

OPENINGS AND ENDINGS ROADMAP

NB: Year 3 builds on the following KS1 aspects.

Use traditional story starts and endings. Describe a character and where they live. Show how a character feels at the end of a story.

YEAR 3 Building on KS1:

Use different ways to start a story linked to time and place.

Use different sentence starts to get a story going.

Show the time of day and what it is like.

Show the reader that the story is coming to an end.

Show how characters are feeling through what they do and say.

Show how a character has changed by opening and ending a story with character action/dialogue.

YEAR 4 Building on Y3:

Use time, weather or location starters to introduce the setting.

Open with the main character doing something to show their personality.

Use what a character says and how they say it to show their hopes and fears.

Start passages with speech to move on the action.

Reveal the moral of the story at the end and show how characters have changed.

YEAR 5 Building on Y4:

Introduce the idea that something unusual or unexpected is happening to the main characters or setting.

Use a contrast to show how settings differ.

Open with the suggestion that something dangerous has happened or is about to happen.

Use a 'trigger' to start the story with a character warned, threatened or left wanting something.

End the story with a cliffhanger.

Use a jump forward or back in time.

YEAR 6 Building on Y5:

Introduce a dilemma, desire or unexpected event to start the story.

Suggest future danger by having a character dismiss rumours or scary stories early on.

Use the weather and temperature to create atmosphere and suggest future danger.

Use multiple flashbacks and forwards to show how events in the past are connected to the present.

Show how a character or setting has changed forever following events of the story.