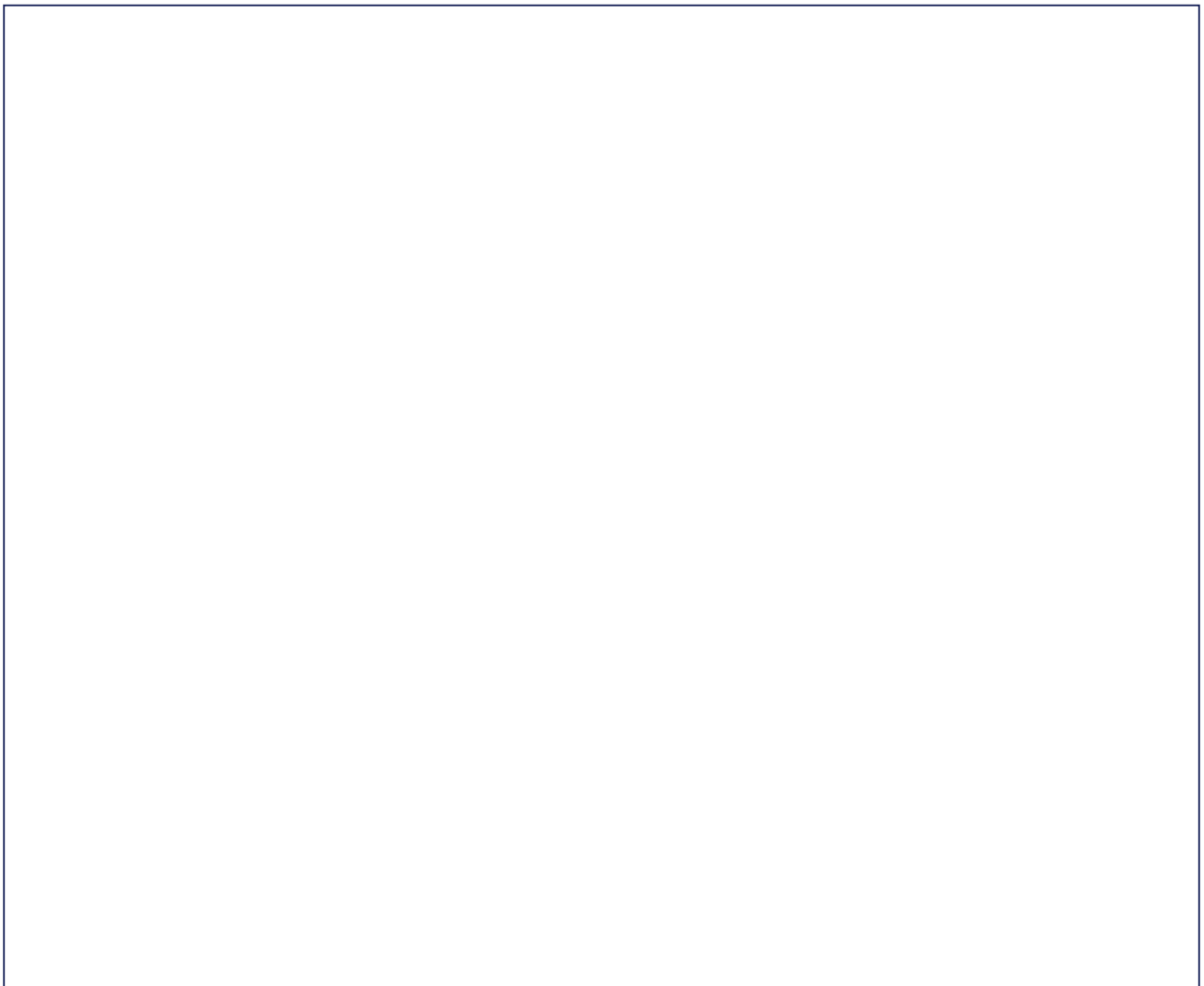


Mapping the Narrative Landscape: Setting and Atmosphere

Learning objective: To use descriptive language and visual representation to map the setting of a narrative, focusing on atmospheric detail and sensory imagery.

Follow the steps below to design your own story setting. Think about how the time of day, weather, and surroundings contribute to the mood of your story. Use the word bank to help you label your illustration.

Draw: Draw a panoramic scene that could serve as the opening setting for a fantasy story. Use a pencil to sketch the horizon line first. Include a clear foreground with detailed textures (like rough bark, moss, or jagged stones) and a misty background to create depth. Add one 'hidden' element that suggests a character has been there recently. **Style:** Detailed illustrative sketch.



Label words: atmosphere · horizon · perspective · vivid · sensory · foreground · background · texture

Steps:

1. Step 1: Sketch a focal point for your setting (e.g., an ancient oak tree, a ruined tower, or a hidden cave). Describe one sensory detail you have included to make the scene feel real.
2. Step 2: Label your drawing using three words from the word bank to show where you have placed key elements.

3. Explain why the choice of lighting (e.g., golden sunset, stormy grey clouds, or moonlight) changes the mood of your story.
4. Compare and contrast your setting with a bustling city. How does the environment change the type of character who might live there?
5. Justify your choice of colour palette. Why do these specific colours help the reader understand the theme of your story?
6. What might happen if a sudden, unexpected weather event occurred in your setting? Describe the impact on your landscape.