








Narrative Planning - WALT: Plan like Bren!

SGM	Story Theme: Adventure		
Main Character/s 	Annabel	Jamie	Transport:
& Key Traits	Year 6 Student/12 year old/ Short Fiery Confident 'electric' bossy Reckless Female who likes to help people Indecisive Athletic /Energetic 'electric fast' Gets Jealous easily Sister of Twins? But Opposites Just older. (by a few minutes) Smart Book worm. Sporty Misunderstood Streetsmart No friend or lonely Overconfident? Dpressed Sassy Anger Issues	Brother of... Twins? Shy/ Timid Opposites.. Annoying Annoying because he tries to be better than Annabel and does the things that Annabel doesn't	Flying Ship - They build together Small Buggy Stolen Bikes Boat in the Sewers Truck Trike Motorbike Horse Running Campervan E-bikes E-Scoots Skateboards
Main Setting & Minor Settings Place  Time 	Different Country? Dark Old Place? Cold Haunted Abandoned Warehouse America? Russia? Place where there may be drug deals? - Creepy Screaming ten others Stuck dark room, nails? Stuck dark room, nails? Old Hotel? Operating table old hospital? Alleyways? Asylum? Servo Abandoned. Shed - next to their house Underground Bunker?		City Where people are selling kids for money Searching...food Gun Ammo Western Australia - Countryside? Trying to get home? Not sure where Home. WarZone Different Family Interstate Map? Portals? Hotel Safe House Can't speak the language BIG CITY LOST So many people Malls and shops Running?
Foreshadowing 	Not being at home but knowing where it is Able to ride bikes. Refeence their ability to ride bikes quickly Knowing the language a little bit Annabel wants to find a friend.		
Initiating Event or Set-off 	Gap or door open. It wasn't like that before.		
Internal response or character reaction. 	Annable is going to feel excited - Keen to get out of the warehouse she gets angry that Jamie isn't going to come with her. Jamie is nervous The conflict of not wanting to go. Bings the siblings together		
Plan or Goal 	Kidnapping? Escape		

Story outline so far.

A & J - Stuck in a warehouse - kidnapped as the world is losing children and now value children as a commodity.
Sold on the families who are wealthy

World is at war based on this issue.

On one occasion a kidnapper will leave the door off a latch after being distracted.

Kids make their escape.

They will need to be careful not to be seen in a foreign country and use their athleticism to steal bikes and move around the country to find a safe spot.