

Shotton Hall Primary School

Working together to

SHINE





Progression in Writing: Year 4

Genres	Text level progression	Sentence Level
 Narrative: Myths and Legends (Marcia Williams Greek Myths) Narrative: Adventure (Varjak's Paw) Non-fiction: Instructions (How to destroy a witch – a potion for the Mouse 'The Witches') Non-fiction: Non-chronological report Recount: Sports Report 	 Narrative: Myths To know that a myth provides an explanation for the origins of a phenomena e.g. thunder, day and night, winter by telling the story of how they came to be. Myths often provide narrative clues that help to build a picture of the beliefs, lifestyles and ideology of the people who first told them. Myths are set in the past. Usually a distant and non-specific past and are presented as something that actually happened. Opposites occur frequently in myths as themes, including good and evil, night and day, calm and storm, wise and foolish, just and unjust. Like other traditional stories, myths use quests, journeys and trials as themes. The hero or heroine often has to undergo some kind of test or set off on a long and 	 Expand their range of vocabulary by using a glossary. Use expanded noun phrases more consistently and confidently, including modifying adjectives, nouns and preposition phrases e.g. the bright, blue beautiful butterfly with the fluttering wings on its back Increase their range of adverbials and ensure they are positioning these throughout the sentence, including using fronted adverbials with commas. Be consistent in decisions as to whether to use nouns or pronouns for clarity and cohesion to avoid repetition Begin to be more specific with their word choices (e.g. The man got into the car, might become, Simon jumped quickly into his red BMW Use an increasing range of sentence structures for effect (e.g. a series of short sentences to increase pace and longer

difficult journey where dangers arise at each stage.

- The plot of a myth usually includes incredible or miraculous events where characters behave in superhuman ways using unusual powers or with help from superhuman beings.
- Characters typical of traditional stories appear in myths, e.g. talking animals, rich kings, foolish young men. Although a trickster character is often a mischievous god.
- Rich, evocative vocabulary and imagery are typical. Vivid descriptions of characters and settings.
- Fast-moving narration of action.
- Less use of dialogue and repetition than other types of traditional story.
- Simile is used widely to help convey grand settings and describe awe-inspiring characters.

Narrative: Adventure

- Chronological narrative building excitement as the hero faces and overcomes adversity.
- Narratives build tension with one problem after another accelerating the adventure with the high-point of tension near the end.
- The story can take place in any setting where there is the potential for adventure through danger or threat.

- sentences, including simple, compound and complex structures)
- Construct a variety of similes using 'like' or 'as' (e.g. He's as grumpy as a grizzly bear, She raced like the wind)
- -Use the features of written standard English more consistently (e.g. replacing regional grammar structures of dialect words with their standard English equivalents)

- A blend of action, dialogue and description develops characters who the reader cares about at the same time as moving the plot along at an exciting pace.
- Description adds to the sense of adventure by heightening the reader's awareness.
- Dialogue is an element which is used to advance the action rather than explore characters' feelings.
- Language usually has a cinematic quality with evocative, powerful vocabulary with varied verb use for action scenes.
- Villains are a good match for the hero and should be someone the reader dislikes because they work in subtle ways.
- Sometimes there are twists at the end, e.g. someone who may have seemed insignificant saves the day or a character that appeared good and helpful turns out to be two-faced.

Instructions

- In group work, give clear oral instructions to achieve the completion of a common task.
 Go on to follow instructions of increased complexity.
- Evaluate sets of instructions for purpose, organisation and layout, clarity and usefulness.
- Identify sets of instructions which are for more complex procedures or are combines

with other text types and compare these in terms of audience, purpose and form.

 Write a set of instructions using appropriate form and features and test them out on other people, revise and try them out again.

Non-Chronological Report

- Collect information to write a report in which two or more subjects are compared.
- Draw attention to the precision in the use of technical terminology and how many of the nouns are derived from verbs.
- Teacher demonstrates the writing of a nonchronological report, including the use of organisational devices to aid conciseness such as numbered lists or headings.
- Plan, compose, edit and refine short nonchronological comparative report focusing on clarity, conciseness and impersonal style.

Recount

- Watch or listen to third person recounts. Identify the sequence of main events. Read examples of third person recounts and recount the same event in a variety of ways.
- Use a wider range of conjunctions such as meanwhile, following and afterwards.
 Include detail expressed in ways which will engage the reader.

	Punctuation	Spelling
 The grammatical difference between plural and possessive 's'. Standard English forms for verb inflections instead of local spoken forms, e.g. we were instead of we was. 	 Use of inverted commas and other punctuation to indicate direct speech, e.g. a comma after the reporting clause and punctuation within the inverted commas. Apostrophes to mark singular and plural possession. 	 Words from the National Curriculum 3/4 list. PLEASE SEE APPENDIX FOR THESE SPELLINGS. Homophones and near-homophones e.g. affect/ effect, bury/ berry, fair/ fare and mail/ male. Words with the 'ai' sound spelt 'ei', 'eigh' or 'ey' e.g. vein and eight. Adding suffixes beginning with vowel letters to words of more than one syllable e.g. forgetting, forgotten, beginning, beginner, gardening, gardener, limiting, limited, limitation. Words using suffixes –ly, -ation, -ous. Words using suffixes –tion, sion, ssion, cian. Words with the 'schwa' sound e.g. measure and creature. Words with the /k/ sound spelt 'ch' e.g. scheme and chemist. Words ending with the /g/ sound spelt 'gue' and the /k/ sound spelt 'que' e.g. league and unique. Possessive apostrophe with plural words e.g. girls, babies'.
Handwriting	Plan, draft, evaluate and edit.	Terminology
 Use the diagonal and horizontal strokes that are needed to join letters. 	 Plan Discuss writing similar to that of which they are planning to write in order to understand 	PronounPossessive pronoun

Increase the legibility, consistency and quality of their handwriting.	and learn from its structure, vocabulary and grammar.Discuss and record ideas.	Adverbial
	Compose and rehearse sentences orally (including dialogue). Progressively build a varied and rich vocabulary and increasing range of sentence structures.	Determiner
	Organising paragraphs around a theme.	
	In narratives, create characters, settings and plots.	
	In non-narrative, use simple organisational devices e.g. headings and sub-headings.	
	Evaluate and Edit Assess the effectiveness of their own and others' writing and suggest improvements.	
	 Propose changes to grammar and vocabulary to improve consistency, including the accurate use of pronouns in sentences. 	
	Proof-read for spelling and punctuation errors.	
	Read aloud their own writing to a group or whole class using intonation and controlling the tone and volume so that the meaning is	

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clear.