

2026 NAPLAN

Writing marking guide – narrative



Writing

Marking guide - narrative

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Assessing writing in the National Assessment Program

The writing task

Students in Years 3 and 5 are presented with one of a pair of topics and students in Years 7 and 9 are presented with one of another pair of topics. The administration of the writing topics employs closely scripted scaffolding. The scaffolding is identical for all year groups. The directions on the writing stimulus page are read aloud to all students. The prompt includes images which can support students in crafting their response. Students have 5 minutes to plan, 30 minutes to write and 5 minutes to edit. The scaffolding is:

You can use [an idea] on this page OR you can use your own.

Think about:

- the characters and where they are
- the complication or the problem to be solved
- how the story will end.

Remember to:

- plan your story before you start
- choose your words carefully
- write in sentences
- pay attention to your spelling, punctuation and paragraphs
- check and edit your writing.

Definition

The following definition of the social purposes of the narrative has shaped the development of the criteria. It has also shaped the delineation of the essential structural components required for the task.

A narrative is a time-ordered text that is used to narrate events and to engage, entertain and emotionally move an audience. Other social purposes of narrative writing may be to inform, to persuade and to socialise. The main structural components of a narrative are the orientation, the complication and the resolution. Essential features of a narrative are the representation and development of character(s) and setting.

Criteria

The ten criteria assessed in the writing task and their skills focus and score range are:

	Criterion	Score range	Skill focus
1	Audience	0-6	The writer's capacity to orient, engage and affect the reader
2	Text structure	0-4	The organisation of narrative features including orientation, complication and resolution into an appropriate and effective text structure
3	Ideas	0-5	The creation, selection and crafting of ideas for a narrative
4	Character and setting	0-4	Character: the portrayal and development of character Setting: the development of a sense of place, time and atmosphere
5	Vocabulary	0-5	The range and precision of language choices
6	Cohesion	0-4	The control of multiple threads and relationships over the whole text, achieved through the use of referring words, substitutions, word associations and text connectives
7	Paragraphs	0-2	The segmenting of text into paragraphs that assists the reader to negotiate the narrative
8	Sentence structure	0-6	The production of grammatically correct, structurally sound and meaningful sentences
9	Punctuation	0-5	The use of correct and appropriate punctuation to aid reading of the text
10	Spelling	0-6	The accuracy of spelling and the difficulty of the words used

Using this marking guide

Each assessment criterion is displayed on a separate page. The top of each page shows the criterion number and name. The skill focus defines the underlying skill being assessed.

Each score category has a category descriptor. The category descriptor is a broad statement describing the particular skill. This is an overarching statement that should be used to make the judgement.

Additional information is included to help shape the judgement. This information is not an exhaustive list. Rather, it is indicative of features that may be present in students' writing at that score category.

Notes at the bottom of the page provide clarifying detail where necessary.

Sample scripts which exemplify the standard for a particular score are listed. The number in brackets is the page reference.

The sample scripts and annotations that support category scores follow the assessment criteria. The annotations describe how the marking criteria have been applied. Together, the criteria, the sample scripts and their annotations are the means by which consistent marker judgements are made. All are equally important to the marking process.

A glossary of terms used in the rubric is provided after the sample scripts.

A list of spelling words is included at the back of the guide. This list should be used in conjunction with the additional information in the spelling criterion on page 15. The list is not exhaustive.

Teacher read-aloud text during test administration

Before beginning the writing test, all students are given a coloured writing test stimulus sheet and are read the following instructions:

You need to write about the topic or idea on the stimulus page.

The stimulus page also tells you what kind of text to write.

I will read the page for you. Follow the words while I read it to you.

Before you write, there will be time to do some planning on your planning page. You might like to use a diagram, write down your main ideas or key words, or you might like to plan by just thinking about what you will write.

Choose the kind of planning that helps you to organise your ideas.

Use the dot points on the Writing stimulus page to help you.

Remember, the stimulus page may have words or pictures to help you think of ideas for the topic. You do not have to use all or any of these ideas. You may use your own ideas, as long as you write about the topic on the page.

You have five minutes planning time. Use your blank sheet of paper for planning. The planning page will not be marked but it will be collected.

1 Audience

Skill focus: The writer's capacity to orient, engage and affect the reader.

	Category descriptor	Additional information	Sample scripts
0	symbols or drawings which have the intention of conveying meaning		<i>Role-play writer (18)</i>
1	- response to audience needs is limited - contains simple written content	- may be a title only OR - meaning is difficult to access OR - copied stimulus material, including prompt topic	<i>Dungaun (19)</i>
2	- shows basic awareness of audience expectations through attempting to orient the reader - provides some information to support reader understanding	- may include simple narrative markers, e.g. - simple title - formulaic story opening: <i>Long, long ago ...; Once a boy was walking when ...</i> - description of people or places - reader may need to fill gaps in information - text may be short but is easily read	<i>the casel (20)</i> <i>BMX (22)</i> <i>Fier brething dragen (88)</i> <i>My Story (23)</i> <i>Living dead (26)</i>
3	- orients the reader - an internally consistent story that attempts to support the reader by developing a shared understanding of context	contains sufficient information for the reader to follow the story fairly easily	<i>Woodern box (28)</i> <i>One sunny morning (30)</i> <i>October 16, 1981 (32)</i> <i>Moving Away (36)</i> <i>The shade whispered (89)</i>
4	- supports reader understanding AND - begins to engage the reader	- narrative devices may include: - fantasy, humour, suspense - sub-genre styles (e.g. satire, boys' own, chick lit) - intertextual references	<i>Space Tour (40)</i> <i>The haunted house (44)</i> <i>Gambat (48)</i>
5	supports and engages the reader through deliberate choice of language and use of narrative devices	- language choices may: - control writer/reader relationship - reveal values and attitudes - establish narrator stance - subvert expectations - evoke an emotional response - encourage reflection - display irony	<i>Tracy (52)</i> <i>Best friends (56)</i> <i>Lovely purple boots (60)</i>
6	- caters to the anticipated values and expectations of the reader - influences or affects the reader through precise and sustained choice of language and use of narrative devices	(This additional information applies across categories 4 to 6.)	<i>His eyes widened (64)</i> <i>The Water Tower (68)</i> <i>In the distance (72)</i> <i>Axe (78)</i> <i>The Deep Blue Nothing (84)</i>

2 Text structure

Skill focus: The organisation of narrative features including orientation, complication and resolution into an appropriate and effective text structure.

	Category descriptor	Additional information	Sample scripts
0	no evidence of any structural components of a time-sequenced text	- symbols or drawings - inappropriate genre, e.g. a recipe, argument - title only	<i>Role-play writer (18)</i>
1	- minimal evidence of narrative structure, e.g. a story beginning only or a 'middle' with no orientation - a recount of events with no complication	- note that not all recounts are factual - may be description	<i>Dungaun (19)</i> <i>the casel (20)</i> <i>BMX (22)</i> <i>Fier brething dragen (88)</i> <i>Space Tour (40)</i>
2	- contains a beginning and a complication - where a resolution is present it is weak, contrived or 'tacked on' (e.g. <i>I woke up, I died, They lived happily ever after</i>)	- a complication presents a problem to be solved, introduces tension, and requires a response. It drives the story forward and leads to a series of events or responses - complications should always be read in context - may also be a complete story where all parts of the story are weak or minimal (the story has a problem to be solved but it does not add to the tension or excitement).	<i>My Story (23)</i> <i>Living dead (26)</i> <i>Woodern box (28)</i> <i>One sunny morning (30)</i> <i>The shade whispered (89)</i> <i>Moving Away (36)</i>
3	- contains orientation, complication and resolution - detailed longer text may resolve one complication and lead into a new complication or layer a new complication onto an existing one rather than conclude	- sophisticated structures or plot devices include: - foreshadowing/flashback - red herring/cliffhanger - coda/twist - evaluation/reflection - circular/parallel plots	<i>October 16, 1981 (32)</i> <i>The haunted house (44)</i> <i>Gambat (48)</i> <i>Tracy (52)</i> <i>Best friends (56)</i> <i>Lovely purple boots (60)</i>
4	coherent, controlled and complete narrative, employing effective plot devices in an appropriate structure, and including an effective ending	- sophisticated structures or plot devices include: - foreshadowing/flashback - red herring/cliffhanger - coda/twist - evaluation/reflection - circular/parallel plots	<i>His eyes widened (64)</i> <i>The Water Tower (68)</i> <i>In the distance (72)</i> <i>Axe (78)</i> <i>The Deep Blue Nothing (84)</i>

3 Ideas

Skill focus: The creation, selection and crafting of ideas for a narrative.

	Category descriptor	Additional information	Sample scripts
0	no evidence or insufficient evidence	- symbols or drawings - title only	<i>Role-play writer (18)</i>
1	- one idea OR - ideas are very few and very simple OR - ideas appear unrelated to each other OR - ideas appear unrelated to prompt		<i>Dungaun (19)</i> <i>the casel (20)</i> <i>BMX (22)</i>
2	- one idea with simple elaboration OR - ideas are few and related but not elaborated OR - many simple ideas are related but not elaborated		<i>My Story (23)</i> <i>Living dead (26)</i> <i>Fier brething dragen (88)</i>
3	- ideas show some development or elaboration - all ideas relate coherently	some ideas may contain unnecessary elaboration (waffle)	<i>Woodern box (28)</i> <i>One sunny morning (30)</i> <i>Moving Away (36)</i> <i>October 16, 1981 (32)</i> <i>Space Tour (40)</i> <i>The haunted house (44)</i> <i>Tracy (52)</i> <i>The shade whispered (89)</i>
4	- ideas are substantial and elaborated AND contribute effectively to a central storyline - the story contains a suggestion of an underlying theme		<i>Gambat (48)</i> <i>Best friends (56)</i>
5	- ideas are generated, selected and crafted to explore a recognisable theme - ideas are skilfully used in the service of the storyline	- ideas may include: - psychological subjects - unexpected topics - mature viewpoints - elements of popular culture - satirical perspectives - extended metaphor - traditional sub-genre subjects: <i>heroic quest</i> / <i>whodunnit</i> / <i>good vs evil</i> / <i>overcoming the odds</i>	<i>Lovely purple boots (60)</i> <i>His eyes widened (64)</i> <i>The Water Tower (68)</i> <i>In the distance (72)</i> <i>Axe (78)</i> <i>The Deep Blue Nothing (84)</i>

4 Character and setting

Skill focus: Character: The portrayal and development of character.
Setting: The development of a sense of place, time and atmosphere.

	Category descriptor	Additional information	Sample scripts
0	no evidence or insufficient evidence	- symbols or drawings - writes in wrong genre - title only	<i>Role-play writer (18)</i>
1	- only names characters or gives their roles (e.g. <i>father, the teacher, my friend, dinosaur, we, Jim</i>) AND/OR - only names the setting (e.g. <i>school, the place we were at</i>) - setting is vague or confused		<i>Dungaun (19)</i> <i>the case! (20)</i> <i>BMX (22)</i>
2	- suggestion of characterisation through brief descriptions or speech or feelings, but lacks substance or continuity AND/OR - suggestion of setting through very brief and superficial descriptions of place and/or time	basic dialogue or a few adjectives to describe a character or a place	<i>My Story (23)</i> <i>Living dead (26)</i> <i>One sunny morning (30)</i> <i>October 16, 1981 (32)</i> <i>Space Tour (40)</i>
3	- characterisation emerges through descriptions, actions, speech or the attribution of thoughts and feelings to a character AND/OR - setting emerges through description of place, time and atmosphere		<i>Wooden box (28)</i> <i>Moving Away (36)</i> <i>The haunted house (44)</i> <i>Gambat (48)</i> <i>Tracy (52)</i> <i>Fier brething dragen (88)</i> <i>The shade whispered (89)</i>
4	- effective characterisation: details are selected to create distinct characters AND/OR - maintains a sense of setting throughout. Details are selected to create a sense of place and atmosphere.	convincing dialogue, introspection and reactions to other characters	<i>Best friends (56)</i> <i>Lovely purple boots (60)</i> <i>His eyes widened (64)</i> <i>The Water Tower (68)</i> <i>In the distance (72)</i> <i>Axe (78)</i> <i>The Deep Blue Nothing (84)</i>

Note: Characterisation and setting are essential components of effective narrative writing. The inclusion of **AND/OR** recognises that different types of stories may focus on only one aspect.

- Some stories may be character-driven (e.g. *Pippi Longstocking* by Astrid Lindgren) and the setting may be very sketchy or undeveloped.
- Other stories, which attempt to build atmosphere and suspense, may focus on setting the scene (e.g. the wild west genre) with little character detail.
- Many stories will have a balance of these two components.

5 Vocabulary

Skill focus: The range and precision of language choices.

