P.O.V – new character is comfortable there – emotions & descriptive details support this

Our third box-up section is very similar to the first one: the setting plays an important part in introducing a character's feelings. This time, however, we need to make the exact same setting sound like a nice place to be, rather than unwelcoming.

Before, our main character needed to be shown to be out of their comfort zone; now, the 'guide' is introduced, who is entirely comfortable in the setting.

We can use the same writer's tools to do this:

- descriptive details (but ones that include similes and metaphors that make the setting seem a **good** place)
- character's senses explored (but in a way that shows the character is **enjoying** being there)
- Personification of the setting (but in ways that make the weather or time of day seem **helpful** to the character)



Use the picture in your book to generate some descriptive ideas about a night setting. Try to use some simile, metaphor and/or personification to help suggest **positive** feelings.

What about using the weather? Is a strong wind or a storm necessarily a bad thing? In your first paragraph, you may have used a storm to suggest that the setting was angry or hurtful.

What do the three creatures on the next page feel about the wind?



What might the wind feel like if you were covered in fur or hair?



Now it's your turn to introduce your guide:

- descriptive details (but ones that include similes and metaphors that make the setting seem a **good** place)
- character's senses explored (but in a way that shows the character is **enjoying** being there)
- Personification of the setting (but in ways that make the weather or time of day seem **helpful** to the character)