

Year	Plot	Settings	Character	Action	Grammar development	Dialogue & punctuation
Nursery	 Join in with favourite rhymes and stories some lines, words and actions. Re-enact very short excerpts from favourite texts using puppets or small world figures. 	 Identify a range of setting using picture prompts. 	 Name and locate favourite books and give very brief descriptions of characters. Re-enact very short excer from favourite texts using puppets or small world figures. 	 Be able to describe what a character is doing when retelling stories. 	 Participate with words, phrases or gestures as play is narrated. 	Begin to engage in simple dialogue about play.
Reception	 Join in with favourite rhymes and stories some lines, words and actions. Give very brief descriptions of plot elements. Re-enact very short excerpts from favourite texts using puppets or small world figures. Retell a small number of stories and traditional tales by heart, using sequenced illustrations as prompts (& in role play). Predict the development of the plot. 	 Identify typical settings linked to traditional tales and known settings. 	 Name and locate favourite books and give very brief descriptions of characters. Re-enact very short excerpts from favourite texts using puppets or small world figures. Empathise with characters. Make links between texts. Use adjectives orally to describe character's. 	Be able to describe what a character is doing when retelling stories.	 Participate with words, phrases or gestures as play is narrated. Develop understanding of simple sentences. Begin to construct written sentences with an action verb. Write simple sentences with regular words , including those with digraphs. 	 Begin to engage in simple dialogue about play. Write short compositions with more than one sentence and full stops.



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Year 1	 Stories follow a simple structure: > Beginning > Middle > End The beginning of the story introduces the characters and setting. The middle needs a problem, what has gone wrong? The ending explains how the problem got fixed and how the story finished 	 Settings are described simply using one or two adjectives. It is evident which setting is being described The time of day is described. 	Characters are described simply using one or two adjectives.	 Use simple action verbs to describe a character's movement e.g. <i>ran, jumped</i> Tell the reader how a character reacts to situations e.g. <i>Tom</i> <i>was laughing.</i> 	 Use conjunctions like 'and' and <i>because</i>' to extend sentences. Start to use a range of adjectives to make their story more interesting. 	Use full stops and capital letters
Year 2	 Stories will initially include a 3 part structure (as in Y1), building up to a 4 part structure later in the year: > Beginning > Build Up > Dilemma > Ending Events are described with some detail. Plots are coherent and there is a logical resolution Text is written in sequence 	 Settings are described using one or two adjectives. It is evident which setting is being described The time of day is described. The rule of three is used for descriptions e.g. <i>The cottage was dark, quiet and creepy.</i> Similes may be used to further descriptions e.g <i>as dark as</i> Start to use prepositions to build descriptions e.g. <i>in front of</i> 	 Start to use a few descriptive details Characters will be named and some traits described Begin to show a character's personality through what they say and do 	 Begin to use more exciting action verbs to describe a character's movement e.g. <i>raced</i>, <i>sprinted</i> Tell the reader how a character is reacting to situations e.g. <i>Tom was laughing</i>. Start to use adverbials to describe action e.g. <i>ran quickly</i> Begin to use the rule of three for action e.g <i>He turned</i>, <i>jumped up and ran off</i>. 	 Use coordination (and, or, but) and some subordination (when, if, that, because) to join clauses 	 Capital letters and full stops used mostly correctly Start to use question marks Use said and begin to use a small number of synonyms for said Begin to include some exchanges



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Year 3	 The title reflects what will happen in the story. Stories will include a 4 part structure (as in the end of year Y2): Beginning Build Up Dilemma Ending Events are described with some detail. Plots are coherent and there is a logical resolution Text is written in sequence 	 Select names for settings that reflect the mood of the genre Set the scene (who, what, when, where, why) Change the setting to show a change in mood/ atmosphere Start to use some figurative language e.g. onomatopoeia, alliteration, similes The rule of three is used for descriptions e.g. The cottage was dark, quiet and creepy. 	 Introduce the main character with descriptive detail Show a character's personality by what they say and do. Include emotions and feelings of characters Use drama to explore a character's thoughts, feelings and motivations 	 Begin to vary sentence lengths for effect e.g. short sentences to show impact, longer for description Begin to make shifts in action to move the story along more quickly 	 Use time conjunctions to make links e.g. one morning, later, suddenly, at last Maintain the same tense throughout Maintain the same person e.g. first, third How to use language descriptions to keep the reader's attention (adjectives, adverbs, interesting verbs) 	 Use dialogue that reflects the character Use inverted commas appropriately Begin to use a range of synonyms for 'said' Use dialogue to demonstrate a character's reactions to one another
Year 4	 Title's are well chosen and reflect the main themes Stories will include a 4 part structure (as in the end of year Y3), building up to a 5 part structure later in the year: Beginning Build Up Dilemma Resolution Ending Events are described with some detail. Plots are increasingly coherent, with a logical resolution Text is written in sequence The story flows well to create mood suspense. 	 Select names for settings that reflect the mood of the genre Set the scene (who, what, when, where, why) Change the setting to show a change in mood/ atmosphere Start to use some figurative language e.g. onomatopoeia, alliteration, similes, personification The rule of three is used for descriptions e.g. The cottage was dark, quiet and creepy. 	 Introduce the main character with descriptive detail, beginning to use 'show don't tell' techniques Show a character's personality by what they say and do. Include emotions and feelings of characters Use drama to explore a character's thoughts, feelings and motivations 	 Begin to use hooks for the reader to gain their interest early on Vary sentence lengths for effect e.g. short sentences to show impact, longer for description Make more considered shifts in action to move the story along more quickly 	 Use time conjunctions to make links e.g. one morning, later, suddenly, at last Maintain the same tense throughout Maintain the same person e.g. first, third How to use more ambitious language descriptions to keep the reader's attention (adjectives, adverbs, interesting verbs) Begin to use fronted adverbials to demonstrate a character's actions Vary sentence openings e.g. ing words, ly words, time, dialogue, 	 Use dialogue that reflects the character Use inverted commas appropriately Use new speaker, new line Begin to use a wider range of synonyms for 'said' Begin to write more well-chosen dialogue Use dialogue to demonstrate a character's reactions to one another