	Category descriptor	Additional information	Sample scripts
0	symbols or drawings	title only	Role-play writer (18)
1	very short script	few content words	Dungaun (19) BMX (22)
2	- mostly simple verbs, adverbs, adjectives or nouns - may include two or three precise words or word groups	- single words: <i>quick, big, run, look, red, cold, water, great, man, soft, need, really, very, beautiful, scream, grab, huge, think</i> - simple groups: <i>my big warm bed, It looked like a bright green lizard, a five headed, six armed monster</i> - simple figurative language: <i>as big as a house</i>	the casel (20) My Story (23) Living dead (26) Woodern box (28) One sunny morning (30) October 16, 1981 (32) Moving Away (36)
3	four or more precise words or word groups (may be verbs, adverbs, adjectives or nouns)	- single precise words: <i>hissed, yanked, clutched, absolutely, disgusted, exhilarating, rewarded, eventually</i> - effective simile: <i>into a porthole-like trap; burning coal shot out like tiny bullets</i> - metaphor: <i>lungs screamed for air</i>	Space Tour (40) Fier brething dragen (88) The haunted house (44) The shade whispered (89)
4	sustained and consistent use of precise words and word groups that enhance the meaning or mood <i>may be occasional inappropriate or inaccurate word choice</i>	- attitudinal: <i>simpered</i> - evaluative: <i>devout, aggressive, hard-done by</i> - technical: <i>resuscitated</i> - formal: <i>To what do I owe this honour?</i> - colloquial language for characters' speech: <i>Watcha doin?</i>	Gambat (48) Tracy (52) Best friends (56) Lovely purple boots (60) The Water Tower (68)
5	- a range of precise and effective words and word groups used in a natural and articulate manner <i>language choice is well matched to genre</i>	- alliteration: <i>completely captivating cat called Clarence</i> - effective personification: <i>the wind clutched at her hair</i> (This additional information applies across categories 3 to 5.)	His eyes widened (64) In the distance (72) Axe (78) The Deep Blue Nothing (84)

Note: Words are generally categorised into two classes:

- Content words (or lexical items)** describe objects and concepts. This class of words consists of nouns, verbs, adverbs, adjectives, noun groups, phrasal verbs and verb groups.
- Grammatical word classes (or structural words)** consist of prepositions, articles, conjunctions, pronouns and interjections.

6 Cohesion

Skill focus: The control of multiple threads and relationships over the whole text, achieved through the use of referring words, substitutions, word associations and text connectives.

	Category descriptor	Additional information	Sample scripts
0	symbols or drawings	title only	Role-play writer (18)
1	- links are missing or incorrect - short script <i>often confusing for the reader</i>	may be just one word	Dungaun (19) the casel (20) BMX (22)
2	- some correct links between sentences (do not penalise for poor punctuation) - most referring words are accurate <i>reader may occasionally need to re-read and provide their own links to clarify meaning</i>	- small selection of simple connectives and conjunctions used: <i>then, soon, and, but, or, then, suddenly, so, and then, when,</i> ordinal numbers, only temporal connectives - often marked by cumbersome repetition of nouns or unreferenced pronouns	My Story (23) Living dead (26) Woodern box (28) One sunny morning (30) Fier brething dragen (88) October 16, 1981 (32)
3	- cohesive devices are used correctly to support reader understanding - accurate use of referring words <i>meaning is clear and text flows well in a sustained piece of writing</i>	- other connectives used: <i>later, meanwhile, instead, in the middle of, earlier, just as, usually, although, even though, such as, because, finally</i> - word association to avoid repetition, e.g. synonyms, antonyms, word sets - control of narrative tense	Moving Away (36) Space Tour (40) The haunted house (44) Gambat (48) Tracy (52) Best friends (56) The shade whispered (89)
4	a range of cohesive devices is used correctly and deliberately to enhance reading <i>an extended, highly cohesive piece of writing showing continuity of ideas and tightly linked sections of text</i>	consistent use of word associations and substitutions that enhance reading	Lovely purple boots (60) His eyes widened (64) The Water Tower (68) In the distance (72) Axe (78) The Deep Blue Nothing (84)

Note

- In first draft writing, allowance for an occasional lapse in narrative tense can be made at categories 3 and 4.
- About a page of writing is needed to consider sustained use.

7 Paragraphing

Skill focus: The segmenting of text into paragraphs that assists the reader to negotiate the narrative.

	Category descriptor	Additional information	Sample scripts
0	no use of paragraphing	- script is a block of text - random breaks - new line for every sentence - new line for new speaker with no other paragraphing evident	<i>Role-play writer (18)</i> <i>Dungaun (19)</i> <i>the casel (20)</i> <i>BMX (22)</i> <i>My Story (23)</i> <i>Living dead (26)</i> <i>Woodern box (28)</i> <i>One sunny morning (30)</i> <i>Fier brething dragen (88)</i>
1	writing is organised into paragraphs that are mainly focused on a single idea or set of like ideas that assist the reader to digest chunks of text <i>contains at least one correct paragraph break</i>	- ideas are separated (paragraphs may contain some unrelated ideas) - paragraphs used to mark formulaic narrative structure (beginning, middle and end) - indicates broad changes in time and scene or time ordered structure	<i>October 16, 1981 (32)</i> <i>Moving Away (36)</i> <i>Space Tour (40)</i> <i>The haunted house (44)</i> <i>Gambat (48)</i> <i>Tracy (52)</i> <i>The shade whispered (89)</i>
2	all paragraphs are focused on one idea or set of like ideas and enhance the narrative	- deliberately structured to pace and direct the reader's attention - single sentence may be used as a dramatic or final comment or for emphasis	<i>Best friends (56)</i> <i>Lovely purple boots (60)</i> <i>His eyes widened (64)</i> <i>The Water Tower (68)</i> <i>In the distance (72)</i> <i>Axe (78)</i> <i>The Deep Blue Nothing (84)</i>

Note: Paragraphing may be indicated by any of the following conventions:

- indentation of a new line
- space between blocks of text
- student annotations, e.g. P for paragraph, tram lines, square brackets, asterisk
- available space on previous line left unused, followed by new line for paragraph beginning.

8 Sentence structure

Skill focus: The production of grammatically correct, structurally sound and meaningful sentences.

	Category descriptor	Additional information	Sample scripts
0	no evidence of sentences	- drawings, symbols, a list of words, text fragments - title only	<i>Role-play writer (18)</i>
1	some correct formation of sentences <i>some meaning can be construed</i>	- in general control is very limited - very short script (one sentence) - most sentences contain the same basic structures - may be overuse of the conversational 'and' or 'then'	<i>Dungaun (19)</i> <i>the casel (20)</i> <i>BMX (22)</i>
2	correct sentences are mainly simple and/or compound sentences <i>meaning is predominantly clear</i>	- two or more correct sentences required - a short script that consists only of correct complex sentences (where there are no simple sentences) - text may include complex sentences that use one basic structure (two, if one is a projected clause)	<i>My Story (23)</i> <i>Living dead (26)</i> <i>Fier brething dragen (88)</i>
3	- most (approx. 80%) simple and compound sentences correct AND - some complex sentences are correct <i>meaning is predominantly clear</i>	- four or more correct sentences required - simple sentences may contain some extension - experiments with basic structures in complex sentences (requires two or more types [three or more, if one is a projected clause])	<i>Woodern Box (28)</i> <i>One sunny morning (30)</i> <i>October 16, 1981 (32)</i> <i>The shade whispered (89)</i>
4	- most (approx. 80%) simple, compound and complex sentences are correct OR - all simple, compound and complex sentences are correct but do not demonstrate variety <i>meaning is clear</i>	- more routine use and greater control of elaborating clauses and phrases in simple, compound and complex sentences - usually requires a sustained piece of writing	<i>Moving Away (36)</i> <i>Space Tour (40)</i> <i>The haunted house (44)</i> <i>Gambat (48)</i> <i>Tracy (52)</i> <i>Lovely purple boots (60)</i>
5	- sentences are correct (allow for occasional error in more sophisticated structures) - demonstrates variety <i>meaning is clear and sentences enhance meaning</i>	- shows control over a range of different structures (quantity, quality and variety) VARIETY - clause types and patterns - verbless, adjectival, adverbial, multiple, non-finite	<i>Best friends (56)</i> <i>Axe (78)</i>
6	all sentences are correct (allow for occasional slip, e.g. a missing word) <i>writing contains controlled and well developed sentences that express precise meaning and are consistently effective</i>	- clause position - length and rhythm - increased elaboration and extension - stylistically appropriate choices (This additional information applies across categories 5–6.)	<i>His eyes widened (64)</i> <i>The Water Tower (68)</i> <i>In the distance (72)</i> <i>The Deep Blue Nothing (84)</i>

Note

- Some students do not accurately identify their sentence boundaries with punctuation. In these cases it will be necessary to read the *intended* sentence (i.e. the marker should mentally insert the sentence boundaries).
- Run-on sentences should not be regarded as successful (overly repeated 'and', 'so', etc).
- Verb control and preposition errors should be considered as sentence errors.

9 Punctuation

Skill focus: The use of correct and appropriate punctuation to aid reading of the text.

	Category descriptor	Additional information	Sample scripts
0	- no evidence of correct sentence punctuation - title only	sentence punctuation includes: capital letters to begin sentences	<i>Role-play writer (18)</i> <i>Dungaun (19)</i> <i>the casel (20)</i>
1	correct use of capital letters to start sentences OR full stops to end sentences (at least one correct sentence marker) <i>punctuation is minimal and of little assistance to the reader</i>	full stops, question marks and exclamation marks to end sentences noun capitalisation includes:	<i>BMX (22)</i> <i>My Story (23)</i> <i>Fier brething dragen (88)</i>
2	- some correct use of sentence level punctuation: at least two accurately punctuated sentences (beginning and end) OR - one correctly punctuated sentence AND some other punctuation correct where it is required (refer to list in additional information) <i>provides some markers to assist reading</i>	- first names and surnames - titles: Mr, Mrs, Miss, Ms, etc - place names: Paris, Italy - institution names: Valley High - days of week, months of year - street names: Ord St - book and film titles - holidays: Easter, Ramadan - historic events: World War II	<i>Living dead (26)</i> <i>Woodern box (28)</i> <i>One sunny morning (30)</i> <i>October 16, 1981 (32)</i> <i>Gambat (48)</i> <i>The shade whispered (89)</i>
3	- sentence level punctuation mostly correct (minimum of 80% of five sentences punctuated correctly) AND some other punctuation correct (two or more examples of other punctuation) OR - accurate sentence punctuation with correct noun capitalisation and no stray capitals, nothing else used (four or more sentences) <i>provides adequate markers to assist reading</i>	other punctuation includes: - apostrophes to mark contractions and possession - commas in lists - commas to mark clauses and phrases - quotation marks for direct speech - new line for each speaker - capital letters and commas used within quotation marks	<i>Space Tour (40)</i> <i>The haunted house (44)</i> <i>Best friends (56)</i>
4	- all sentence punctuation correct (no stray capitals) AND - mostly correct use of other punctuation including noun capitalisation <i>provides accurate markers to enable smooth and efficient reading.</i>	- quotation marks for text extracts and highlighted (sneer) quotes - brackets and dashes - brackets for humorous or ironic asides - colons and semicolons - points of ellipsis - commas or semicolons to balance or create rhythm within sentences	<i>Moving Away (36)</i> <i>Tracy (52)</i> <i>His eyes widened (64)</i> <i>The Water Tower (68)</i> <i>Axe (78)</i> <i>Lovely purple boots (60)</i>
5	writing contains accurate use of all applicable punctuation <i>provides precise markers to pace and control reading of the text</i>	(This additional information applies across categories 0-5.)	<i>In the distance (72)</i> <i>The Deep Blue Nothing (84)</i>

Note

- 'Splice' commas used to join two sentences are **INCORRECT** (e.g. *The dog ate my homework, it was hungry.*) Do not score these as correct sentence punctuation or comma use.
- In first draft writing, allowances can be made for the very occasional omission of sentence punctuation at categories 4 and 5.
- 'Mostly' is approx. 80% but it is not intended that every use of punctuation is calculated rigorously.

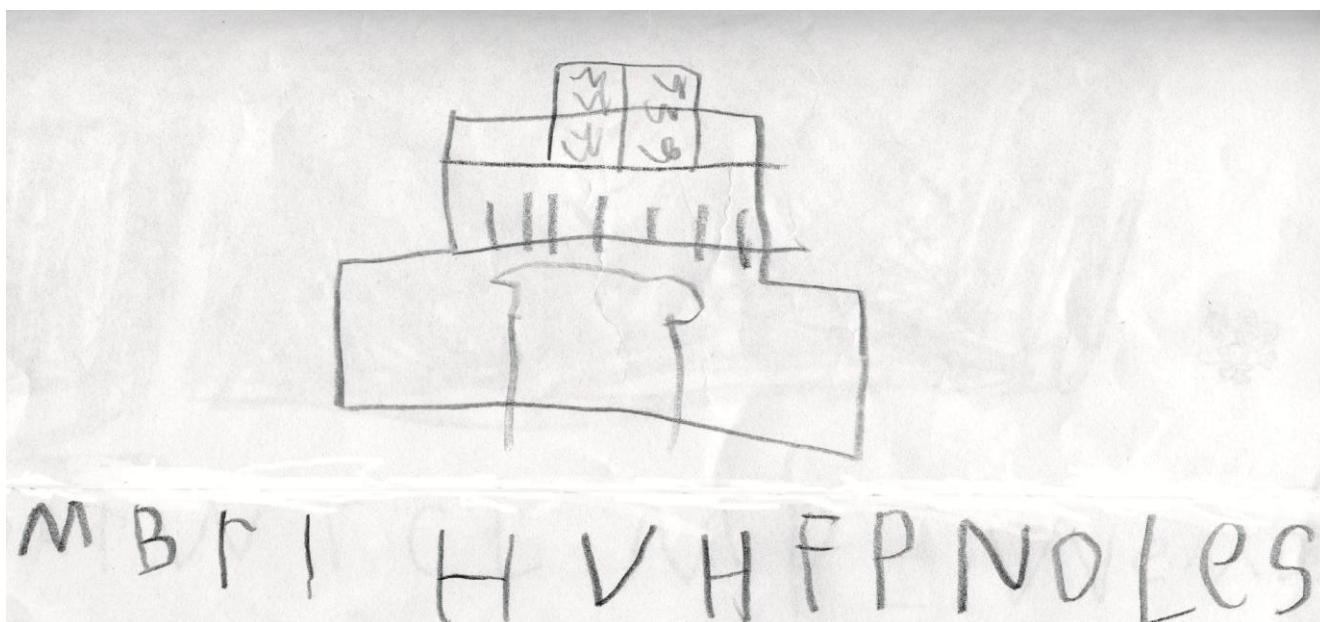
10 Spelling

Skill focus: The accuracy of spelling and the difficulty of the words used.

