Here's an example of a plan that I did with my Year 6 pupils:

MCs find	Find small black by Tug it losse Sparkling jewels inside.	- panel
Build up	shorts at boys. Dog barks at them. Soc pictes up box and they run!	old grampy comes out of the house and shouls at the boys hide in the garden shed
Problem MCs hide somewhere Someone pettous comes relose.	hide in a dark, damp Case and day copper sk cost anorth and heak for them corner into come. Day comes into come. Reys are rally scared. Oug gets chose.	- Shed - Robwells, pairs - snoke in a tank - snoke in a tank - snoke in a tank - to them - TRAP DOOR - hold their - breath (hono - forteeps of men about he
Sameone leaves MCs escape	dean and they look for	. phone rings (mobile have . man goes to answer it . they creep out steptore back through the fenu- . run hame, day on lead.
MCs find out about abject MCs become he	and calls the peties	So recognizes the bons

Activity 11: Talk your plan through

It is really important to have a good read through your plan to make sure that it makes sense. Why not read it aloud to someone in your house and see if they have any suggestions for how to improve it.

Activity 12: It's time to write your story To help you with your writing, you have lots of different things to help you now:

- √ The model text Adventure at Sandy Cove
- ✓ The toolkit for suspense
- √ The grammar/toolkit games
- √ Your ideas page
- √ The drawing you did of your setting
- ✓ And, most importantly, your plan!