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Year 5	 Title's are well chosen and reflect the main themes Stories will include a 5 part structure: Beginning Build Up Dilemma Resolution Ending Events are described with increasing detail. Plots are coherent with a logical resolution Text is written in sequence The story flows well to create mood suspense. Apply a good control over dialogue, description and action, balancing the need for each 	 Select names for settings that reflect the mood of the genre Set the scene (who, what, when, where, why), showing the setting through the eyes of the character Create settings with a clear mood & atmosphere Change the setting to show a change in mood/ atmosphere Use figurative language e.g. onomatopoeia, alliteration, similes, personification, metaphor The rule of three is used effectively for descriptions e.g. The cottage was dark, quiet and creepy. 	 Introduce the main character with descriptive detail, beginning to use 'show don't tell' techniques Show a character's personality by what they say and do. Include emotions and feelings of characters Use drama to explore a character's thoughts, feelings and motivations Use contrasting character's to emphasise differences Use rhetorical questions to reflect a character's inner monologue 	 Begin to use hooks for the reader to gain their interest early on Vary sentence lengths for effect e.g. short sentences to show impact & tension, longer for description Make more considered shifts in action to move the story along more quickly 	 Use conjunctions to link ideas, sentences, and paragraphs Maintain the same tense throughout Maintain the same person e.g. <i>first, third</i> How to use more ambitious language descriptions to keep the reader's attention (adjectives, adverbs, interesting verbs) Begin to use fronted adverbials to demonstrate a character's actions Vary sentence openings e.g. <i>ing words, ly words,</i> <i>time, dialogue,</i> 	 punctuation Use dialogue that reflects the character Use inverted commas appropriately Use new speaker, new line Begin to use split speech and punctuate unfinished/interrup ted speech Use a wide range of synonyms for 'said' Precise dialogue for effect Use dialogue to demonstrate a character's reactions to one another
Year 6	 Title's are well chosen and reflect the main themes Stories will include a 5 part structure: > Beginning > Build Up > Dilemma > Resolution > Ending 	 Select names for settings that reflect the mood of the genre Set the scene (who, what, when, where, why), showing the setting through the eyes of the character Create settings with a clear mood & atmosphere Change the setting to show a change in mood/ atmosphere 	 Introduce the main character with descriptive detail, beginning to use 'show don't tell' techniques Show a character's personality by what they say and do. Include emotions and feelings of characters Use drama to explore a character's thoughts, feelings and motivations Use contrasting character's to emphasise differences 	 Begin to use hooks for the reader to gain their interest early on Vary sentence lengths for effect e.g. short sentences to show impact & tension, longer for description Make more considered shifts in action to move the story along more quickly 	 Use conjunctions to link ideas, sentences, and paragraphs Maintain the same tense throughout Maintain the same person e.g. <i>first, third</i> How to use more ambitious language descriptions to keep the reader's attention (adjectives, adverbs, interesting verbs) 	 Use dialogue that reflects the character Use inverted commas appropriately Use new speaker, new line Begin to use split speech and punctuate unfinished/interrup ted speech Use a wide range of synonyms for 'said'



 Events are described with increasing detail. Plots are coherent with a logical resolution Text is written in sequence The story flows effectively to create mood & suspense. Apply a conscious control over dialogue, description and action, balancing the need for each 	 Use figurative language e.g. onomatopoeia, alliteration, similes, personification, metaphor The rule of three is used effectively for descriptions e.g. The cottage was dark, quiet and creepy. 	Use rhetorical questions to reflect a character's inner monologue		 Begin to use fronted adverbials to demonstrate a character's actions Vary sentence openings e.g. <i>ing</i> words, ly words, time, dialogue, 	 Precise dialogue for effect Use dialogue to demonstrate a character's reactions to one another
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*Future action: samples of work to be added at a later date once progression established