**Bronze Can I plot and plan the structure of a Warning Story?**

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| **Kassim and the Greedy Dragon** | | **Class Innovation**  **Title:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** |
| **1** | **Introduction** – Introduce main character and warning.  *Authority figure (mum) gives the warning.* |  |
| **2** | **Build Up**  Describe the main setting  *‘Mysterious and isolated cave.’*  *Use theme of 3 – ‘The first time Kassim looked into the cave…the second time Kassim looked into the cave…..etc’* |  |
| **3** | **Dilemma** – A dangerous creature is in the setting that the MC is in.  *Describe the creature:*  *Short sentences (Something threatening. Something ravenous.) empty words (something), repetition, similes* |  |
| **4** | **Resolution** – MC takes something belonging to dangerous creature and returns home.  *Hint that the problem is not really solved: “Oh no Kassim. What have you done?*  *Add dialogue* |  |

**Silver and Gold Can I plot and plan the structure of a Warning Story?**

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| **Kassim and the Greedy Dragon** | | **Class Innovation**  **Title:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** | **My Innovation**  **Title:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** |
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