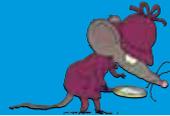




• Narrative

- Setting
- Complication
- Ideas and details



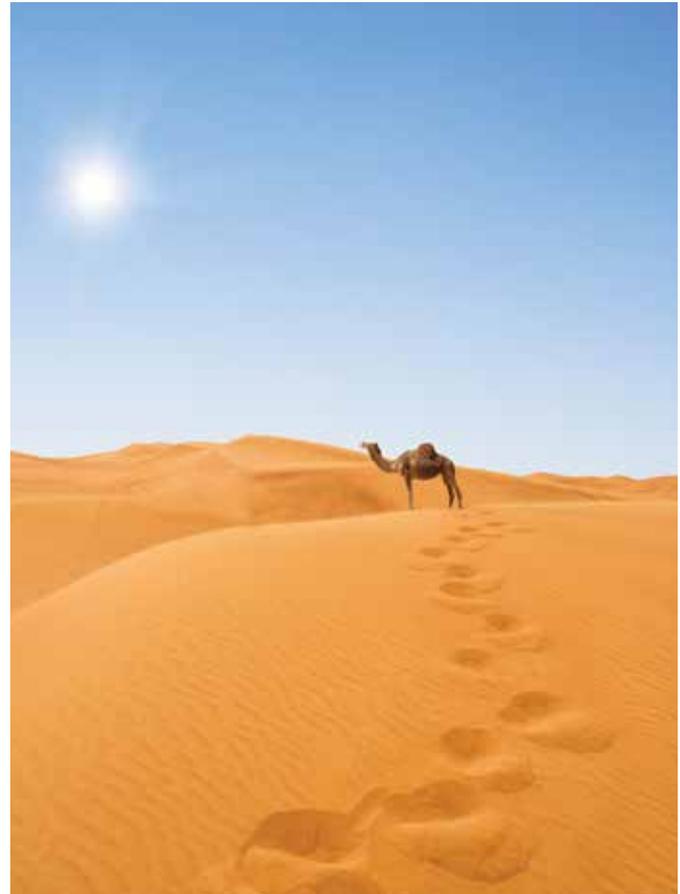
Imaginative 16

Get me home!

Imagine you are in this location. You receive word that you must come home at once. How will you get home? Imagine you try to get home but things keep stopping you. In the end you get home just in time.

1. Write how you will travel home from this location.
2. Write as many problems and obstacles as you can. As you solve one problem, another one arises.

Now you have the ingredients for an exciting story.





• Explanation

• Flowchart

• Organisation

• Cause and effect



Informative 16

How does it work?

How do you think this potion might work? What effect does it have on people who drink it? What does it make them do?

Create a flow chart to explain how you think the potion works. A flow chart is a series of boxes linked by arrows. Each box has one action written inside it. The arrow shows how that action causes the action written in the next box.

Hint! You could use cause and effect words inside your flowchart boxes, for example: *because, due to, so, as a result and for that reason.*





- Persuasion
- Advertising
- Ideas and details
- Audience
- Slogans
- Word choice
- Alliteration



An alliterative ad

Alliteration is a powerful tool in advertising because it grabs people's attention.

- *Don't dream it. Drive it*
 - *Greyhound going great*
 - *Functional . . . Fashionable . . . Formidable*
1. Think of three products you would like to write advertisements for.
 2. For each product, write the audience that you would appeal to.
 3. For each product, write a slogan with alliteration.
 4. Say the slogans out loud to check that they have alliteration.

Hint! Alliteration is the repetitive use of a letter or sound at the beginning of words.