



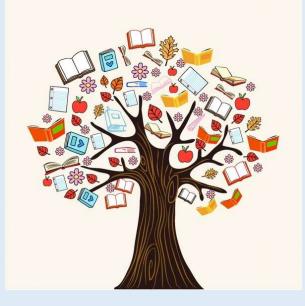
#### What is it ?

- The Talk for Writing approach enables children to read and write independently for a variety of audiences and purposes within different subjects.
- It enables children to imitate the key language they need for a particular topic orally before writing. If you can't say it, you can't write it!



## Why is story telling important?

- Promotes love of stories and enthusiasm for literacy.
- Builds children's vocabulary and language
- Participation and relationship building.
- Takes away cognitive load which allows for more focus on the writing.
- Imagination and creativity!



### The Three Stages

Imitation- start off with fun activities to engage the children in a story. We then introduce the story map, actions and key words.

Innovation- once the children have learnt the key construction of the text we can then have a go a changing parts of the story becoming `authors'.

Independence- over the foundation years the children will have learnt a bank of stories and story structures. By the end of Reception we want them to feel confident in the different types of story and have a go at writing their own.



### The Hook











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#### Imitation

- Letter to Mr Bear
- List of items to catch a bear
- Dinosaur fact sentences
- Role play a bear hunt
- Story mapping
- Sequencing the story
- Story mountain







## Types of Stories









# Story Language

Story Starters	Build up	Problem	Resolution	Ending	
<ul> <li>In a distant land</li> <li>Many years ago</li> <li>Once upon a time</li> <li>In a land far away</li> <li>This is the story of</li> </ul>	<ul> <li>One morning</li> <li>One night</li> <li>First</li> <li>Next</li> <li>When</li> <li>While</li> </ul>	<ul><li>Suddenly</li><li>Unluckily</li><li>Un fortunately</li></ul>	<ul> <li>Luckily</li> <li>Fortunately</li> <li>So</li> <li>After that</li> </ul>	<ul> <li>Finally</li> <li>Eventually</li> <li>At long last</li> <li>And so it was</li> <li>They lived happily ever after</li> <li>The end</li> </ul>	
Reason					
Introduces a character in a setting or the characters feelings/emotions.	The story gets going- the characters does something.	A dilemma is introduced- something goes wrong.	The problem is resolved.	The story ends- usually with everyone living happily ever after.	

#### Innovation

structure (	Original	Your own
	Joe & Rahul - boach	- Older brother - younger (Marc) (Zak)
MC . Rind	Searching for shells find small black b	dog sniffs out (and digs) dinosaur bones
something :	Tug it losse Sparkling jewels inside.	- panel
	Scruffy old man shorts at boys.	- old grampy comes out of the house and should
Build up Someone sees	Dog haves at men.	at the obje
them.	. Soc picks up box and they mun!	. hide in the garden
MCs oscape		-shed -> cobucts, pairs
Problem	· Hide in a dark, damp Care and day appear at care mouth and look for	
MCs hide	Dos comes into rour.	
Someone follows		phone rings mobile home
Someone Leave	a boys on the beach.	- man goes to answer it - they creep out Stip toe back through the ferre
MCs escape	· Eags wait and then num towards house.	-run hame, dog on
Ending ,	and calls the police	So he works at museum
MCs find out about object	- Police have been search	ing as veloteraptor so
MCs become the	croes. Chus - performants.	- Named after them and mentioned in school associated in

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- Altering the characters
- Changing the setting
- Adapting the ending



### Time to hand over the learning...



- Learn the story with actions
- Story map the story to aid recall
- Box the story into the mountain
- Innovate the old story into the new





