

Year 5 English Assessment: Narrative Craft and Story Structure

Learning objective: To analyse narrative structure, character development, and the use of figurative language in storytelling.

Read the provided text carefully and answer all questions in full sentences. Use your knowledge of Year 5 literacy techniques to justify your answers. Ensure your writing is punctuated accurately.

Max the monkey sat at his cluttered desk, surrounded by scattered blueprints and half-finished mathematical proofs. Outside, the forest canopy rustled, a rhythmic whisper that usually calmed him. Today, however, the air felt heavy with anticipation. He picked up his compass, tracing a circle on the parchment. He was searching for the 'Golden Ratio' of the ancient grove, a secret map hidden in plain sight. Suddenly, a shadow flickered across his window. It was Nova the owl, landing silently on the branch outside. She held a scroll in her talons, her amber eyes wide with urgent news. The game of numbers was over; the adventure of a lifetime had begun.

Word bank: Protagonist · Atmospheric · Foreshadowing · Climax · Personification · Metaphor · Chronological · Suspense

1. Identify the protagonist in this passage and explain how the author establishes the setting as 'atmospheric'. (2 marks)

2. Find and copy one example of personification used in the first paragraph. Explain why the author chose to use this technique. (2 marks)

3. How does the author create a sense of 'foreshadowing' at the end of the passage? What do you think might happen next? (3 marks)

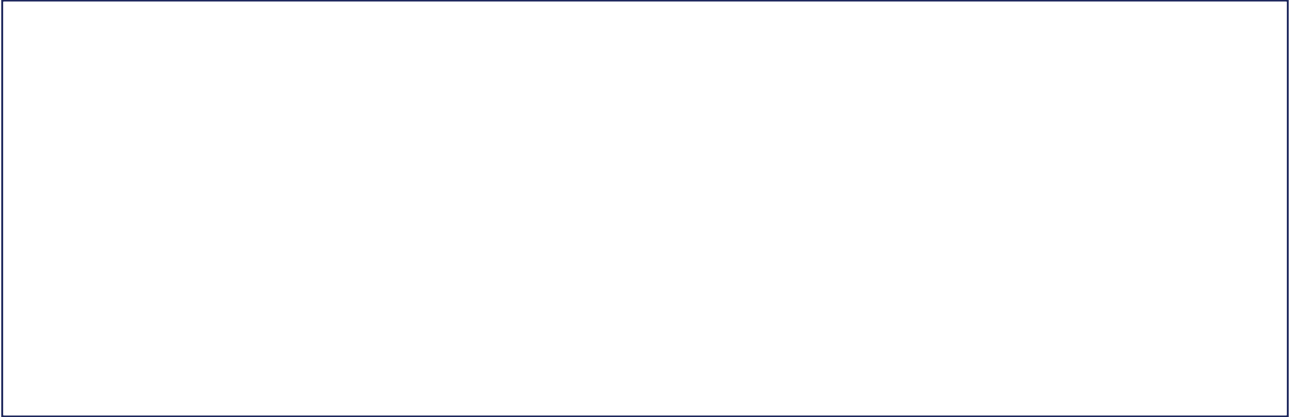
4. Compare and contrast Max's mood at the beginning of the passage with his mood at the end. Use evidence from the text to justify your answer. (4 marks)

5. If you were to continue this story, how would you introduce a conflict that forces Max to leave his desk? Explain your reasoning. (4 marks)

6. Extended Writing: Write the next two paragraphs of the story (approx. 100 words). Focus on using a range of sentence structures and ambitious vocabulary to build suspense as Max and Nova begin their journey. (5 marks)

7. Justify why an author might choose to start a story in the middle of a character's routine before introducing a sudden event. (5 marks)

Draw: Sketch a map of the forest that Max is studying, including labels for three 'secret' locations you imagine he needs to visit.



Extension challenge: Total: /25. Challenge: Rewrite the final sentence of the passage to change the genre from adventure to mystery, maintaining the same characters but altering the tone significantly.