

ENGLISH · Y3–Y6

Narrative Fiction

Knowledge Organiser — Y3–Y6

Story structure

1

Opening

Introduce setting and character. Hook the reader immediately — don't begin with 'One day'. Start in the action or with an intriguing observation.

2

Build-up

Develop character and situation. Build tension subtly — hints of what's coming.

3

Problem / dilemma

The central conflict. Something must go wrong or be at stake. The higher the stakes, the more compelling the story.

4

Resolution

How the character resolves or faces the problem. Character should CHANGE — they are not the same at the end as the beginning.

5

Ending

A satisfying close — but not necessarily a happy one. The ending should feel earned.

Techniques for fiction

What separates good writing from g

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SHOW DON'T TELL: don't write 'she was scared'. Write 'her heart hammered; her hands wouldn't stop shaking'.



- VARY SENTENCE LENGTH: short sentences create tension. Longer sentences carry the reader forward in a flow, building complexity and movement.
- USE ALL FIVE SENSES: sight is not enough. What can your character hear, smell, feel, taste?
- CHARACTER VOICE: how does your character speak? What words would they use? What wouldn't they say?
- NARRATIVE HOOK: your first line must make the reader want to read the second. Start in the middle of something.
- CIRCULAR STRUCTURE: end where you started — a detail from the opening reappears, changed or seen differently.
- RULE OF THREE: three descriptions, three attempts, three failures. The third is always different.

