



Primary 3/4

Week 39

The Write Tribe

A COSTLY MISTAKE

PART 1

Topic: A costly mistake



Consider the following points when you plan your composition.

- What was the costly mistake?
- Why did you do it?
- What were the repercussions
- How was the problem solved
- What was the lesson learnt?

SATISFYING CONCLUSION

Logical solution/ Show feelings

Lesson learnt / Proverb

For this assignment's composition, you will be graded on how well you UTILIZE the 4 components to write a satisfying conclusion.

A costly mistake



INTRODUCTION	Character trait	
	Example of character trait	
CONFLICT	Inciting incident	
	Action	
	Stake	

<p>CLIMAX</p>	<p>Ticking clock / Thicken the plot</p>	
<p>CONCLUSION</p>	<p>Solution</p>	
	<p>Emotional adjective</p>	
	<p>Show feelings</p>	
	<p>Lesson learnt (gives up character trait) (Use an action verb)</p>	
	<p>Proverb</p>	

Introduction

- **Where are you? Who are you with?**
- **What kind of day was it?**
- **Introduce yourself and other characters**
- **Include a foreshadow**

Foreshadow
1. Nothing could prepare me for what fate had in store 2. Little did I know, I was so wrong 3. Little did I know what the future had in store for me. 4. Little did I know, my goal to _____ will be challenged by a series of unfortunate events! 5. Little did I know, fate was planning to burst my bubble in so many dreadful ways.

INTRODUCTION	Character trait	
	Example of character trait	

Conflict

- **Ease into the situation.**
- **Create anticipation before introducing the problem**
- **Slowly introduce the dilemma. Why was it a problem?**
- **Personal thoughts**
- **Feelings**

SPEECH TAGS			
screamed	pleaded	chuckled	murmured
greeted	thanked	gulped	boasted
trembled		grinning	

Anticipation
<ol style="list-style-type: none"> 1. That was when we heard something, I would never forget 2. Nothing could prepare me for the next moment 3. I wasn't prepared for what would happen next 4. That was when I realized, I made a blunder. 5. What I saw turned my legs to lead. 6. What happened next sent me into bewilderment

CONFLICT	Inciting incident	
	Action	
	Stake	

Conflict - 15 minutes

