Success Criteria for an adventure narrative				
		Introduce setting		
		Introduce character		
	П	Character's thoughts & feelings		
(d		3 rd person (he she it, they)		
ice	H	Past tense (was, went, had, ran)		
devices		Descriptive language (see poster)		
		Figurative language (metaphors, similes		
gar		and personification)		
anguage		Variety of sentence structures (see		
La		poster)		
		Inverted common and reporting clauses		
		for direct speech		
	S	haw not tell		
	B.	uild tension (clues and change of pace)		

Su	ICO3	ess Criteria far an adventure narrative	SA
		Intraduce setting	
		Intraduce character	
		Character's thaughts & feelings	
w		3rd person (he she it, they)	
devices		Past tense (was, went, had, ran)	
l se		Descriptive language (see paster)	
2		Figurative language (metaphars, similes	
ğ		and personification)	
\$		Variety of sentence structures (see	
3		paster)	
		Inverted cammas and reparting clauses.	
		far direct speech	
	S	haw nat tell	
	В	wild tensian (clues and change of pace)	

Success Criteria for an adventure narrative					
	П		Intraduce setting		
			Intraduce .character		
			Character's thaughts & feelings		
w			3 rd person (he she it, they)		
angwage devices			Past tense (was, went, had, ran)		
) ap			Descriptive language (see paster)		
8			Figurative language (metaphars, similes		
ğ		_	and persanification)		
3		_	Variety of sentence structures.(see		
3			paster)		
		j	Inverted cammas and reparting clauses.		
		d	lar direct speech		
		Sh	aw nat tell		
		Bu	ild tensian (clues and change of pace)		

Su	uca	ess Criteria far an adventure narrative	SA
		Intraduce setting	
		Intraduce .character	
		Character's thaughts & feelings	
va e		3rd person (he she it, they)	
devices		Past tense (was, went, had, ran)	
dev		Descriptive language (see paster)	
		Figurative language (metaphars, similes	
1 8		and persanification)	
anguage		Variety of sentence structures (see	
9		paster)	
		Inverted cammas and reparting clauses.	
		far direct speech.	
	S	haw nat tell	
	В	wild tensian (clues and change of pace)	

Success. Criteria far an adventure narrative 5.					
				Intraduce setting	
				Intraduce character	
				Character's thaughts & feelings	
vð.				3 rd person (he she it, they)	
j				Past tense (was, went, had, ran)	
anguage devices			D	escriptive language (see paster)	
8				igurative language (metaphars, similes	
g			а	nd persanification)	
35			V	ariety of sentence structures.(see	
9			_	aster)	
-			L	rverted cammas and reparting clauses.	
			f	or direct speech	
	:	SJ	ha	w nat tell	
		В	لنسا	d tensian (clues and change of pace)	

Success Criteria far an adventure narrative 5.				
			Intraduce setting	
			Intraduce .character	
			Character's thaughts & feelings	
v)			3 rd persan (he she it, they)	
ge devices			Past tense (was, went, had, ran)	
dev			Descriptive language (see paster)	
9			Figurative language (metaphars, similes	
gan			and personification)	
ž			Variety of sentence structures (see	
Lar			paster)	
			Inverted cammas and reparting clauses.	
			far direct speech	
		S	haw nat tell	
		В	wild tensian (clues and change of pace)	