

Week 1: Commas

Adding a comma can change the meaning of a sentence.

- Let's eat Grandma. = We're going to eat Grandma.
- Let's eat, Grandma. = We're eating with Grandma.

Commas can be used in longer sentences to separate out the 'extra information' - known as the subordinate clause—when the information is in the middle of the sentence. Here, commas do the same job as brackets.

- Grandma (the old woman with blue hair) is sitting in her chair.
- Grandma, the old woman with blue hair, is sitting in her chair.

Commas can also be used to separate subordinate clauses (the clause that doesn't make sense on its own) from the main clause.

- When Grandma saw the food, her tummy started to rumble.
- Grandma loved her blue hair, until it started to itch.

Week 3: Relative Clauses

A relative clause can be used to give additional information about a noun.

Relative clauses are introduced by a relative pronoun like 'that', 'which', 'who', 'whose', 'where' and 'when'.

For example:

- Grandma is an old woman **who** smells of flowers. *Here, 'who' introduces the relative clause—it comes at the end of this sentence so no extra punctuation is needed.*
- Grandma, **who** is an old woman with blue hair, smells of flowers. *Here, 'who' introduces the relative clause—as it is in the middle of the sentence and acts as extra information—we can put commas around it to show it is also a subordinate clause.*

Week 2: Vocabulary

Learn these word choices to improve your vocabulary.

Practise using them in sentences.

Noun	Adjectives	Verbs	Adverbs
Phantom	Mysterious	Creep	Agonisingly
Manifestation	Secluded	Prowl	Menacingly
Entity	Supernatural	Dash	Mournfully
Silhouette	Ancient	Investigate	Fretfully
Illusion	Cryptic	Flee	Inexplicably

Week 4: Characterisation and Setting

Characterisation

When designing a character you need to think about 5 key things:

1. **Physical description:** what will they look like? What clothing will they wear?
2. **Actions:** what will they do? How will they behave?
3. **Inner thoughts:** what do they think? Consider their thoughts and feelings.
4. **Reactions:** how will other characters react to what they do/say?
5. **Speech:** how will they speak? Loudly, quietly, shyly?

Setting

When designing a setting you need to consider:

1. **Time:** when will the story take place?
2. **Place:** where will the story take place? What is the location going to be like?
3. **Senses:** use the 5 senses to describe the immediate surroundings.
4. **Show, don't tell:** show how the setting changes or interacts with the characters.
5. **Literary devices:** using a simile or metaphor to draw comparisons to help the reader visualise your setting.



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For more help, visit Trinity TV and watch the following videos:

Trinity TV > Year 7 > English > KO > Term 6

Remember: All previous weeks need to keep being revised and looked over weekly.
You have a big test at the end of the half term!