	Category descriptor	Additional information	Sample scripts
0	- no conventional spelling - copied stimulus material only	Simple words - words with two letters (<i>an, be, it, on, up</i>) - single-syllable words with - short vowel sounds (<i>bad, men, fit, not, fun</i>) - consonant digraphs (<i>chips, much, shop, thin</i>) - consonant blends (<i>bring, clap, drop, felt, grab, help, hump, left, must, swim</i>) - double final consonants (<i>add, dull, egg, less</i>) - high frequency short two-syllable words (<i>into, undo, going, being, xray, xbox</i>) - high frequency words (<i>all, bird, day, feet, food, for, good, how, her, our, park, them, you</i>)	<i>Role-play writer (18)</i>
1	- few examples of conventional spelling - limited evidence (less than 20 words written)		<i>Dungaun (19)</i>
2	- correct spelling of - most simple words AND - some common words (at least two) <i>errors evident in common words</i>	Common words - single-syllable words with - two two-consonant blends and/or digraphs (<i>crack, speech, broom, sport, drift</i>) - three-consonant blends (<i>castle, gurgle, light square, stretch</i>) - common long vowels (<i>again, aunt, away, bow, broke, caught, chair, close, eight, even, face, fly, full, haunt, house, low, mean, never, nice, obey, only, sail, shiny, use</i>)	<i>the casel (20)</i> <i>BMX (22)</i> <i>My Story (23)</i> <i>Living dead (26)</i> <i>Woodern box (28)</i> <i>Fier brething dragen (88)</i>
3	- correct spelling of - most simple words AND - most common words (at least 20)		<i>One sunny morning (30)</i> <i>The shade whispered (89)</i>
4	- correct spelling of - simple words AND - most common words AND - at least two difficult words <i>correct difficult words outnumber incorrect difficult words</i>	- multi-syllabic words with even stress patterns (<i>hospital, important, littering</i>) - common homophones (<i>too/two, there/their, write/right, hear/here, brake/break</i>) - common words with silent letters (<i>comb, ghost, know, sign, sigh, whistle, wrong</i>) - single-syllable words ending in ould, ough, ey (<i>could, cough, rough, though, through, key, they</i>) - suffixes that don't change the base word (<i>adults, happening, jumped, sadly</i>) - most rule-driven words: drop e, change y to i, double letter (<i>boring, having, heavier, spitting</i>)	<i>October 16, 1981 (32)</i> <i>Moving Away (36)</i> <i>Tracy (52)</i> <i>Lovely purple boots (60)</i>
5	- correct spelling of - simple words AND - most common words AND - at least 10 difficult words <i>correct difficult words outnumber incorrect difficult words</i>	Difficult words - uneven stress patterns in multi-syllabic words (<i>chocolate, desert/dessert, enemy, mineral, miracle</i>) - uncommon vowel patterns (<i>drought, hygiene, palm, fuel</i>) - difficult subject-specific content words (<i>disease, habitat, predator</i>) - difficult homophones (<i>practice/practise, board/bored</i>) - suffixes where base word changes (<i>generate/generation, prefer/preferred</i>) - consonant alternation patterns (<i>confident/confidence</i>) - many three- and four-syllable words (<i>invisible, organise, community</i>) - multi-syllabic (three or more) words ending in tion, sion, ture, ible/able, ent/ant, ful, el/al, elly/ally, gle (<i>supervision, furniture, powerful, sentinel, brutally, rectangle, hopefully</i>)	<i>Space Tour (40)</i> <i>The haunted house (44)</i> <i>Gambat (48)</i> <i>Best friends (56)</i> <i>His eyes widened (64)</i> <i>In the distance (72)</i> <i>Axe (78)</i>
6	- correct spelling of all words AND - at least 10 difficult words and some challenging words OR - at least 15 difficult words if no challenging words <i>in this category, allowances can be made for very occasional (1 or 2) minor slips.</i>	Challenging words - unusual consonant patterns (<i>guarantee</i>) - longer words with unstressed syllables (<i>responsibility</i>) - suffixes to words ending in e, c or l (<i>physically, changeable, plasticity</i>) - foreign words (<i>lieutenant, nonchalant</i>)	<i>The Water Tower (68)</i> <i>The Deep Blue Nothing (84)</i>

Annotated exemplars

Role-play writer



Criterion	Score	Annotations
1. Audience	0	Writing consists of symbols or drawings with the intention of conveying meaning.
2. Text structure	0	Writing contains no evidence of any structural components of a time-sequenced text.
3. Ideas	0	Cannot be read.
4. Character/setting	0	Cannot be read.
5. Vocabulary	0	No discernible words.
6. Cohesion	0	Cannot be read.
7. Paragraphing	0	No paragraphing.
8. Sentence structure	0	Cannot be read.
9. Punctuation	0	No punctuation marks. Mostly capital letters.
10. Spelling	0	Uses letters but no conventional spelling can be discerned. Possibly a string of initial sounds, but decoding is not possible.

Dungaun

seord bonz seidre i see a bown
 in th dungaun hed bown
 I got out the duggaun
 and I went houn and I went fishing
 wiv my uncul to for sfoa-

Criterion	Score	Annotations
1. Audience	1	Writing conveys some simple written content.
2. Text structure	1	Very weak sense of narrative structure. <i>I got out the dungaun</i> gives some feeling of escape. Elements of recount: <i>I went ... I went ...</i>
3. Ideas	1	Ideas are unrelated. The story begins with bones in a dungeon, followed by a tangential shift to fishing.
4. Character/setting	1	Character and setting only named: <i>uncle, dungaun</i> .
5. Vocabulary	1	Writing contains a limited number of simple and everyday content words: <i>got, see, home, head, bone, fishing, dungeon, uncle</i> .
6. Cohesion	1	Basic pronouns used correctly: <i>I, my</i> . Often confusing for the reader. Needs significant re-reading to make sense.
7. Paragraphing	0	A block of text with random spacing.
8. Sentence structure	1	Some meaning can be construed. Shows some evidence of basic sentence construction: <i>I see a bone in the dungaun</i> ; as well as some incomplete sentences: <i>I got out the dungaun</i> .
9. Punctuation	0	No evidence. An ambiguous mark at the end.
10. Spelling	1	Few examples of mostly simple words: <i>in, a, I, out, the, my, went, got, and, see</i> Errors: <i>bown, dungaun, houn, wiv, hed</i> Some words cannot be clearly interpreted: <i>seord, seidre</i>

thecasel

~~Once~~ a long time there lived a king
 and a gwer n boy had a dork
 and a sur n boy lived in a casel
 and the casel what can talk and
 sing and tell joke funny jokes and
 the king sur n go get your sister said
 the king the gwer n no sur n said
 I need to tell you something go get
 your sister for me sur n plers
 said the gwer n OK said the
 sur n I will get my sister for
 you said sur n the gwer n need your
 sister after the king wants
 you said sur n OK she said
 sur n went the gwer n a king
 she said yes hiya ray hiya ray
 hiya ray said the gwer n
 and king a king car n
 and no k on the door and
 said dur s ru n use r live
 heer yes said the king said the
 gwer n as were

the casel

oune a ponl time there livd a King and qweren hou had a dorta and a surn
hou livd in a casel and the casel whatcantalkand sing and tell joke funy joks
and the King surn go get your sister said the King the qwerenno sarn said I
nerd to tellyou suthing go get your sister for me surn plers said the qweren
ok said the surn I will get My sister for you said surn the qweren nedsyoun
sister after the King wonts you said surn ok she said surn went the qweren
ad King she serd yes hiparay hip a ray hiparay said the qweren and King a
King carm and no ked on the door and said durs rupunserl live heer yes said
the King said the qweren as werl

Criterion	Score	Annotations
1. Audience	2	Shows an awareness of the audience by using simple story markers. Has a simple, formulaic story opening and recognisable story characters (<i>queen, king, Rapunzel</i>) and setting (<i>castle</i>). Uses a simple title.
2. Text structure	1	Story beginning followed by fairly confusing recount of events. No discernible complication.
3. Ideas	1	Main idea is that the sister has to be asked something. The audience do not find out what this is.
4. Character/setting	1	Characters and setting are named.
5. Vocabulary	2	No precise words but more than a few content words.
6. Cohesion	1	Often confusing for the reader. Requires significant re-reading.
7. Paragraphing	0	No paragraphs indicated.
8. Sentence structure	1	There is some correct formation of sentences and some meaning can be construed. In general, control is very limited. There are many errors, missing words and run-on sentences, e.g. <i>Once upon a time there livd a king and qweren hou had a dorta and a surn hou livd in a casel and the casel what can talk and sing and tell joke funy joks and the king the qweren ...</i>
9. Punctuation	0	No sentence punctuation evident.
10. Spelling	2	Simple correct: <i>king, had, in, and, the, can, tell, get, go, you, she, on, sing, will</i> Common correct: <i>joke, time, your, said, sister, talk, live, after, door</i> Common errors: <i>casel, qweren, suthing, funy, hou, surn, carm, livd, naked</i>

BMX

When we were going to the City in our knew ferari we went to the Bmx shop and we bought a 600 dollar bike and we went to the Bmx track.

BMX

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Criterion	Score	Annotations
1. Audience	2	Shows basic awareness of audience expectations through attempting to orient reader. The reader is told where 'we' went but no explanation is given of who 'we' are: there are gaps in the information. Script is short, but easily read.
2. Text structure	1	A very brief recount which does not have an orientation or complication.
3. Ideas	1	Only one idea expressed (buy bike and go to track).
4. Character/setting	1	Characters and setting only named: <i>we, city, BMX track</i> .
5. Vocabulary	1	Very short script with few content words.
6. Cohesion	1	Very short script – insufficient demonstration of cohesive links.
7. Paragraphing	0	No paragraphs indicated.
8. Sentence structure	1	Only one sentence.
9. Punctuation	1	Stray capital on <i>city</i> . Full stop at end of sentence, capital to begin.
10. Spelling	2	Simple correct: <i>we, in, our, went, to, the, and, shop, our</i> Common correct: <i>bought, track, dollar, bike, when, were, city</i> Common error: <i>knew</i> (new) Not enough common words demonstrated for a score of 3.

My story

One time a long long ago a girl named Suga, Cristal, Water wanted to find some tresher so one night the three girls went off looking for some tresher they took a boat of cores then they found this forbidden island they saw a pret ship then they ran off and sat behind a tree they said theres tresher hi I know there is. "really said Suga". "I hope so said Cristal." but what are we going to sleep in? "doint worric I'm shore will find something! then sunnndly a house popped in front of them and in side there was a pass of the map they got all of them they could not belioe it they foled them and they found the tresher they could not belioe it they went home the next day and they weren rich all of there Life The end

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My Story

Criterion	Score	Annotations
1. Audience	2	Demonstrates some awareness of audience by writing a simple narrative with a formulaic beginning. However, lapses in the development of context do not support a reader.
2. Text structure	2	A complete but weak narrative.
3. Ideas	2	Many simple ideas (finding an island, a pirate ship appearing, map, finding the treasure) are related but not elaborated.
4. Character/setting	2	There is a hint of setting; it is a <i>forbidden</i> island. Characters are named: <i>Crystal, Sugar and Water</i> . The dialogue does not create a strong enough sense of character.
5. Vocabulary	2	Mainly uses simple content words: <i>treasure, pirate ship</i> and <i>map</i> . An attempt is made to use precise language with the use of <i>forbidden</i> .
6. Cohesion	2	Most referring words are accurate though there is confusion at the beginning with the number of girls. The lack of temporal connectives and the overuse of they/them (without the pronoun being redefined) makes re-reading necessary.
7. Paragraphing	0	No paragraphs are indicated.
8. Sentence structure	2	The meaning is predominantly clear through the use of correct simple and compound sentences. Text includes some basic complex sentences with quoted clauses (e.g. " <i>I hope so said cristal</i> "). Insufficient for Cat. 3.
9. Punctuation	1	Punctuation is minimal and of little assistance to the reader. There is one correctly punctuated sentence (" <i>I hope so said Cristal.</i> ") Incorrect use of list commas and speech marks, and missing contractions.
10. Spelling	2	Common correct: <i>time, wanted, find, night, looking, found, behind, know, said, what</i> Common errors: <i>cores</i> (course), <i>sore</i> (saw), <i>piret</i> , <i>worrie</i> , <i>shore</i> (sure), <i>will</i> (we'll), <i>somthing</i> , <i>sunndly</i> , <i>poped</i> , <i>fronit</i> , <i>pess</i> , <i>belive</i> , <i>foled</i> , <i>werer</i> Too many errors in common words to score a 3.

