

Figurative Devices	Language techniques e.g. simile
Empathy	Understand how someone is feeling as you've felt something similar
Structure	The way a story or something is put together
Show not tell	Showing something about someone's character through their actions
Dialogue	A conversation between two or more people in a story
Setting	The way or place in which something is set
Character	The particular qualities that make a person an individual
Plot	The way the story advances/ what happens in the story

Key Vocabulary - Heroes

Brave	Wise	Valiant
Fearless	Daring	Bold
Resolute	Honest	Principled
Idealistic	Leader	Iconic

Key Vocabulary - Villains

Evil	Malicious	Nemesis
Corrupt	Cruel	Ruthless
Vicious	Monstrous	Malevolent
Tyrannical	Nefarious	Mastermind

What is flash fiction?

Flash fiction is just a very, very short story that tries to make a big impact with just a few words. It's like a mini-story that can still be really exciting or interesting.

Lily searched everywhere. Under the bed, behind the curtains. Her fuzzy blue elephant was gone. Tears welled in her eyes. Then, she saw a tiny bit of blue peeking out from under Dad's big armchair. She reached, pulled. There he was! Snuggled next to Dad's sleepy feet. Lily smiled. Best hiding spot ever.

What is a haiku?

A haiku is a very short kind of poem from Japan. It has a special rule about how many sounds, or syllables, are in each line.

It has three lines in total:

The first line has five syllables.

The second line has seven syllables.

The third line has five syllables again.

Haikus are often about nature.

Green frog jumps right in,
 Splash! Ripples spread all around,
 Quiet pond again.



ODCCR



Opening

Introduce the setting: Where and when does the story take place?

Introduce the main characters: Who are the key players in your narrative?



Development

Expand on characters and setting:

Provide more details and depth.

Introduce everyday life: Show what things are like before the main problem arises.

Build background and context: more information about the world of the story and its inhabitants.

Complication



An incident occurs: Something happens that disrupts the "normal" life.

The problem escalates: The initial problem might lead to further difficulties or challenges.

Tension begins to build: The stakes increase, and the reader becomes more invested in the outcome.

Characters face obstacles: They might encounter difficulties or opposition as a result of the complication.

Crisis



The main character confronts the central problem: This is where they face their biggest challenge or make a crucial decision.

Highest point of tension: The emotional and dramatic intensity is at its maximum.

No turning back: The events of the crisis usually lead inevitably to the resolution.

Often involves a significant action or confrontation: This is the moment everything has been building towards.



Resolution

Consequences of the crisis unfold: Show what happens as a result of the crisis.

Loose ends are tied up: Minor conflicts or questions are addressed.

A new normal is established: Show how life has changed for the characters after the events of the story.

Provides a sense of closure: The reader understands what happened and how the story concludes. It doesn't always have to be a "happy" ending, but it should feel complete.

Show not Tell

Show not tell conveys information, emotions, and descriptions through actions, sensory details, dialogue, and internal thoughts, rather than explicitly stating them.

Telling: "She was angry."

Showing: "Her knuckles were white as she gripped the steering wheel. A vein throbbed in her temple, and her jaw was clenched so tight it ached. 'I can't believe this,' she hissed through gritted teeth."

Telling: "The room was messy."

Showing: "Discarded pizza boxes formed a leaning tower on the coffee table, surrounded by a scatter of crumpled clothes. A single sock dangled precariously from the lampshade, and a faint, stale odor of old coffee and unwashed laundry hung in the air."