

KNOWLEDGE ORGANISER: YEAR 2 - Narrative (Spring 1)

PURPOSE: To entertain

- *To tell a story
- * A sequence of fictional or non-fictional events
- * To share experiences

What should I already know before writing a narrative?

Stories need to include: Characters/objects, setting, beginning, middle and end

- Characters must be described
- Settings need to be described
- A range of adjectives makes a story more interesting
- Use full stops and capital letters
- Use conjunctions like 'and' and 'because' to extend sentences.

Important Vocabulary

Term	Examples/Definition
Fiction	Made-up not real
Characters	People/creatures in the story
Setting	Where the story takes place
Structure	The way something is set out
Dilemma	Problem
Resolution	Solving a problem
Event	Something happening
Simile	To compare something using like or as
Story starters	By the next morning, one day, as soon as
Story endings	In the end, at the end of the day
Adverbs	Describes how you do things e.g. suddenly, quickly, slowly, carefully, nervously, excitedly, happily, lazily, angrily.
Time adverbials	next, after, until, before, earlier, later, recently, last week, much later, suddenly, afterwards, when
Noun Phrases	the massive field, the enormous turnip, a young boy
Simple Past Tense	She walked to the shops. They walked to the shops

Where else might I see a narrative?

Novels, short stories, poems, diaries and biographies

WAGOLL (what a good one looks like)

Walk the Plank

Ashanti was playing in the park with her brothers. They were playing on the pirate ship climbing frame. Max was always the captain because he was the oldest. Ben was always the first mate because he was the second oldest. Ashanti was the youngest. Her brothers always made her walk the plank when they played pirates. She sometimes asked if she could be captain but they always said no.

One day Ashanti was being made to walk the plank because she hadn't washed the decks clean. Captain Max had been out burying his treasure. He had stomped back onto the ship with mud all over his boots. What a mess he made! Ashanti had tried to clean the decks but she couldn't clean up the mud. Both of her brothers laughed when she jumped off the edge of the pirate ship climbing frame. She landed with a bump. She looked up at her brothers laughing at her then she saw something odd. Underneath the climbing frame was a strange drawing. It was a skull and crossbones. She reached out and she touched the drawing. There was a flash of light and Ashanti was in a ship at sea! She could feel the ship tipping from side to side.

on his ship. He shouted at them to walk the plank. Max and Dez were terrified. What would happen to them? Ashanti wasn't scared. She was angry. She wasn't being forced to walk another plank! She grabbed a sword from the pirate who had found them and she charged at the captain.

The captain was shocked. He grabbed his sword to stop Ashanti but she was so angry that she pushed him straight off the ship. The other pirates cheered. The captain had been a cruel man and they were pleased he was gone. They made Ashanti their new captain and she sailed the ship to Pirate's Gold Island.

The children helped the pirates find the cruel captain's treasure chest. It was full of gold coins, red rubies and shiny diamonds. The pirates gave Ashanti a beautiful golden goblet to say thank you. She looked carefully at the picture on it. It was a skull and crossbones. She touched the picture and there was another flash of light. Suddenly she was back in the park with her brothers. Max and Dez were so grateful to Ashanti for saving them that they never made her walk the plank again. Sometimes they even let her be the captain!

Story Writing checklist...

	✓
Title	
Your ideas are written down in chronological order with time words	
Beginning	
Build-up	
Dilemma	
Resolution	
Ending	
Characters/setting	
Capital letters and full stops used correctly	
Your pronouns are correct	
Paragraphs are used to show a change of time or place.	

Know how to improve my own and my partner's writing focusing on sentences, grammar, punctuation, vocabulary and spelling:

1. Work with a partner or adult
2. Partner A and Partner B read each other's letters and tell them what they could improve
3. Use a green pen to make changes
4. Use words mats or working wall for inspiration

Curriculum Links:

- History: Shang Dynasty
- Geography: The Far East
- Art: Japanese art
- DT: Chinese sewing

English - Year 2 Reading (Spring 1)

Key Words

Plot: the main events within a story.

Genre: the style in which the book is written in e.g. horror, action, fantasy.

Setting: where the events in the book take place.

Themes: an important idea that is woven throughout a story

Concept Links/Prior Knowledge

- VIPERS learning and understanding from year 1
- Linking to term topic The Far East



The Magic Paintbrush



Key Characters



Shen - Main character (a little girl with a magic paintbrush)

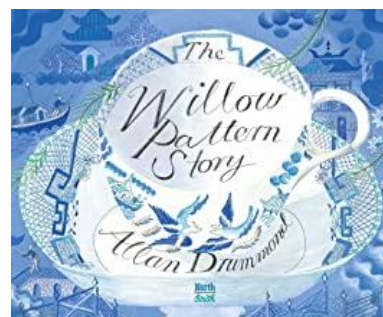


Emperor - (A greedy man who wants Shen to give him gold)



Old man - Gives Shen the magic paintbrush.

The Willow Pattern Story



CHARACTERS

- Chinese Mandarin (dad)
- Koong Shee (daughter)
- Ta Jin (Merchant who Koong Shee had been set to marry)
- Chang (secretary who fell in love with Koong Shee)
- Turtle doves (carried messages between Koong Shee & Chan in secrecy)
- Guests at the party



SETTINGS

- Ancient China
- Countryside
- Lived in a Pagoda
- Wide deep river
- Zigzag fence too high to climb
- Willow Tree
- Humpback Bridge
- Apple, orange and fir trees
- Peonies & Camellias
- Poor part of China for farming
- Underground passages beneath the pagoda

VIPERS

V - Vocabulary: Looking at the choice of words that an author uses in a text.

I - Inference: Information that is suggested but not said in the text (hidden meaning).

P - Predict: Explaining what might happen next based on what has happened so far in the text.

E - Explain: Explain an aspect of the text, thinking about why the author or character has done something (because...).

R - Retrieve: Locate and retrieve information directly from the text.

S - Summarise/Sequence: Sum up the key points in the text or place events in the order of when they happened.