

# Talk for Writing

# What is it ?

- The Talk for Writing approach enables children to read and write independently for a variety of audiences and purposes within different subjects.
- It enables children to imitate the key language they need for a particular topic orally before writing. If you can't say it, you can't write it!



# Why is story telling important ?

- Promotes love of stories and enthusiasm for literacy.
- Builds children's vocabulary and language
- Participation and relationship building.
- Takes away cognitive load which allows for more focus on the writing.
- Imagination and creativity!



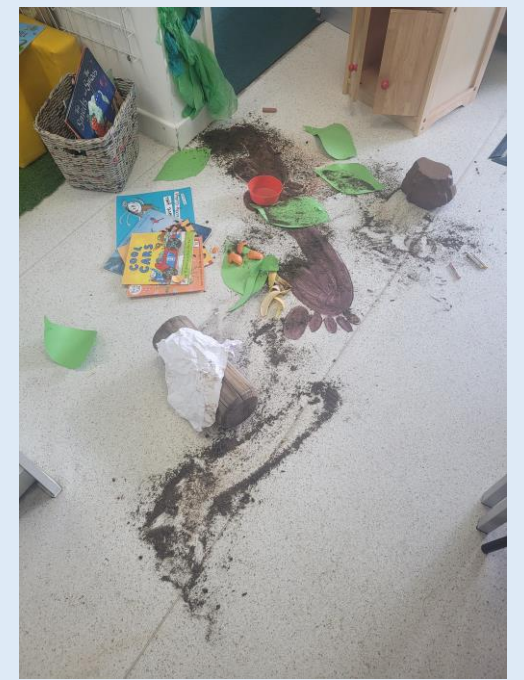
# The Three Stages

**Imitation**- start off with fun activities to engage the children in a story. We then introduce the story map, actions and key words.

**Innovation**- once the children have learnt the key construction of the text we can then have a go at changing parts of the story becoming 'authors'.

**Independence**- over the foundation years the children will have learnt a bank of stories and story structures. By the end of Reception we want them to feel confident in the different types of story and have a go at writing their own.

# The Hook



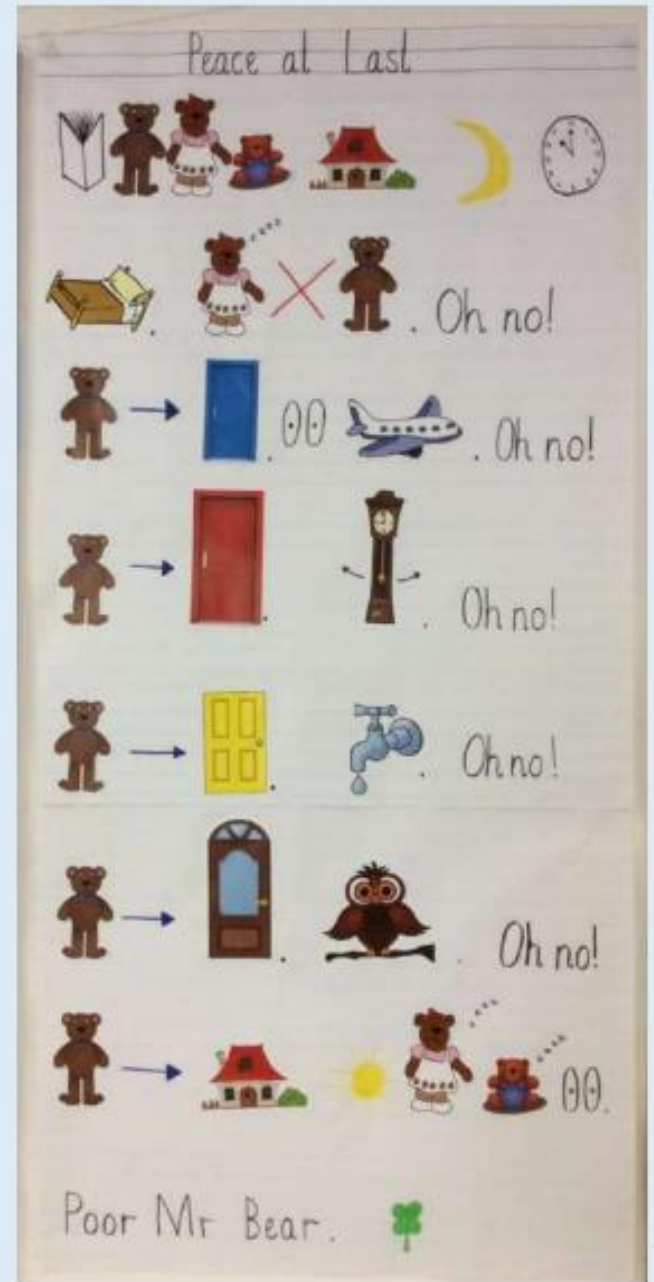
# Imitation



- Letter to Mr Bear
- List of items to catch a bear
- Dinosaur fact sentences
- Role play a bear hunt
- Story mapping
- Sequencing the story
- Story mountain



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# Types of Stories



Rags to Riches

Wishing Tale

Warning Tale

Conquering the Monster Tale

Finding Tale

Journey Tale

Losing Tale

Tale of Fear

Meeting Tale

Character Flaw



# Story Language

Story Starters	Build up	Problem	Resolution	Ending
<ul style="list-style-type: none"> <li>• In a distant land</li> <li>• Many years ago</li> <li>• Once upon a time</li> <li>• In a land far away</li> <li>• This is the story of</li> </ul>	<ul style="list-style-type: none"> <li>• One morning</li> <li>• One night</li> <li>• First</li> <li>• Next</li> <li>• When</li> <li>• While</li> </ul>	<ul style="list-style-type: none"> <li>• Suddenly</li> <li>• Unluckily</li> <li>• Unfortunately</li> </ul>	<ul style="list-style-type: none"> <li>• Luckily</li> <li>• Fortunately</li> <li>• So</li> <li>• After that</li> </ul>	<ul style="list-style-type: none"> <li>• Finally</li> <li>• Eventually</li> <li>• At long last</li> <li>• And so it was</li> <li>• They lived happily ever after</li> <li>• The end</li> </ul>
<b>Reason</b>				
Introduces a character in a setting or the characters feelings/emotions.	The story gets going- the characters does something	A dilemma is introduced- something goes wrong.	The problem is resolved.	The story ends- usually with everyone living happily ever after.





# Time to hand over the learning...



1. Learn story with actions
2. Sequence the story
3. Innovate the characters

