



Y6 Summer 1.2

Write to entertain: Spooky story

Purpose: To entertain the reader with a spooky story

Key features



Structural:

P1: Alma is walking through town and spots a doll in the window of a shop that looks just like her

P2: Alma enters the shop and looks around

P3: She touches the doll & transforms into it

P4: A new doll takes its place in the window

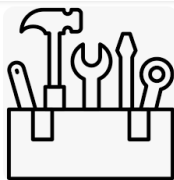
Language:

-Describe settings, characters and atmosphere

-Integrate dialogue to convey character and advance the action

-Include passive verbs

-Include modal verbs



Writer's toolbox

Modal verbs:

| | | |
|-------|--------|-------|
| Can | May | Will |
| Would | Should | Could |
| Must | Shall | |

Passive:

Use passive verbs to show how the action is being done to the subject. Example:

The **door** was opened by the **doll**.

Punctuation:

Remember to use:
-Commas for lists and to mark clauses
-Punctuation to mark parenthesis
-Speech punctuation

Vocabulary:

| | |
|----------|---------------|
| Chilling | Decaying |
| Gruesome | Ear-splitting |
| Looming | Silhouetted |

Recommended reads

