

Crafting Vivid Settings: Show, Don't Tell

Learning objective: To use descriptive language, including expanded noun phrases and figurative language, to create an atmospheric setting for a narrative.

Read each question carefully. Use your imagination to expand on the ideas provided by Max and Zara. Focus on 'showing' the reader what a scene is like through sensory details rather than simply 'telling' them how it feels.

Max the monkey is exploring a dense, ancient forest, while Zara the zebra is painting a picture of a bustling marketplace at sunset. They need your help to turn their simple ideas into vivid, descriptive writing.

Word bank: cacophony · shimmering · labyrinthine · ethereal · vibrant · shadowed · dappled · symphony · fragrant · murmuring

1. Max says, 'The forest was dark.' Rewrite this sentence to 'show' the darkness using at least two sensory details (e.g., sound, smell, or touch). (2 marks)

2. Zara wants to describe the colours of the sunset over her marketplace. Write an expanded noun phrase to describe the sky, including at least one adjective and a prepositional phrase. (2 marks)

3. Identify one piece of figurative language (a simile or metaphor) you could use to describe how the leaves move in the wind in Max's forest. (2 marks)

4. Choose two words from the word bank and use them in a single, complex sentence to describe a hidden corner of the marketplace. (3 marks)

5. If Max discovers an old, forgotten stone statue in the forest, how would you describe it using personification to make it seem like it has been watching the forest for centuries? (3 marks)

Draw: Draw a scene featuring a 'hidden gateway' found in a forest. Use your drawing to show the contrast between the natural forest environment and the mysterious, magical-looking gateway.



Extension challenge: Write a short paragraph (50-80 words) describing the 'atmosphere' of your drawing. Ensure you include at least one relative clause and a semicolon to connect two related independent clauses.