Living dead

Sudnley mum crases into a barer. We are all ok but the enjin wont start. A person named Jim comes out of some trees. Hi every body what hapened. We smashed into this wall. To bad want to come stay in my loge. Thank s Jim. Later that night we hear a noise. Our hole family gos out side and we see the living dead. pushing out of there graves.

They surond us and they ripped us lim from lim. Blood every where and there eattng our bodies
was

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Living dead

Criterion	Score	Annotations
1. Audience	2	Shows basic awareness of audience by recounting a simple story with some description. Does not clearly establish a context. Describes some characters and places.
2. Text structure	2	Missing a usual story beginning. Has a complication with some development.
3. Ideas	2	Ideas are few – crash, stay in lodge, living dead attack the family.
4. Character/setting	2	Setting and characters are named: <i>trees, lodge, we, family, Jim, living dead</i> . Jim appears friendly: <i>Hi everyone, what happened?</i> Description of place: <i>comes out of some trees</i>
5. Vocabulary	2	A few precise examples used: <i>ripped us limb from limb, surround, pushing out of their graves</i> .
6. Cohesion	2	Minimal use of connectives. Text is stilted.
7. Paragraphing	0	Paragraph breaks are random. Like ideas are separated by a break but no break used to separate new idea.
8. Sentence structure	2	Most simple sentences are correct. Lack of verb control: <i>they surround us and they ripped us ... Blood was everywhere and they're eating our bodies</i>
9. Punctuation	2	<i>Jim</i> is correctly capitalised, but there is a stray capital on <i>Person</i> . Missing capitals and full stops in the last paragraph but many sentences are correctly punctuated. The full stop before <i>Pushing</i> is incorrect.
10. Spelling	2	Common correct: <i>won't, start, person, named, comes, some, everybody, what, smashed, want, come, thanks, later, might, hear, noise, family, out side, living, dead, pushing, graves, they, blood, everywhere, bodies</i> Common errors: <i>Sudnley, crases, hapened, to (too), loge, hole (whole), gos, there (their, they're), ripped, lim, eatting</i> Difficult errors: <i>barer, enjin, surond</i>

Woodern box

One night I was laying down in bed and I fell asleep when I woke up I was not in my bed any more I wasn't even in my room anymore. I was in a little woodern box. It was so small I could move around a little bit but I couldn't stand up I looked around for a gap or a door but couldn't find on their was nailes sticking out of the bottem so I had to be carful were I steped I ramed the side trying to get it open but it did not work I stop for a wile and notised somthing weird I am costra fobic but I didn't feel six then I sat down on a nail and it didn't hurt then I woke up and it was just a dreem.

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Woodern box

Criterion	Score	Annotations
1. Audience	3	Attempts to support the reader by providing sufficient information for the reader to follow the story easily. Sense of being trapped inside box conveyed clearly.
2. Text structure	2	A complete narrative with a complication and weak conclusion: <i>I woke up and it was just a dream.</i>
3. Ideas	3	The inside of the box and efforts to escape are elaborated. All ideas relate coherently to the story.
4. Character/setting	3	Clear description of place: <i>little wooden box; so small I could move around a little bit but I couldn't stand up; I looked around for a gap or a door but couldn't find on; There was nails sticking out of the bottom so I had to be careful</i>
5. Vocabulary	2	Mostly simple words. <i>Claustrophobic</i> is the only precise word.
6. Cohesion	2	The script generally flows well but is too brief to provide evidence for a score of 3. Repetition of <i>then</i> in the final sentences.
7. Paragraphing	0	No paragraphs indicated.
8. Sentence structure	3	Some correct complex sentences: <i>It was so small I could move around a little bit ... I ramed the side trying to get it open ... When I woke up, I was not in my bed any more.</i> One incorrect complex sentence with subject verb agreement error: <i>Their was nailes sticking out ...</i> and one tense error in a compound sentence: <i>I stop for a while and notised something weird.</i>
9. Punctuation	2	One correctly punctuated sentence. Mostly missing sentence punctuation. Some stray capitals (<i>Just</i> and <i>It</i>). Correct capitalisation for I. Correct use of apostrophes in <i>couldn't</i> , <i>didn't</i> and <i>wasn't</i> but not enough sentences correct for a score of 3.
10. Spelling	2	Common correct: <i>night, asleep, woke, more, wasn't, small, could, move, around, little, couldn't, work, hurt, trying, sticking</i> Common errors: <i>litte, nailes, carful, were (where), steped, ramed, didn't, dreem, bottem, wile, somthing, their (there), woodern</i> Too many errors in common words to score a 3.

One sunny morning

One sunny morning my mum and I were cleaning out the shed, then my mum got a call from work and needed to go, she said to me "can you please stay and clean the shed?" "yes mum" I said "do you want a friend to come over?" she said "OK I'll go call Hannah to see if she can come over." So my mum left and hannah came over, we were cleaning until hannah said "Wats in this little red box?" I said "Open it and find out." "OK" said hannah so hannah opened the box all of a sudden we had gold and silver every where! But then we herd a big "BANG" we stoped and looked at each other then out of nowhere came a big bully and the bully said "Give me your gold and silver now!" "No" said hannah "it's ours and your not having it so go away!" But the bully didn't like that at all. so she took it all and ran off "after her!" said hannah so we ran as fast as we could, and hannah opened the box again and then we had jet packs! Hannah said this box is magic!" Cool" I said then we caught the bully and got our gold and silver back then when we got home I opened the box and everything was back to normal.

THE END

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THE END

One sunny morning

Criterion	Score	Annotations
1. Audience	3	A solid and complete story that provides enough contextual information to follow easily. Does not have the attempts at engagement necessary for category 4.
2. Text structure	2	Complete narrative with very weak ending.
3. Ideas	3	Ideas have some development and relate coherently to a storyline – finding box of gold, being robbed, the chase, jet packs, retrieving the box.
4. Character/setting	2	Some suggestion of character through interaction with the bully.
5. Vocabulary	2	Simple everyday words and word groups: <i>Little red box, out of nowhere, jet packs, sunny morning</i>
6. Cohesion	2	Basic linking of the ideas through the noun/pronoun referencing. Uses a restricted range of conjunctions so (<i>so Hannah said... so Hannah opened ...</i>), then (<i>then my mum ...</i> , and <i>then we ...</i> , then <i>we caught ... but then ...</i>).
7. Paragraphing	0	No paragraphs are indicated.
8. Sentence structure	3	Simple and compound sentences correct, though there is some over-use of 'and' towards the end. Enough correct use of complex sentences for category 3.
9. Punctuation	2	Some correct sentence punctuation. Speech marks, question mark and contractions applied correctly.
10. Spelling	3	Most common words are spelled correctly. Common errors: <i>moring, herd (heard), stoped</i>

October 16, 1981

On October the 16th 1981 there was a boy named Zac, he went out to the beach on a windy day to have a surf. When he went surfing there was a huge wave, that he was surfing on. The wave knocked him off his surf board and Zac ^{had} lost his surf board. The wave drifted him out further and further till there was no one. Zac was getting really really tired he could not keep his self up above the water. He had been out there for a long time.

3 hrs later he heard a motor boat getting close, he was too tired to keep his self up and wave to them.

About 3mins later the life guards found him floating above the water he had fainted. The life guards got him in to the boat and took him back to shore.

When the life guards got back to shore they revived him and they asked him what his name was, where he came from and what was he doing out surfing on a day like this. (A windy day)

October 16, 1981

Zac could not remember why he went surfing, he couldnt remember where he came from they also asked him what the date was he couldnt remember that either all he could remember was his name.

The life guards closed the beach for the rest of the day and took Zac to the doctor to see what had happened.

When they got to the doctor he had an X-ray on his head. The results came up that he had knocked his head and fractured ^{his} head. Zac had a bit of damage to his head for a while but all was good.

Zac got bac to his family and only went to the beach on safe days.

PS: Zac is now recovering from the injury.

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Criterion	Score	Annotations
1. Audience	3	Attempts to support the reader by establishing a clear context. Story is easy to follow.
2. Text structure	3	A complete story with some detail. Simple complication and resolution.
3. Ideas	3	Ideas show some elaboration (Zac drifting out to sea, detail in rescue, doctor visit and outcome). All ideas relate coherently to the story.
4. Character/setting	2	Characters are named (<i>Zac, life guards, doctor</i>). Life guards' actions are only very sketchy – no indication is given of emotional response. Simple setting is clear and referred to by date and simple words – <i>beach, windy day, shore, huge wave</i> .
5. Vocabulary	2	Mainly simple words used to describe – <i>floating, fainted, tired, huge, windy, a day like this</i> . A few precise words: <i>fractured, revived, recovering</i>
6. Cohesion	2	Repetition of <i>surf, surfing, surfing on</i> in paragraph one and <i>head (knocked his head and fractured his head)</i> in paragraph seven is clumsy. Uses a small selection of simple connectives (<i>Later, when</i>).
7. Paragraphing	1	Simple breaks to mark time changes and new ideas.
8. Sentence structure	3	Most simple and compound sentences are correct, with enough correct complex sentences for this category, e.g. in paragraphs 4 and 5. Other attempts at complex sentences are mostly incorrect or clumsy, e.g. <i>The wave drifted him out further and further till there was no one.; When they got to the doctor he had an X-ray on his head ...; the results came up that ...; but all was good.</i>
9. Punctuation	2	Many missing full stops and associated capital letters. Noun capitalisation is correct. Some random capitals and comma use. Bracket use is incorrect.
10. Spelling	4	Common correct: <i>named, beach, really, windy, could, there, water, surf, later, knocked, closed, wave, floating, fainted, asked, happened, results, while, family, time, life, shore, drifted, huge, surfing, couldn't</i> Common errors: <i>tierd, recoving, of (off), were (where), to (too)</i> Difficult correct: <i>board, further, remember, injury, damage</i> Difficult errors: <i>gaurds, fracksed</i>

Moving Away

For as long as I can remember I have lived in France. Every day I was always the same. One day, when mummo won the lottery, it changed...

It started at school. one day I had come early for band practice, and was waiting for my best friend to arrive. When she did, she was looking upset and running through the gate. That was a first. Oriane was never in a rush to get to school. When she came over to me she said "Antonette, you will never guess what happened! Your mummo won the lottery and now you are moving to Australia!"

I was speechless. "Mummo won the lottery and she is moving us to Australia!" I thought. "This is terrible!"

"Anyway, you are leaving on Sunday! Your mummo was telling my mummo that you were moving anyway, but now they are going to buy you a surprise so you won't feel so sad about leaving!" said Oriane. The day passed

Moving Away

so quickly because I wanted to stay in France so much.

When I got home I pretended that moving was news to me. Duppion, my dog, was coming too which made me feel a bit better.

So 3 days later, we got on the plane to Australia. It was a boring trip, that's all I can say. When we arrived we found it was so hot. We drove for an hour and we were at our new home.

That next week was a busy week getting me a new school, un-packing, etc. But 2 weeks later was Christmas! I woke up and walked into my parents room. My papa handed me a blue box. "Open it," said mummy. I lifted the lid and saw 2 plane tickets. They were for the end of this year. I was puzzled until I realised! - I can go and visit Oriane for a month! I gave my parents a hug and said: "this is the best present in the whole world!" The end.

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Moving Away

Criterion	Score	Annotations
1. Audience	3	An internally consistent story that contains the necessary information to follow the story. Does not demonstrate the qualitative shift of engagement for category 4.
2. Text structure	2	Complete but minimal. Story begins by providing some context and introducing the complication: <i>'life changing event'</i> . Some tension is evident with the character's life being changed as a result of Mummo winning of the lottery and the unwanted move to Australia. This is resolved weakly with the return visit to France.
3. Ideas	3	Development of ideas is related to the storyline of leaving France for Australia and reuniting with old school friend.
4. Character/setting	3	The narrator's character emerges through attribution of actions and feelings about leaving France. Character of Oriane identified through actions.
5. Vocabulary	2	Uses mostly simple words. May include two or three precise words or word groups (<i>never in a rush, speechless, puzzled until I realised</i>).
6. Cohesion	3	Controlled use of time connectives to mark the major shifts in time – <i>For as long as ..., Everyday ... So, three days later</i> etc. Accurate use of pronoun/noun references. Lacks the range and sophistication needed for category 4.
7. Paragraphing	1	Paragraphs indicate broad changes in time and scene.
8. Sentence structure	4	Most simple, compound and complex sentences are correct. Slip with incorrect word (<i>I wanted to stay if [in] France so much</i>). Sentences lack variety, e.g. <i>When she did ...; When I got home ...; When we arrived ...</i> etc., and the use of <i>and</i> to join clauses.
9. Punctuation	4	All sentence punctuation is correct, except for one sentence within dialogue. Mostly correct use of a range of other punctuation, e.g. speech, commas between phrases and clauses, and apostrophes of contraction and possession (errors: <i>thats, parents</i>).
10. Spelling	4	Common correct: <i>lived, always, same, changed, started, school, early, waiting, friend, arrive/d, running, looking, upset, through, gate, first, never, came, said, happened, moving, etc</i> Common error: <i>wich</i> Difficult correct: <i>remember, practice, guess, lottery, speechless, terrible, surprise</i> Difficult error: <i>relised</i>

Space Tour

It was the day of Wednesday and all of 8a was waiting anxiously at the space bus station. Mrs Haverdoff had planned an excursion for 8a to go to outer space to have an understanding of space. They had planned to see Robot city, and the Galaxy spot.

