



L/ o – to identify the features of an adventure story.

Match the parts of the story to the features. They are not in the correct order!

For two days I'd had the coolest pet in the world. Two days. And I was now about to lose him. I stood frozen to the spot.	Features of an adventure story – <ul style="list-style-type: none">• A title to make the reader want to read the story• A beginning to introduce characters and settings• A build up to give hints and clues about what is going to happen next.• A dilemma where something goes wrong• A resolution where the character(s) solve the dilemma• An ending to close the story• Dialogue (direct speech) to advance the action• Short, snappy sentences used for effect• Cliff-hanger endings or questions
We have not discovered this yet!	
My head was so far away in those distant lands that I didn't notice what was happening what was happening down the far end of the library. At least, not until the screaming started.	
'That cat is like a furry wrecking ball,' Mum moaned. 'Go and sort out your pet, Tomas.'	
There's a dragon... in my room... on my carpet... right... Now.	
Tomas and Grandad in the garden.	
There were dragon fruits littering the ground around the tree. They had burst open, leaving trails of messy pulp across the dirt.	
'The Boy Who Grew Dragons.'	
We have not discovered this yet!	