

Fiction and Stories

What Are Stories and Fiction?

Stories are a wonderful way for your child to explore their creativity and imagination.

During year 3, your child will continue to explore a wide range of different stories, through shared reading, guided reading, English topics, reading at home and class topics. They will look at many different stories, and learn about diverse characters, settings and plot ideas.

It is usually at this stage of key stage 2, that your child will begin to look at myths and legends. They will identify features and language that is specific to these types of stories, building up an understanding of how they differ from other styles of fiction. Your child will have fun investigating stories using role play, games, building activities, puzzles and through creative art. All of these build up a positive opinion of stories and help to develop your child's imagination.

After your child has explored a variety of fiction (including myths and legends) and become familiar with them, they will start to write their own stories and narratives. As well as recreating their own versions of existing myths, they will begin to create unique legends of their own, using the different features of stories that they have learnt about in their own work, taking ideas from existing narratives and adapting them to form something unique. They will also begin to create more detailed settings and characters to use in their stories.

As well as using the resources found in this category and the suggested keyword searches to help your child with exploring fiction and stories, below are a few ideas of games and activities to help your child find out about language features and vocabulary used in fiction and stories.

Read, Read, Read!

One of the best ways to explore stories and fiction is to read as many as you can with your child. This can include your child reading books as well as you sharing stories with them. As your child's reading skills improve, they will be able to explore stories in more detail. Don't be afraid to ask your children questions about the stories they are reading. Ask about characters feelings, events that have happened in the story and your child's thoughts and opinions of the story.

Word Association

If you don't have access to Twinkl Go!, why not try a Word Association Game? To begin with, ask your child to choose any word they want. When they say the word, you think of a synonym (a word with a similar meaning) for that word. When you say your word, they have to think of another to say. Keep going until one of you can't think of a word. For example, car, vehicle, motor. You could sign up to Twinkl Go! **This interactive game** is all about spotting pairs of synonyms and matching them up. This is a great game to help your child understand ways they can use words for impact in a story.

Alliteration Games

Alliteration is the use of words within a sentence that begin with the same sound. For example, **six sizzling sausages**. When you are out and about with your child, challenge them to use alliteration to describe what is happening around them. For example, at the supermarket, can they describe the trolley? In the garden, what do the leaves look like?

Personification Games

Personification is when a non-living/non-sentient thing is described as having a personality or doing actions of a living/sentient thing. On a sheet of paper, draw or write the name of an object, for example a tree. Can your child think of things that the tree does that can be described as if it has thoughts, feelings or emotions? For example, the tree dances in the wind, the tree waves hello in the breeze, the tree shivers in the cold air.

Step 1

Myths and Legends

In key stage 1, your child will have explored a range of different story styles, but they will now begin to explore myths and legends. Myths are often described as fictional ancient stories, while legends are described as being fictional ancient stories that have a basis of truth behind them. In order to develop a greater understanding of these stories, both reading and writing them, your child will explore myths and legends in a variety of different ways. Children will use role play and drama to act out parts of the story; explore different vocabulary used in the story; use arts and crafts to create different settings and characters in the story; and sequence events of the story in order. All these activities will increase your child's familiarity and understanding of the story. They will use a variety of different ways to retell these myths and legends to their friends and classmates. You could use some **story PowerPoint**s at home, to help your child find out more about myths and legends from different civilisations, including ancient Greeks and Romans.



Language Features

While your child is reading and exploring myths and legend, they will begin to identify key vocabulary that is used. They will begin to recognise how the author has used certain words for impact and to create different imagery. They will begin to recognise how the writer uses language features such as similes, alliteration, personification and onomatopoeia (words that make a sound) to create an effect on the reader. Why not use **this display poster** to remind your child of what each of these language features means and how to use them?

Step 2



Step 3

Reading Comprehension Year 3

As your child moves through year 3, they will learn to answer more detailed and challenging questions about what they read. They will start to use inference in much more detail. Inference is the process of using evidence within the text to reach a conclusion about a character or event that isn't directly stated in the story. For example, being able to use the information in the text to decide how a character feels about something that has happened, without the author directly saying how the character feels. At this stage, your child will also begin to give reasons for their inferences, explaining why they feel the text supports their idea. They will also begin to use their knowledge of the features of myths and legends to predict what might happen next in a story. To help your child build their comprehension skills at home, you could try **this 60-second reads activity pack** together.

Step 4

Setting Description

Once your child has developed a greater understanding of myths and legends, the language used in them, the features and themes that occur and the types of characters involved, they will use this information to create their own mythical characters and settings. In order to write their own myths, your child will need to develop detailed characters and settings that feel real. With characters, this will include thinking about physical appearance and feelings and emotions. They will plan out motivations for their characters, thinking about why their character wants to achieve a certain goal. With settings, this will include thinking about all the senses in detail. They will consider what they can hear, see, smell, feel and taste in a setting. **Descriptive setting word mats** are a great way for your child to collect descriptive vocabulary that they could use when creating a mythical setting.

Planning a Story

After your child has created characters and settings that can be used in their own story, they will need to think about a plot. A story's plot is the main events that occur and are sequenced together to create an overall narrative. When your child plans out their story, they will use their growing knowledge of story themes and content to create plots that are relevant to the style of story being written. **A story writing resource pack** can be a good way to explore different types of fiction with your child, using these to plan out a narrative of their own.

Step 5

