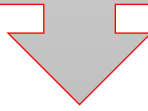




Setting ROADMAP

Phase 1 builds on the following EYFS aspects:

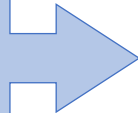
Letter formation, sentence punctuation, finger spaces, story phrases, character descriptions, journey stories



Phase 1

Building on EYFS:

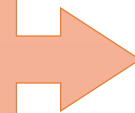
- Name the setting.
- Show the time of day.
- Describe the setting.
- Compare the setting to something else.
- Describe what else is near the setting.



Phase 2

Building on Phase 1:

- Give the setting a name that tells you something about it and hints at what to expect.
- Describe objects and sounds within the setting.
- Focus in on a specific feature and 'pile up' the description.
- Describe any movement within the setting.
- Match the setting to the time of day.
- Describe what can be seen, heard, touched etc within the setting.
- Describe something near or around the setting.
- Use the weather to create atmosphere in the setting.
- Include something specific or unusual about the setting.
- Compare the setting to a living thing.
- Show how the setting effects how characters act and react.
- Show how the setting interacts with the characters in it.



Phase 3

Building on Phase 2:

- Drop in something specific or unusual in the setting to move the story along.
- Slowly reveal a change of lighting, time or weather to change the atmosphere.
- Have specific parts of the setting come alive by giving them human qualities.
- Create atmosphere by comparing parts of the setting to living things or objects.
- Show how a setting has changed over time.
- Build tension by hinting at what might happen in the setting.
- Reveal a setting's mood through actions in the setting.
- Create contrast between multiple settings and how characters react to them.
- Show how a setting is sustained or changed as a result of actions/events happening within it.
- Have the setting mirror a character's actions/feelings.