8a wondered what type of bus would they be taking when then a masive RV pulled up. The class got onto the "Bus" excitedly but nervous at the same time.

The bus took off and the class and I started seeing bright shing stars swirled in dark thickness. All of a sudden I felt a rumble! The RV (bus) was sucked into a **BLACK HOLE!!**

The next second we landed with a thump. I and the rest of the class piled of the bus and found ourselves looking at **ROBOT CITY!** The sights

were weird but wonderful! It looked just like I imagined the future to look like. Next thing Mrs Hoverdoff was putting us in pairs to look at the strang land.

As soon as we turned the corner we found ourselves being whirled into an exotic place! The galaxy spot. All around us was large telescopes. I took a peep into one and found my self looking at Saturn and then Pluto. Mrs Hoverdoff whipped us all away from the telescopes and into a trans porter.

Next moment we found our selves in our classroom.

Going on this excursion was a great experience and I would love to do it again sometime.

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Space Tour

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1. Audience	4	Context established. Begins to engage the audience by trying to introduce some emotion (excitement, surprise, wonder).
2. Text structure	1	Recount with no complication. The black hole at first appears to be a problem but turns out to be only the method by which the bus travels.
3. Ideas	3	Ideas have some development and relate coherently to the storyline.
4. Character/setting	2	Characters are only named. Description of setting is minimal: <i>Strange land, bright shining stars, dark thickness.</i>
5. Vocabulary	3	Precise words: <i>anxiously, massive RV, weird but wonderful, imagined the future to look like, whirled to an exotic place, telescopes, transporter</i> <i>Dark thickness</i> is not very successful. The words do not sufficiently enhance the mood or meaning.
6. Cohesion	3	Meaning is clear. Cohesion is sufficiently sustained for a score of 3.
7. Paragraphing	1	Paragraphing is logical.
8. Sentence structure	4	Most sentences are correct and meaning is clear. Some errors are evident: ... <i>what type of bus would they be taking when then a massive RV ... ; I and the rest of the class ... ; All around us was large telescopes.</i>
9. Punctuation	3	Sentence punctuation is correct. Not sufficient demonstration of other punctuation for category 4 (use of quotation marks and brackets for <i>bus</i>). There is an incorrect apostrophe for contraction (<i>T'was</i>) and inconsistent capitalisation of <i>galaxy spot/Galaxy spot</i> .
10. Spelling	5	Common correct: <i>Wednesday, around, waiting, station, planned, understanding, sudden, rumble, bright, swirled, sucked, space, robot, second, found, taking, corner, again, whipped, transporter</i> Common error: <i>strang</i> Difficult correct: <i>telescopes, Saturn, wonderful, excursion, anxiously, imagined, nervous, exotic, experience, galaxy, excitedly, wondered</i> Difficult error: <i>masive</i> Common word <i>off</i> spelt correctly and incorrectly (<i>of</i>)

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The haunted house

One Summer holiday two children named Gemma and Harry went to their uncles house. They weren't very happy because their uncles house was a haunted house. Ahhhhhh! Also their uncle was a mad scientist, not very good. When Harry packed he made sure he had two torches, two walky-talkys and his spy gear. Gemma made sure she had her hair brush, her mirror, her lip gloss and her gameboy advance.

When they got to his house in England it was all dark and mysterious but when their uncle opened the door he had a pleasant smile on his face and weird goggles on his head. The second they walked in the house they heard a noise "Ohhhhhhhhhh". The kids were already scared. That night the children couldn't find their uncle and Harry said "I knew this was going to happen lucky I brought my spy gear." "And lucky I brought my lip gloss." Gemma said happily. "What does that have to do with anything?"

asked Harry angrily. "Well anyway lets see if he's in his science lab." continued Harry. When they got down there it was quiet until a live skeleton and a five eyed six armed monster jumped out and captured them.

The monster and skeleton were going to eat their brains but the children were black belt in karate and knocked the monster unconscious and shattered the skeletons bones. What happened to their uncle no one knows. Everyone thinks he haunts the house but they wonder if that's the truth. As for the kids they were happy the Summer was over.

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1. Audience	4	Supports reader understanding by providing sufficient information for the reader. Attempts at engagement made through humorous dialogue between characters and some attempted use of comment as a narrative device.
2. Text structure	3	Although resolution is not strong there is an attempt at reflection. Orientation and simple complication are present.
3. Ideas	3	Ideas coherent, although not necessarily convincing, with some elaboration.
4. Character/setting	3	Setting is adequate and defined in time and place: <i>summer holiday, haunted house in England</i> . Character emerges through description, action and speech: mad scientist wearing weird goggles; Gemma packing brush, mirror and lip gloss; Harry packing spy gear and walkie-talkies.
5. Vocabulary	3	Precise words and groups: <i>mad scientist, pleasant smile, weird goggles, black belts in karate, shattered the skeleton's bones, wonder if that's the truth</i> .
6. Cohesion	3	Most referring words are clear. <i>Harry—he; lip gloss—that</i> , however, repetition of <i>uncle's house</i> interferes with flow of text. Some effective sentence links: <i>The second ...; As for the kids ...; What happened to the uncle ...</i>
7. Paragraphing	1	Paragraphing reflects simple narrative structure.
8. Sentence structure	4	Simple, compound and complex sentences correct. There is not enough variety for a 5. The text contains many 'When ...' subordinate clauses in first position.
9. Punctuation	3	All sentence level punctuation correct. Correct other punctuation includes commas in lists, contractions and quotation marks for direct speech. Errors in possessive apostrophes, contractions (<i>lets</i>), and some incorrect use of commas and full stops within speech. Missing and incorrect capitalisation (<i>harry, Summer</i>) keeps this in category 3.
10. Spelling	5	Common correct: <i>summer, holiday, hair, because, haunted, mirror, heard, already, scared, brought, gear, anything, knocked, truth, brains, happily, quiet, shattered, angrily, etc.</i> Common error: <i>walky-talkies</i> Difficult correct: <i>mysterious, scientist, advance, pleasant, weird, skeleton/s, captured, continued, science, wonder</i> Challenging error: <i>unconscious</i>

Gambat

I had always wanted to travel but I had never thought of a place to go. As I sat there thinking I remembered a place my dad had told me about when I was little, a place of wonder and beauty it was then I decided to go to Gambat. / I was all ready to leave when I thought how do I get there? I tried to remember what my dad said, but then I remembered that the day he left he told me he was going to fly with a cloud of smoke. I didn't think much of it until he never came back, "Maybe he is still at Gambat" I thought. Then I walked outside and said to the tickets "I want to go to Gambat take me on a cloud of smoke!" Suddenly I was engulfed by a cloud of smoke, I felt my feet lift off the ground as I rised up into the clouds. It didn't take that long for me to arrive at Gambat but when I got there it felt like forever. / I stared in awe at the beauty there was a group of animals sitting by a crystal pond I slowly approached them while looking around there were trees of the utter most beauty and flowers bloomed everywhere. As I got closer to the animals they turned around and greeted me there was no hesitation. I looked at this one animal, a majestic lion, he seemed to be the leader "Do you know my father?" I said, "His name is Steve," all of a sudden the animals all froze, the lion informed me that Steve had tried to take over Gambat and know he lived on the other side

Gambat

of the forest. The lion offered to take me too him but would not stay, reluctantly I accepted. As we approached my fathers new home I couldn't believe it. It was not a place of beauty, just an old hut. He came out and the lion ran away. He came up to me and instead of hugging me he stole my ticket and ran off, I walked back crying until i saw the lion had the ticket and had caught my father. I said thanks and left as quickly as i could. Noone but my Aunt and Uncle believed me, but i thinks thats better.

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Gambat

Criterion	Score	Annotations
1. Audience	4	Supports the reader by developing and subverting reader expectation of father–child relationship and happy ending.
2. Text structure	3	Complete story with adequate conclusion. Orientates the reader by drawing into the character's thoughts. Brief episodes build to a climax.
3. Ideas	4	The discovery of the father's true character is an interesting twist in what initially appears to be a fairly ordinary 'quest' story. Elaborated ideas contribute effectively to the story.
4. Character/setting	3	Father's and child's characters emerge through description.
5. Vocabulary	4	Many precise words and phrases: <i>engulfed, it felt like forever, I stared in awe at the beauty, sitting by a crystal pond, slowly approached, no hesitation, the animals froze, reluctantly I accepted.</i> error: <i>utter most beauty</i>
6. Cohesion	3	Meaning is clear and text flows well. Cohesive devices are used to support reader understanding. Good pronoun referencing and word associations: place/Gambat; wanted/thought; decided/remembered/believed.
7. Paragraphing	1	Paragraphs show a change of action/scene. (Paragraphing is indicated by forward slashes in handwritten text.)
8. Sentence structure	4	Simple, compound and complex sentences are generally correct, with a single error in <i>rised. I thinks</i> in the last sentence is excused as a typo. Most sentences begin with a pronoun: <i>I, He, It</i>
9. Punctuation	2	Although there is evidence of quotation marks used correctly, most sentences are not punctuated correctly (missing full stops or commas used in place of full stops). The text is hard to read because of this.
10. Spelling	5	Common correct: <i>travel, thought, cloud, arrive, suddenly, bloomed, leader, closer, offered, would, stole, ticket, wanted, caught</i> Common error: <i>know (now)</i> Difficult correct: <i>remember/ed, wondering, awe, engulfed, decided, crystal, hesitation, majestic, beauty, accepted, approached, reluctantly</i>

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I fell asleep, with the hum of the engine serving as my lullaby. Later, I woke up to see a steep hill with a winding, narrow path going up it to meet a small hut. ^{my little sister,} Tracy, shrieked in pleasure and ~~crawled~~ ^{climbed} up the path clumsily. She was the first to reach the path. Dad got mad at her, because we weren't supposed to make loud noises, in case the animals that live here might wake up. Anyway, we unpacked our things and fell into a deep sleep. . . . BANG! I shot up out of my bed, ^{and when I looked around,} I saw 2 strange aliens that came to kidnap me. They caught me and my vision blurred as they ^{carried} me away. Then I saw. . . my parents. Phew! That was a dream! I asked them what was the matter, and told me Tracy was gone. Ok, Tracy was gone, so I'll go back to sleep. . . . WHAT! Tracy's gone?! I checked in her small cradle, but only blankets and teddy bears were to be seen. Oh god! Please, don't let Tracy be kidnapped or shot or eaten or horrified to death or anything ^{that} could drive her to death. She just turned two last month! I started to weep. My father stood up and went outside to look for her. I followed him outside with a torch, and I heard something faint and similar. . . Tracy's crying! I followed the sound to a small clearing, and on the ground I saw Tracy. I hugged her and kissed her so wept with her. I couldn't be more glad!

Tracy

I fell asleep with the hum of the engine serving as my lullaby. Later, I woke up to see a steep hill with a winding, narrow path going up it to meet a small hut. Tracy, my little sister, shrieked in pleasure and crawled up the path clumsily. She was the first to reach the path.

Dad got mad at her, because we weren't supposed to make loud noises, in case the animals that live here might wake up. Anyway, we unpacked our things and fell into a deep sleep.....BANG!!! I shot up out of my bed and when I looked around, I saw 2 strange aliens that came to kidnap me. They caught me and my vision blurred as they carried me away. Then I saw my parents.

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Tracy

Criterion	Score	Annotations
1. Audience	5	Chooses events and language to engage the reader. Develops emotional response.
2. Text structure	3	A complete story with an adequate conclusion.
3. Ideas	3	Ideas have some development and relate coherently to the storyline.
4. Character/setting	3	Character emerges through description of emotional reaction, 'double takes' and action. Tracy is also developed through description and action: <i>my little sister; shrieked in pleasure; up the path clumsily; she just turned two.</i>
5. Vocabulary	4	Precise language: <i>... hum of the engine serving as my lullaby, steep hill with a winding narrow path, my vision blurred, WHAT! Tracy's gone?!</i> Error: <i>similar</i> (means familiar)
6. Cohesion	3	Meaning is clear and text flows well.
7. Paragraphing	1	Paragraphs show a change of scene or action. (Paragraphing is indicated with brackets in handwritten text.)
8. Sentence structure	4	Sentences are varied in length and type and correct sentences enhance meaning. There are two sentence errors: <i>I asked them what was the matter</i> <i>I hugged her and kissed her so wept with her,</i> and one 'missing word': <i>and told me Tracy was gone</i> – missing 'they'. Without these errors the text would score 5.
9. Punctuation	4	Sentence punctuation is correct, as are possessive and contraction apostrophes, capitals for emphasis, and points of ellipsis. Exclamation marks are a bit overused.
10. Spelling	4	Common correct: <i>torch, clearing, crying, faint, followed, dream, matter, gone, checked, cradle, death, drive, narrow, strange, carried, crawled, aliens</i> Difficult correct: <i>pleasure, clumsily, similar, kidnapped, supposed</i> Difficult errors: <i>lullaby, horrified</i> More difficult words correct than incorrect.

