

# SETTING ROADMAP

NB: Year 3 builds on the following KS1 aspects.

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

## YEAR 3 Building on KS1:

Give the setting a name that tells you something about it.

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.

## YEAR 4 Building on Y3:

Give the setting a name that hints at what to expect.

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.

## YEAR 5 Building on Y4:

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.

## YEAR 6 Building on Y5:

Build tension by hinting at what might happen in the setting.

Bring a setting to life and suggest its desires.

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.