

Adventure

Purpose: To entertain and enthrall.
To allow reader to escape from reality

Structure: Opening that includes a setting (of place and time) and introduces characters
A series of events that build up
A complication and a series of "cliff-hangers"
Resulting events
Resolution and ending

Features:

- First or third person
- Past tense (occasional use of present)
- Chronological, possible use of time shifts, eg reflecting on past events
- Main participants are human or animal contrasting *good* and *bad*
- Use of stereotypical characters, settings and events, eg nightmares, night-time events, being lost or chased
- Connectives that signal time, eg *early that morning, later on, once, etc.*
- Connectives used to shift attention, eg *meanwhile, at that very moment*
- Connectives used to inject suspense, eg *suddenly, without warning*
- Dialogue (speech) in differing tenses.
- Verbs used to describe actions, thoughts and feelings.
- Language effects used to create impact on reader, eg adverbs, adjectives, expressive verbs, precise nouns, metaphors, similes, etc.

Writer's Knowledge:

- Avoid telling the reader what to feel, eg *it was scary*, but make the reader feel it through concrete description.
- Avoid telling the reader what a character feels, eg *she was sad*, but show how characters feel through what they say or do, eg *her lip trembled*.
- Know your ending so that events can be planned and written that come together at the end - otherwise some irrelevant details will creep in or the story may ramble.
- Do not plan too many characters or you may lose control of them.
- Give your main character some sort of flaw, eg *Harry Potter's scar* and make him or her interesting.
- Give your character a feeling at the start of the story, as this will influence events.
- Keep thinking as you write *what would this person do or say?*
- Plan just a few details about the character that tells the reader something about their personality.
- Include the weather, season and time of day as part of creating the setting.
- To create suspense, lull the reader into a false sense of security - get characters doing something pleasant and then introduce a dilemma.
- Use exclamations for impact, eg *Help!*
- Use questions to draw the reader into events, eg *Where should they look now?*
- At the end, show how the main character has changed as a result of the story.
- At the end, have the narrator or a character make comments on what has happened.