Best friends

Dayna Teerie walked home from netball practice balling her eyes out. She was a pretty 18 year old, and popular at her high school. Netball practice had been long and her best friend, Amy, hadn't been at school. It was only 5 minutes before when Dayna found out why.

That morning Amy had decided to walk to school by herself. Detectives said they had found Amy in a small wooden shack in the middle of Leafy-Tree Wood. She had severe head injuries. She had died in hospital that afternoon.

Dayna got home and ran to the aid of her loving Mum. After a while Dayna decided to read the local news paper. She skipped her favorite comics and went straight to the page labeled "Local girl found trapped in Shack!" at that moment there were several sharp knocks at the door. Dayna's mum answered. It was Benny the detective on Amy's case. He mumbled something to Mary, Dayna's mum. With a tip of his hat Benny left.

Over dinner Mary explained that "they" think Amy was kidnapped by a strange man.

Dayna couldn't sleep that night, thoughts of sorrow swallowed her mind, causing her to toss and turn in her sheets. She thought of Amy, dear kind Amy. She, for some reason, thought of her dad, who had walked out on Mary and Dayna when Dayna was 3 years old.

Best friends

That particular Sunday morning was cloudy, dark, rainy and horrid. Dayna pulled on her clothes and went downstairs. She found a note that said:

Dayna, I have gone to see Amy's parents. ~~xxxx~~ Mum . I'll be back soon.

They were out of milk, so Dayna decided to take a walk to the shop and pulling on her coat, did so.

She was half way there and walking past the now dreaded Wood. She now felt like she was being followed and quickened her pace, but not enough. Two hands pulled her shoulders back and she saw the ragged face of a man. All at once she was thumped on the back of her head and fell to the ground with a shriek of pain and terror.

~~xxxxxx~~

Dayna next opened her eyes to find herself lying in a small wood shack. The door was locked and there was no light whatsoever. She had a lump on the back of her head and realised she was reliving Amy's worst nightmare.

1 hour later Dayna heard a voice which sounded like Amy's. All of a sudden the door swung open and the ghost of Amy appeared, she had come to save her best friend's life.

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Best friends

Criterion	Score	Annotations
1. Audience	5	Successful drama/suspense style narrative. Deliberate choice of language engages the reader and suits the sub-genre. Narrator's stance is maintained with a consistent view of the world through Dayna's eyes.
2. Text structure	3	The story does not conclude but introduces a new and relevant complication.
3. Ideas	4	The ideas are well elaborated with contextual detail.
4. Character/setting	4	All characters developed, through actions and description, for effect: the friendship between the two girls; the stereotyped detective called <i>Benny</i> dipping his hat and mumbling; the description of the 'kidnapper'. Setting sufficiently maintained: <i>Leafy-Tree Wood</i> , the day being <i>cloudy, dark, rainy and horrid</i> , the <i>small wood shack with no light whatsoever</i> .
5. Vocabulary	4	Precise: <i>bawling; severe head injuries; skipped her favourite comics; several sharp knocks; quickened her pace; shriek of pain</i> . Occasional errors: <i>ran to the aid of her loving Mum, thoughts swallowed her mind ...</i>
6. Cohesion	3	Generally correct and deliberate time connectives: <i>That morning; At that moment ...; Over dinner ...; That particular Sunday morning ...</i> . Errors: <i>before</i> instead of <i>earlier</i> ; <i>was</i> instead of <i>had been</i> ; <i>Now felt like</i> for <i>Now she felt like</i>
7. Paragraphing	2	Appropriate paragraphing maintained throughout. Paragraphs assist the reader to negotiate the text.
8. Sentence structure	5	Sentences are correct with enough variety in sentence beginnings and lengths for this category, e.g. <i>She thought of Amy, dear kind Amy; They were out of milk, so ...</i>), although she is somewhat overused.
9. Punctuation	3	Sentence level punctuation mostly correct and some correct use of other. Missing capital (<i>at that moment</i>) and splice commas (<i>that night, thouts; Amy appeared, she had come</i>). Correct other punctuation includes apostrophes for contractions, commas for phrasing, quotation marks for heading, apostrophes for possession, commas for a list, hyphen.
10. Spelling	5	Many common words correct. Slip: <i>no[t] enough</i> . Common errors: <i>wile, quicked, wich, thouts, open</i> Difficult correct: <i>practice, popular, minutes, decided, favorite, answered, detective, kidnapped, swallowed, particular, shoulders, shriek, whatsoever, realised, voice</i> Difficult errors: <i>balling (bawling), servear, injeries, dectectives, labled</i>

Lovely purple boots

I've always wondered when I would get the boots. I didn't expect my Grandma to die though. I always imagined her smiling face giving me those lovely purple boots. Oh well, I thought to myself, at least I've got them now.

I slowly pulled the boots to my feet and bam! my world went out like a light.

I woke up slowly, and found I was alone.

"Where am I?" I asked myself.

"In the land of the dead," a voice replied.

I jumped, "Who are you? I'm not dead am I?"

"I'm Jack," and out came a little boy, hiding from a nearby rock. He was tiny! Like knee-high!

"Oh. Hello," I replied, "I'm Sarah. So what's this about me being in the land of the dead?"

"Argh!" Jack yelled wide-eyed. His little beard frizzed-up

"What?"

He said nothing, just stared at my boots. His finger came to point at the boots.

"Oh my God..." The little bells glowed a dark blue colour, but that wasn't all; they floated, as if a wind was blowing them a direction which they

Lovely purple boots

wouldn't stop facing. "Oh my God," I said again.

"Quick!" Shouted Jack. He was in a slight panic, "Follow me."

He was fast, too fast. His tiny feet kept zooming out of sight. I eventually caught up to him. He had taken me to a house. Old and tattered. I went inside.

"Another little man stared at me. "Where did you get those." his voice was calm yet full of ~~emergency~~ urgency. His bead however, frizzed-up more.

"My Grandmother died and they got passed on to me," I said.

"I made those," the man said. "Hear, listen closely. This is the land of the dead right? And everyone hear is dead."

"Am I?" I was scared. What was I doing hear?

"Hush! So I made those boots and what they do is, the bells, they point to what you want most. The brighter the colour, the closer you are."

I looked at the bells, all pointed the same way, all glowing a light blue. I must be close...

"What do you want?" he said, excitedly.

"I want... I want," I hesitated, but it all made sense now! I was in the land of the dead because what I want is here, "I want my Grandma back."

Lovely purple boots

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Lovely purple boots

Criterion	Score	Annotations
1. Audience	5	Text supports and engages the reader. Language choices are deliberate and the ending links neatly to the opening paragraph.
2. Text structure	3	Story does not conclude but introduces a new complication.
3. Ideas	5	Ideas are selected to explore the recognisable theme of wanting to regain something that is lost (the Grandmother).
4. Character/setting	4	Effective characterisation through clear indications of characters' reactions to the various situations and the dialogue of the man at the old house.
5. Vocabulary	4	Speech is developed for different characters: <i>So what's this about me being in the land of the dead?</i> <i>Hear, listen closely. This is the land of the dead right?</i> Other examples: <i>they floated as if a wind was blowing them; He was fast, too fast; eventually; urgency; excitedly; hesitated</i>
6. Cohesion	4	Sections of text are linked with no redundancy and text supports continuity of ideas.
7. Paragraphing	2	Breaks are deliberate and accurate.
8. Sentence structure	4	Sentences are mostly correct, clear and chosen to enhance meaning, although many of them begin with <i>I</i> or <i>He</i> . There is some clumsiness: <i>'I'm Jack,' and out came a little boy, hiding from a nearby rock ... ; they floated, as if a wind was blowing them a direction which they wouldn't stop facing.</i>
9. Punctuation	4	All sentence punctuation correct and mostly correct other punctuation. Some incorrect punctuation with direct speech: <i>"Quick!" Shouted Jack; panic, "follow me." ; ... those." his voice; to me." I said; I want is here, "I want my Grandma... .</i>
10. Spelling	4	Most common words correct. Difficult correct: <i>wondered, imagined, direction, eventually, hesitated, excitedly.</i> Difficult error: <i>ergency.</i>

His eyes widened

His eyes widened. Oh, how much he wished he had never found that cursed box. His hands barely held onto the spade, his mind cracking with panic as he dug a hole promising that the box would never be seen again. Except it seemed that the hole never was big enough or deep enough. His throat was dry, and it was constricting, making his already laboured breathing impossible. He could feel his heart beat in his ears, as he dug the spade in. He frowned. Why wasn't the hole getting bigger? He dropped the spade in frustration. Well, that isn't working, he thought as he once again picked up the spade and box, and retreated back to his run-down car.

He almost ripped the car door off, ^{abused} growled in frustration as he closed the car door, only to find he didn't have his keys. He looked across at the passenger's seat. He scowled at the stupid, wooden box. That box had caused everything. He had lost his job, girlfriend ... everything. Not to mention that the box followed him around everywhere. He sighed as he leaned forward, ^{his chin resting on the steering wheel,} removing the plastic cutout area, and pulled out the wires. He sparked the car, shouted a 'Yes' as he successfully reversed, out of the cemetery, smiling like an idiot. His lights flashed as

His eyes widened

he turned onto the road.

Where next?

It seemed impossible to get rid of it. There wasn't anything in it. He couldn't even remember where he had found it. But it was the ultimate bad luck charm. Very bad. He looked in the review mirror. 'Hmmm,' he thought, 'Where next? Beach, too public, maybe ah yes!'. He looked at the box, then to the window behind the box. It continued like this for a while. A sly grin broke across his face.

He lowered the car window. He looked at the road, leaned over to the box, one handle on the steering wheel. His seatbelt, mysteriously appeared, restricting him, just so that his fingers could slide across the brown surface of the box. He growled in frustration. He tried again, this time sticking out his tongue to the side, the usual way little kids did. Oh, God must be laughing. He thought as he once again tried to reach. He looked back to the road. Damn.

The only thing that went through his mind as he flew over the cliff in his little

Toyota was, 'Bloody Box'.
Everything went black.

His eyes widened

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Criterion	Score	Annotations
1. Audience	6	Successfully orients, engages and affects the reader through the deliberate and sustained use of precise language to reveal the impact of the box on every aspect of the character's life, leading to his ultimate demise. The sophisticated and tight use of language is thoroughly engaging and entertaining.
2. Text structure	4	Coherent, controlled complete narrative. Controlled orientation intertwined in the development of the complication, and has an effective ending. Subtlety in the unfolding of the story has sophistication.
3. Ideas	5	Ideas are crafted in the development of a psychological theme related to a struggle against the supernatural.
4. Character/setting	4	Sustained characterisation through actions, introspection and reactions to the box as the protagonist.
5. Vocabulary	5	Vocabulary is sustained and used in a natural manner that enhances the mood of the text. Precise words include: <i>eyes widened, that cursed box, barely held, cracking with panic, never was big enough, constricting, already laboured breathing, felt his heart beat, almost ripped, growled in frustration, abused car door, stupid wooden box, not to mention, sparked the car, successfully reversed, smiling like an idiot, ultimate bad luck charm, too public, sly grin broke across his face, mysteriously, restricting.</i>
6. Cohesion	4	Use of a range of cohesive devices. Creates a tightly written piece of text. Skilfully uses word associations such as part-whole relationships <i>His eyes widened ...</i> , <i>His hands ...</i> . Use of clauses that elaborate or extend ideas increases the opportunity to link ideas through the text.
7. Paragraphing	2	Paragraphs focused on set of like ideas and enhance the narrative. Deliberate use of single sentence " <i>Where Next?</i> "
8. Sentence structure	6	Correct sentences, well-structured and controlled to match the pace of the text. Good variety and balance between longer complex sentences and short sentences with sentences fragments used effectively. Note: there is one awkward sentence created after editing (<i>He sighed as he leant forward ...</i>).
9. Punctuation	4	Accurate sentence level punctuation. Uses apostrophes, list, clause and phrase commas, and ellipses correctly but also overuses commas in some places. Some missing speech marks and associated punctuation.
10. Spelling	5	Difficult correct: <i>except, constricting, laboured, impossible, frustration, passenger's, scowled, successfully, remember, mysteriously, ultimate, continued, usual.</i> Difficult errors: <i>cemetry, review (rearview).</i>

The Water Tower

Careful is my middle name. I like to think things through, I'm always cautious. However, I can think of a few times when I've surprised myself, and I haven't been careful at all.

One of the times that comes to mind is of climbing the tower to the water tank at the farm, when I was ten. "Come on, Charlotte!" I remember my cousin Campbell crying. "Let's climb it! Let's climb the water tower!" He looked around at the rest of the kids. "You've got to be kidding," my brother Edward exclaimed. Campbell had uttered the impossible. Climbing high up into the sky on a iron ladder was not what we wanted to do.

