**LO: To plan a story in the style of Paul Fleischman**

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| **Text model** | **Main parts** | **Independent writing** |
| **Wesley is different** from other pupils, is often alone, but is someone who knows his own mind and does not give in to bullies. | Introduces main character: they are different, do not really fit in (and do not  seem to want to, although they are bullied – optional). |  |
| **Wesley is interested** in a particular topic – civilizations and their food – **and has an idea** to use what he has learnt. | Main character knows about a particular (seemingly useless) topic and invents a situation in which these skills can prove useful. |  |
| **Wesley prepares**: he ploughs the earth and awaits the planting of seeds, carried by the wind. The mysterious crops grow. | Main character puts their plan into action and prepares the way. The place/ idea begins to take shape. |  |
| **Wesley carries out tasks** in his place: 1) uses the fruit in different ways, 2) makes clothing. | Main character uses their skills for particular purposes and the place/idea develops fully. |  |

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| **His enemies become interested** in what he is doing and **he lets them take part** – making suntan oil/insect repellent. | People start to notice and become interested. Main character starts to include others. |  |
| Wesley invents sports; **he realises some things are more enjoyable with others** (and that he needs to be patient now that he is the expert). | Main character develops their idea further to include other people. |  |
| **Wesley shares** his civilisation with others. | Main character’s idea/place gets a wider audience as they show it off. |  |
| **He returns** to normal, **but has made many friends**. | Main character returns to doing what they  were doing at the start, but people’s attitude to them has changed for the better. |  |