

Session 11 - Story plan

	Opening <i>Introduce the characters - describe the setting</i>	Build-up <i>Tell what happens at the start of the story</i>	Problem <i>Make something go wrong</i>	Resolution <i>Describe how the problem is sorted out</i>	Ending <i>Let your reader know the story is finished</i>
Plot	Child walked through a <u>setting</u> discovered a portal, ended up in the Stone Age and made a <u>friend</u>	Child spent time with Stone Age family and learnt about their way of life	They visited somewhere where they encountered a <u>dangerous Stone Age creature</u>	The child fell through another portal and returned home - no-one believed where he had been	The child grew up but continued to search for clues of their <u>Stone Age friend</u>
My ideas					
Dialogue					
Historical details					