"I'm doing it. Come on, I dare you." There. He'd said it. Campbell had challenged our bravery. Of course we had to climb it.

Campbell went first. I watched as he got smaller and smaller and I started to feel sick. I was next.

I gripped the first rung with a white-knuckled hand and started to climb up very slowly, trying desperately to think calm thoughts. When I was

The Water Tower

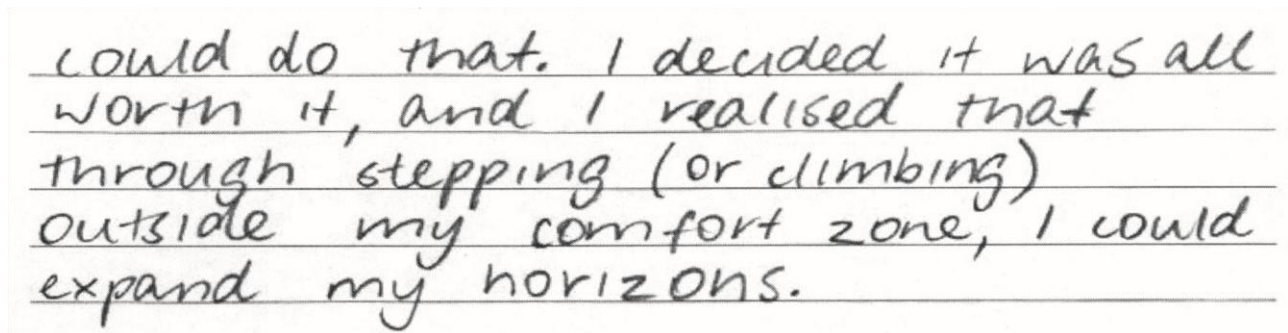
about halfway up, I decided it wasn't so bad. Then I looked down.

I have always been afraid of heights. Looking down at the ground below and the group of ants that were my cousins, I was so petrified that for a second I let go of the rung. Frantically I flung my other hand out and grabbed the ladder. I was shaking as I held on. At that moment I nearly went back down, but looking up at the platform above where the water tank was, I realised that that would mean it was all for nothing. Determined that a cold iron ladder would not beat me, I waited for a while until I was calm again before continuing the climb.

When I got near the top, Campbell peered through the opening in the platform at me. "Careful Charlotte, there's a wasp's nest near there." I was beyond caring by that stage.

I pulled myself through. We stood on that platform and looked out over the farm house and to the sun setting behind the mountains beyond. I was surprised at myself. I would never have believed that I

The Water Tower



could do that. I decided it was all worth it, and I realised that through stepping (or climbing) outside my comfort zone, I could expand my horizons.

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The Water Tower

Criterion	Score	Annotations
1. Audience	6	Successfully establishes context and engages the reader with language choices that reveal the writer's inner thoughts. Narrator stance is established from the outset. Successfully develops some tension to engage the audience.
2. Text structure	4	Develops the complication of the climb effectively. Coherent and controlled including an effective reflection at the end which highlights the theme.
3. Ideas	5	Ideas are selected and crafted to explore a recognisable theme, as stated in the resolution: <i>stepping outside my comfort zone, I could expand my horizons</i> (i.e. facing your fears will set you free).
4. Character/setting	4	Character-driven piece. The character is quite believably developed through comment and introspection. There is a sense of how the central character is feeling at every point in the story.
5. Vocabulary	4	Sustained use of precise words and phrases: <i>cautious, exclaimed, uttered, challenged, gripped, petrified, frantically, flung, peered, determined; careful is my middle name; trying desperately to think calm thoughts.</i>
6. Cohesion	4	A highly cohesive and tightly linked text. Good use of connectives to link paragraphs and sentences and progress the story: <i>Campbell went first; I was next; I gripped the first rung; At that moment; When I got near the top.</i>
7. Paragraphing	2	Paragraphs, as indicated by available space on previous line left unused, are deliberately structured to pace the story and create tension.
8. Sentence structure	6	Controlled and effective sentences. A range of sentence lengths and structures are used to enhance the story.
9. Punctuation	4	A range of markers used to pace and control the reading of this text. Accurate use of commas for phrasing, apostrophes for contractions and possession, speech marks, and brackets. No new line for dialogue prevents a score of 5.
10. Spelling	6	Difficult correct: <i>cautious, surprised, exclaimed, impossible, challenged, bravery, knuckled, calm, decided, heights, realised, determined, continuing, mountains, comfort, horizons</i> Challenging correct: <i>petrified, frantically, desperately</i> Typos: <i>an</i> for <i>and</i> , <i>next</i> for <i>nest</i>

In the distance

In the distance, the great city looms. A behemoth of towering structures, surrounded by a halo of pollution. An ugly blemish, blocking out the sun as it sinks beneath the horizon.

"You know, Matt," said Tim, sinking his hands into the pockets of his tattered jacket, "there used to be these things before the City came. These things called birds. They flew."

I frowned at this odd statement.

"Were they a type of airplane?" I asked.

"No. They were animals."

"Oh."

Animals had been gone for centuries. The only living things left on Earth were humans. If it was fair to call such an existence "living".

Tim spat bitterly upon the ground. "Look at them. The Leavers. It's disgusting."

From where we stood, on top of a huge, barren hill, we surveyed the line of Leavers. There were more than usual today. An unending queue of people, marching slowly, silently, towards the City. Leaving the dead forests for the hypnotizing lights and sounds of metropolitan life. They were brainwashed. Mindless. And, although I tried to deny it, I knew it was only a matter of time until I was one of them.

Tim and I were Resistors. While the rest of the world left their homes to live in this City, we fought

In the distance

the City's hold on our minds. We pledged never to pass its gates. But it was becoming harder day by day. "Did you hear?" Tim spoke again. "Jimmy's gone. He gave up last week and joined the line."

I nodded. I had indeed heard. Jimmy had been one of the lead Resistors. Being in charge was the hardest of all. The more you resisted, the more the City pulled at you. Jimmy had been unable to take it any longer. He had left for the City. Like many other Resistors. Tim turned to me. There was hate in his eyes. Hate and pain. When he spoke, his voice, with its odd British accent, wavered.

"I dreamt about the City last night." His fists clenched in his pockets. "I dreamt about being inside, with everyone else. With the music, and the lights. With proper clothes, and enough to eat. With a place to live."

My heart skipped a beat. The City had turned its evil upon Tim. His resolve was failing.

I looked at Tim again. There was a gleam in his eyes.

"What's the point, Matt? It will get us all in the end. Why are we fighting it?"

I opened my mouth to answer, but stopped. For the first time in my life, I asked myself the same question. And realised that there was not actually an answer.

"Exactly." The look on Tim's face was one of happiness. But I knew that it was not him. He had lost his mind.

In the distance

"Thim-" I began, but it was too late. Thim had already started down the hill. Towards the line.

I didn't know what to do. Try to catch him, to stop him? How? Thim was lost to me, to everyone. I couldn't stop him.

"Why aren't you coming, Mark?" Thim had stopped, and was looking at me. The smile on his face was bigger than ever. But it was a dangerous smile.

"Because..." Why? Why wasn't I following him. I had no reason to stay, and the City was paradise Heaven. Why wasn't I going?

I fought off those thoughts. "I can't, Thim. I won't."

Thim was advancing on me, that dangerous smile widening.

"Yes you are."

Thim leant on me, pushing me to the ground. I tried to fight him, but he had always been stronger than me.

Thim's hands closed around my throat.

"I'll make you!" he screamed. It was an inhuman sound.

My vision blurred. Why? Thim was meant to be my friend!

As all went black, that was my only thought.

He's meant to be my friend... my friend....

Then everything was gone. =

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Thim and I were Resistors. While the rest of the world left their homes to live in the City, we fought the City's hold on our minds. We pledged never to pass its gates. But it was becoming harder day the day.

"Did you hear?" Thim spoke again. "Jimmy's gone. He gave up last week and joined the line."

I nodded. I had indeed heard. Jimmy had been one of the lead Resistors. Being in charge was the hardest of all. The more you resisted, the more the City pulled at you. Jimmy had been unable to take it any longer. He had left for the City. Like many other Resistors. Thim turned to me. There was hate in his eyes. Hate and pain. When he spoke, his voice, with its odd British accent wavered.

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Then everything was gone.

In the distance

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1. Audience	6	Evokes the bleak tenor of a futuristic, sci-fi world. Attempts to build suspense and develops sense of threat.
2. Text structure	4	Orientates the reader well. Builds to a climax/cliffhanger complication. Coherent and complete with a clear ending.
3. Ideas	5	Ideas are sophisticated and well developed and are selected to develop a theme of marginalisation, loss of individuality and betrayal.
4. Character/setting	4	Setting is clearly established and details selected to create an atmosphere of despair and destruction. Characters are shown through actions, thoughts and dialogue.
5. Vocabulary	5	A range of precise and effective words and phrases selected and used articulately to enhance mood and meaning: <i>behemoth, tattered, looms, surveyed, brainwashed, mindless, pledged, clenched, resolve, blurred, advancing; a halo of pollution, An unending queue of people ...; pockets of his tattered jackets; spat bitterly; An ugly blemish</i>
6. Cohesion	4	Uses related words to create multiple links between ideas. An extended, highly cohesive narrative.
7. Paragraphing	2	Paragraphs are apparent (available space on previous line left unused) and assist the reader to negotiate the story. Uses single sentence paragraphs for effect at the end of the story.
8. Sentence structure	6	Controlled use of sentence structure with a variety of lengths and beginnings. Experiments with using non-finite clauses and prepositional phrases (<i>with the music ...; With the proper clothes ...; leaving the dead forests ...; blocking out the sun</i> to either extend or enhance ideas. The use of sentence fragments for effect is allowed.
9. Punctuation	5	All sentence punctuation is correct. Correct use of commas for phrasing, speech marks, quotation marks for emphasis, apostrophes for contractions and possession, and ellipsis.
10. Spelling	5	Difficult correct: <i>distance, structures, surrounded, pollution, blemish, horizon, centuries, disgusting, surveyed, hypnotising, metropolitan, pledged, accent, dreamt, answer, realised, actually, dangerous, paradise, advancing, vision</i> Difficult error: <i>existence</i> Challenging correct: <i>behemoth, queue</i>

Axe

I looked around at the dry barren landscape that was once the place I called home. The remains of my house were still burning, the thick smell of ash and burnt wood lingered in my senses. Looking around, I realised I had nothing left, my family was dead - mum, dad and even my orcish brother Axe. Once again, I was alone.

I stared into the distance, half expecting to find an answer to my situation, but instead, I noticed a faint silhouette streaking across the horizon. Even from that far away, I could feel its killer instinct, it was the assailant of my family, it was responsible for my pain - it deserved to die!

Drying my bloodshot eyes, a new emotion began to build up within me, no longer sorrow or despair, but hatred and vengeance. Allowing the new emotions to swell up within me, I released a cry that shattered all the near by glass remnants.

'I, son of Durotar am the orcish born Yurnero. I swear by the blood of my family, the vengeance I seek will be mine!' I cried as the blood lust within me grew. I walked over to a glittering shimmer, to find my blade laying on the ground, The fire had left it unharmed and unmarked, but like me, it gave off an aura of devastating revenge. The blade was now a part of me, as I wielded it, allowing the dim light to reflect off it. Almost instinctively, I swung it above my head, slashing a burning log into two. Glancing at its jewel embedded blade, I noticed a word carved deep into the metal, 'Vendetta.' Smiling to myself I thought, 'Indeed, this is my vendetta, it is my revenge.'

Bidding farewell to the remains of my home, I trudged away from the burning haze, reminiscing about the thoughts of my family.

Axe

Deep down, my heart was breaking, but I knew the time for mourning could be reserved until I had had the sweet taste of revenge.

I marched on for days, allowing the thoughts of my deceased family urge me on, but in particular my brother Axe. Although I constantly saw my assailant far in the distance, he somehow was able to continually elude me, too far from my grasp. Despite this I persevered for what felt like months, until I had finally caught up.

I watched him, limping into a thick forest as if he was somehow injured from the hardous journey. Anger flowed through my veins, but I managed to control myself, remembering the words of my brother, 'Anger dulls the blade.'

'Indeed so my brother,' I whispered to myself, 'indeed so.' I continued stalking him, waiting for the perfect opportunity to strike, until he decided to rest at a clearing near the edge of a cliff. There he pulled back his hood, revealing the face of my murderer, but to my horror, it was my brother. It was my brother that did this! My own flesh and blood!

Angrily, I rushed towards him swinging my blade with lightening speed, that managed to severe his head in a clean strike. It was over, he had paid his price. My heart was breaking though, as I walked over to his limp and lifeless body. Crouching down, I noticed he was still clutching a small crumpled piece of paper. Bending down, I wrenched open his hand and examined it, it wrote, 'Brother, if you are reading this, then I was unable to find the assailant of our parents. Please live free and long. Axe' It took me a while to realise what had occured, my

Axe

brother wasn't the assailant, like myself he was searching for him. Sorrow filled my heart as I held up the remains of his head to mine.

'I'm sorry brother,' I whimpered, 'I didn't ... I didn't know.' My voice broke off as despair began to fill my throat.

