



Progression in Settings

EYFS	KS1 – as in EYFS plus:	LKS2 - as in KS1 plus:	UKS2 – as in LKS2 plus:
<ul style="list-style-type: none"> • Create simple oral stories that start and end in the same place. • Create stories where the main character goes on a journey to a new place. • Choose a scary setting where something might happen eg. <i>Haunted house, dark woods, old house.</i> • Create a story set in Little Eaton. • Use adjectives when describing settings. 	<ul style="list-style-type: none"> • Choose a name for the setting. • Use all the senses to describe the setting. • Use ‘power of 3’ sentences to describe eg. It was a glorious, sparkling, amazing castle. • Include some extra detail to bring the setting to life eg. In the enchanted forest, where it was always summer. • Choose adjectives with care and use ‘like’ and ‘as’ to make simple similes • Include the time of the day and weather eg. <i>It was just before lunch on a beautiful sunny day.</i> • Select scary settings and create dilemmas. 	<ul style="list-style-type: none"> • Choose an interesting name for the setting. • Select the time of the day and weather to create an effect eg. <i>At close to midnight, thunder rumbled through the darkness.</i> • Show how a character reacts to the setting eg. <i>Jane shivered. Evie beamed joyfully.</i> • Show the setting through the character’s eyes eg. <i>Frankie scanned the room searching for the golden key.</i> • Use prepositions / fronted adverbials to direct the reader to different areas of the setting eg. <i>On the shelf, near the window.</i> • Use speech to describe a setting through the character’s reaction eg. <i>“Wow,” exclaimed Sam stating at the mountain that lay ahead. “I’ve never seen anything that wonderful before.”</i> 	<ul style="list-style-type: none"> • Choose a name that suggests something about the setting eg. <i>Dead Man’s Hollow.</i> • Show the scene through the character’s eyes adding details to show character’s reactions to the new surroundings eg. <i>Jill peered around the gloomy cave, her eyes fighting against the darkness.</i> • Use detailed ‘power of 3’ sentences to describe what can be seen, heard or touched eg. <i>The room was adorned with shabby furniture, tatty curtains and strange paintings.</i> • Pick out unusual details to hook the reader and lead the story forwards eg. <i>On the shelf, was a small golden statue of a man clutching a key.</i> • Introduce something unusual to hook the reader and lead the story forwards eg. <i>On the table, was a strange footprint left by a creature that Holly, who was an animal expert, was unfamiliar with.</i>



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		<ul style="list-style-type: none">• Create cohesion and avoid repetition through the use of nouns and pronouns eg. <i>The mountain, this wonderful place, it...</i>	<ul style="list-style-type: none">• Change atmosphere by altering weather, place or time and use a metaphor or personification eg. <i>the wind howled, the fog descended over the houses like a thick cloak.</i>• Reflect a character's feelings in the setting eg. <i>As the rain lashed against the window pane, tears streaming down Harry's face.</i>• Use parenthesis to add additional information eg. <i>the house, old and decrepit, stood at the bottom of Haunted Hill.</i>• Use relative clauses to add further information, adding commas when required eg. <i>The windows, which were dirty and cracked, swung on their hinges in the breeze.</i>