

Year 7 Creative Writing - Knowledge Organiser

1. Topic: this unit of work will focus on two types of creative writing: Story writing and Descriptive writing .	16. Genre: Descriptive writing does not need to tell a story - but it does need to bring a scene or series of scenes vividly to life in the reader's imagination .
2. Genre: a short story will include a plot structure , characters , action , description and possibly dialogue .	17. Description: A description is an extended piece of writing that aims to describe, in detail, a place, object, person or group .
3. Genre: Descriptive writing involves using the five senses and a range of descriptive techniques to evoke an image, place or situation .	18. Description: Write like a cameraperson! Zoom out to describe the whole scene - zoom in to focus on a particular person, object, or feature.
4. Genre: Both short stories and descriptions may be written in first ('I') , second ('You') or third person ('He/She/They') narrative perspective .	19. Description: Use the five senses to bring the scene to life for your reader: sight, smell, sound, touch and taste .
5. Genre: Short stories may use the conventions of any literary genre , such as: action, Gothic horror, comedy, romance and many more!	20. Description: Structure your writing to focus on different aspects of the place / person you are describing . If you are basing your description on an image, split the image into sections - focus on each part in turn .
6. Story: Plot structures can be simple or complex. A simple structure would involve a beginning, middle and ending - but most stories are more complex than this.	21. Description: You can include people, animals (whether real or imaginary), dialogue, events and action in a description - but you must focus just on describing what is happening in detail, creatively . You must not tell a story!
7. Story: Freytag's story pyramid is one way to structure a plot.	22. Methods: Use imagery - this includes simile, metaphor, personification and onomatopoeia .
8. Story: The story pyramid begins with the equilibrium or usual, everyday state of things.	23. Methods: Simile - comparing two things using 'like' or 'as': 'The lake shimmered like a mirror.'
9. Story: A problem or conflict is introduced. A story <u>must</u> have conflict in some form - whether it's a character trying to overcome their own fears or limitations (internal conflict), or another character or external problem opposing them (external conflict).	24. Methods: Metaphor - comparing two things by saying something 'is' something else: 'His eyes were blazing fires of anger.'
10. Story: This is followed by the rising action - usually the longest part of the story, in which the protagonist makes <u>several attempts to overcome the problem</u> .	25. Methods: Personification - giving living qualities to an inanimate object: 'The wind whistled through the trees.'
11. Story: The climax (or 'big fight scene') is when the tension is highest - the protagonist faces the antagonist in a scene which will decide their fate.	26. Methods: Onomatopoeia - where the word sounds like the sound being described. 'The ball <u>whooshed</u> past her face.' 'The fire <u>crackled</u> in the cool night air.' Avoid less ambitious efforts, eg 'Bang!'
12. Story: Falling action follows - what happens immediately after the big confrontation.	27. Vocabulary - verbs: snared, disturbed, smashed, blazed, swayed, tormented, straggling.

13. **Story:** The **resolution** is how the story ends - it can be **open**, where the events are not concluded, or **closed**, where all the questions raised in the story are answered; it could end on a **cliffhanger**; it could return to the starting point to show how the characters have changed, or what led to the start of the story (**cyclical plot**).

14. **Story: Characters** - stories must contain characters - at least one! The main character is called the **protagonist** (hero), who is usually opposed by the **antagonist** (villain).

15. **Story: Dialogue** - a good story will usually contain talk between the characters (dialogue). This should be correctly set out and punctuated (basic rules: all dialogue in 'speech marks'; new speaker, new paragraph).

28. **Vocabulary - weather:** Sunny: beaming, blazing, twinkling, glaring, glimmering; Cloudy: gloomy, foggy, dismal, dusky, misty, sunless, blanketed; Stormy: torrential rain, booming thunder, blowy, blustering; Windy: gusty, windswept, fresh, violent, tempestuous; Cold: raw, biting, chilling, glacial, wintry.

29. **Vocabulary - character:** fiery, impulsive, fervent, introverted, eccentric, callous, amoral.

30. **Vocabulary - colours:** saffron, indigo, scarlet, azure, emerald, hazel, turquoise.