I threw down my sword and walked over to the cliff ed as the ground crumpled upon my weight, 'I'm the murderer,' I thought, as I stared down at the jagged rocks and seemingly endless fall below me. At that moment, I realised what I needed to do to repent for my sins, so I would be with my family once more.

Taking one last look at the looming fall below me, I closed my eyes and jumped waiting be reunited with them, once more.

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Axe

Criterion	Score	Annotations
1. Audience	6	Carefully establishes context and engages the reader. Narrative devices and language choices are used to evoke an emotional response.
2. Text structure	4	Coherent, controlled and complete story.
3. Ideas	5	All ideas are skilfully used in the service of the 'heroic quest' storyline. The 'twist' at the end is effective.
4. Character/setting	4	Effective characterisation and setting. Details are used to create sense of place and atmosphere: <i>dry barren landscape; The remains of my house were still burning, the thick smell of ash and burnt wood lingered in my senses.</i>
5. Vocabulary	5	Language choice well matched to fantasy genre. Wide range of precise words: <i>assailant, vengeance, remnants, instinctively, mourning, urge, severe, crouching, wrenched, Repent, looming</i> Descriptive phrases: <i>faint silhouette streaking across the horizon; aura of devastating revenge; glancing at its jewel embedded blade; trudged away from the burning haze reminiscing about the thoughts of my family; jagged rocks and seemingly endless fall</i>
6. Cohesion	4	Correct and deliberate use of connectives.
7. Paragraphing	2	Paragraphs are deliberately structured to pace and direct the reader's attention.
8. Sentence structure	5	Text shows good use of complex sentences. There is too much similarity in the structuring of sentences with multiple subordinate clauses and insufficient variety (overuse of non-finite clauses) in sentence lengths to be awarded a 6.
9. Punctuation	4	All sentence punctuation correct. In some places commas have been used where other punctuation is needed. Many accurate examples of commas for phrasing, with some overuse. Some closing quotation marks are incorrectly placed. Correct use of speech marks, ellipsis and apostrophes for contractions.
10. Spelling	5	Common error: <i>angrilly</i> Difficult correct: <i>responsible, aura, instinctively, embedded, vendetta, mourning, deceased, urge, crouching, wrenched, elude, continually, journey, injured, persevered, noticed, particular</i> Difficult errors: <i>reminants, hardous, fairwell, weilded, severe (sever)</i> Challenging correct: <i>devastating, assailant, vengeance</i> Challenging errors: <i>reminiscing, silhouette</i>

The Deep Blue Nothing

The Deep Blue Nothing.

The flicks of silver fish tails sent flashes of light into my eyes. I swam through the school, chasing them into the long seagrass. My laughter sent a stream of bubbles to the surface. I was free, weightless, nothing could hold me back. I kicked my legs and was propelled to the surface for my next breath. Then I could return to my underwater paradise, where I could kick and twist and -

I felt something catch my ankle as my finger-tips skimmed out of the water. I kicked again but I couldn't get my face to the air. I looked down. A fishing line, almost invisible, was wrapped tight around my ankle, cutting into the skin. I struggled to free myself but I only tightened it further. My head began to pound in lust for oxygen, but hard as I tried my fingers could do nothing to budge the miniscule knots. My lungs screamed for air, my throat burned, my head was in agony. In a last desperate act I clawed for the surface. Blood flow was cut off to my foot and my head was still half a metre underwater. My insides burning, my skin freezing, my arms and legs exhausted, I relaxed. I took a deep breath in and felt a surge of icy salt water rush down my throat.

My head stopped hurting. All pain had disappeared, as had the water, the seagrass and the school of herring. In their place, nothing. An expanse of nothingness met my eyes. It was white, there

The Deep Blue Nothing

was no colour. There was no heat, but I felt no cold. Something, a voice, maybe my own, said 'You're dying.' I was. But I felt no sadness. I wasn't angry, disappointed, not even slightly annoyed. I was forgetting my life, my past, and how to feel. I was dying.

In front of me, a shape formed out of nothing. I think it was called a 'door.' Yes, definitely a 'door.' It wasn't particularly interesting, but I don't think a 'door' is an object of great interest.

The handle turned silently; there was no noise here. It began to open, and the brightest, purest light imaginable shone out. Through the door, that was it. How simple it all was. I was so close now, the lack of emotion I felt could have been happy. It was easy now...

"I can feel a pulse!" Someone yelling in this silence. That wasn't right. The door was closing, the light faded. It dissolved back into the nothing. The nothing grew dark. Then the light, hot and dazzling shone at me again.

The sun. The sun in its blue cloudless sky, shining and beaming. Everything came back. Sun, beach, swim, herring, seagrass, fishingline, ankle. But they'd never been gone, had they? But they did go. And the door came out of the nothing. I smiled. It had all been so simple. Maybe one day I'd go back, and make it through the doorway.

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The Deep Blue Nothing

Criterion	Score	Annotations
1. Audience	6	Use of drama successfully engages the reader. Extremely well controlled context supports the dramatic events.
2. Text structure	4	Coherent, complete, little redundancy. Good progression through seminal events to an appropriate resolution.
3. Ideas	5	Coherent ideas relating to a central event are crafted to create the effect of suspense and tension.
4. Character/setting	4	Setting evocatively described. Atmosphere achieved with control of pace. Character's experiences and feelings conveyed through well-selected detail.
5. Vocabulary	5	Evocative imagery: <i>flicks of silver fish tails</i> . Effective figurative language: <i>lust for oxygen, lungs screamed for air, clawed for the surface</i> .
6. Cohesion	4	Accurate links at sentence and paragraph level and strong word associations: <i>flicks of silver fish tails/school; struggled/screamed/burned/clawed</i> . Some examples of subtle referencing: <i>How simple it all was</i> .
7. Paragraphing	2	Well-linked paragraphs, which successfully lead the reader on. Construction of each paragraph is tight and unified.
8. Sentence structure	6	Sentences are varied in structure and length, creating pace and atmosphere: <i>My insides burning, my skin freezing, my arms and legs exhausted, I relaxed. All pain had disappeared, as had the water ...</i> Subtle shifts between continuous and perfect past tenses for clarity, and some use of present continuous for effect. There is a high standard of sentence structure throughout the text with the occasional slip.
9. Punctuation	5	Controlled, appropriate punctuation including ellipsis, commas, dashes, quotation marks and accompanying punctuation.
10. Spelling	6	Difficult correct: <i>surface, weightless, propelled, paradise, invisible, oxygen, disappointed, agony, exhausted, disappeared, particularly, interest/ing, purest, emotion, dissolved</i> Challenging correct: <i>miniscule, definitely, imaginable</i> Challenging error: <i>desperate</i>

Discussion scripts

The following scripts have been included to exemplify particular types of writing that markers may encounter.

Literary description

While **Fier brething dragen** is a description, which is a feature of narrative writing, this text does not include the organisational narrative features of orientation, complication and resolution. For this reason, for the category of Text Structure it is score 1.

Fier brething dragen

The storm was like a fier brething dragen. The rain fell like big chunks of hay all coming down very fast peoples umbreles were flying in the wing the wind was faroshes the lighting lit the dark sky. The wind was hawling in the night sky it was sow dark it was like being in a cave it was like being in the wood but even darker than the cave or the woods it was sow cold. I coldent fill my legs it was colder then being in the blue Montains I had goose bumps all other me it was the coldest day ever I had to put on 5 jackets two pants and six sox 3 binis

Audience	Text structure	Ideas	Character and setting	Vocab.	Cohesion	Paragraphing	Sentence structure	Punctuation	Spelling
2	1	2	3	3	2	0	2	1	2

Derivative texts

If a marker recognises the source of a text, the student's work must be marked on its merits as an original script. It is unlikely that a marker will always recognise the content of derivative texts but, even if a source is recognised, the student's work must be marked on its merits as an original text.

If a marker suspects that a text has been copied verbatim from a source, then this requires further follow-up. The text should be brought to the attention of the marking centre leader who will determine if this is the case.

The shade whispered is heavily derivative, in both its content and style, of a published science fiction text but it is not a direct copy. It must be marked on its own merits. The student is clearly very familiar with the text and has written a version of events from memory.

The shade whispered

"Silence" whispered the shade to the things it was dark the only light was the moon. A twig snapped the shade hissed angrily at the thing "stupid things" the shade thought these things were urgals. Three horses were seen with three eyes two guards and a woman she had a pouch with a blue sapphire stone on the shade's orders two arrows were shot these killed the woman's guards. The urgals and the shade chased her seven urgals were killed then the woman was surrounded she held the stone above her head and the stone vanished. The shade shouted "Garglza"! and the woman fell to the ground with magic the shade killed the rest of the urgals.

"A herd of deer had been here" thought Mack looking at a footprint soon he spotted the deer he nocked an arrow and aimed at the biggest deer when he fired the ground shook the herd of deer bolted and the arrow hit a tree Mack cursed and a stone appeared Mack picked it up and shrugged and put it in his pack. Mack got back to Carhallow and went to the butcher Sloan when Mack got in he asked "How much for your best stake?" Sloan answered "Too much for a poor farm boy!". Mack said "I have something to trade I found it while I was hunting in

The shade whispered

the spine" Sloan shouted "What!!! you know what happens to people who poach out there get out!!!. "What's going on here?" a voice boomed Mack turned around it was the town blacksmith Horst.

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The shade whispered

Criterion	Score	Annotations
1. Audience	3	The story can be followed fairly easily. There are two parallel stories.
2. Text structure	2	Both sections of the story have a beginning and a complication.
3. Ideas	3	Ideas show some development and are relevant to the story. Based very closely on <i>Eragon</i> , but is not penalised for this.
4. Character/setting	3	Characters are developed through action and dialogue: - Mack is a hunter, he curses, he is probably hungry, he is a poor farm boy and has been hunting in the 'spine' – a forbidden area - The shade is malevolent and magical
5. Vocabulary	3	Precise words: <i>angrily, sapphire, surrounded, vanished, bolted, trade, poach, nocked</i> (means to fit an arrow into a bowstring – this is the correct spelling)
6. Cohesion	3	Meaning is clear and the text flows well. The combination of speech and description is effective.
7. Paragraphing	1	Minimal but appropriate breaks.
8. Sentence structure	3	Verb error: <i>pick it up</i> for <i>picked it up</i> The text consists mainly of simple and compound sentences. The second section has three correct complex sentences.
9. Punctuation	2	Sentence punctuation is mostly missing but other punctuation is correct (quotation marks, question mark, exclamation marks for emphasis, noun capitals). Missing possessive apostrophes in <i>woman's, shade's</i> .
10. Spelling	3	Common correct: <i>pouch, shrugged, footprint, arrow, fired, woman, shouted, happens, ground, deer, angrily</i> Common errors: <i>nocked, stake</i> (steak), <i>to</i> (too) Difficult correct: <i>surrounded, whispered, answered</i> Difficult errors: <i>gaurds, evles, saphire</i>

Additional information for markers

- No attempt at all: *score NA in all categories.*
- If writing has been attempted but erased or all work is crossed out: *score 0 in all categories.*
- If a title (other than the title on the prompt sheet) has been written but there is no story: *score 1 for Audience, score spelling as appropriate and score 0 in all other categories.*
- If only the stimulus material (including the title on the prompt sheet) has been copied: *score 1 for Audience and score 0 for all other categories.*
- If the student has written a name on the page and/or has drawn only a picture on the page: *score 0 in all categories.*
- If the student writes only a list of spelling words: *score spelling as appropriate and score 0 for all other categories.*
- The story is on topic if:
 - there is a clear connection between the title or heading and the body of the text, where the title includes a reference to the topic or image on the prompt sheet
 - the topic is used as metaphor or the story relates to an intangible or unusual aspect of the topic
 - the writing uses a related meaning of the topic word or topic image
 - the story leads towards the topic
 - an incomplete story has reference to the topic in the title.

Note

- If the marker is absolutely certain the student has not used the topic or image on the prompt sheet in any way, score a maximum of 1 for Ideas (category 1 descriptor: *Ideas appear unrelated to the prompt*).

Glossary of terms

Section 1: Vocabulary

Adjective

Adjectives are words that give additional information about a noun. They can be used before a noun, e.g. *Stubborn teenagers will not heed sensible advice*, or after a verb, e.g. *Teenagers can be stubborn*.

Adverb

Adverbs give additional information of time, manner and place (when, how and where) about verbs, adjectives and other adverbs.

- Information related to verbs: *the dog ran away; she sings beautifully; I'll see you tomorrow*
- Information related to adjectives: *he is really interesting; she was particularly beautiful*
- Information related to adverbs: *he arrived extremely late; they walked very slowly*

Figurative language

Figurative language refers to the techniques of language which help construct associated images in the mind of the reader. Figurative language differs from everyday usage and is used in a non-literal way to achieve an effect. Examples of figurative language include:

- **similes.** A simile compares one thing with another, usually beginning with *like* or *as*, e.g. *'Without the business that teenagers bring, the shopping centre would be like a wasteland*. The two things being compared must be different, e.g. *The distant building looked like a castle* would not be a simile if the building was in fact a castle.
- **metaphors.** A metaphor likens one thing to another. Metaphors say that one thing is another; they do not use *like* or *as*. *The work done by volunteers is the glue that holds a community together. My fingers are ice*.
- **personification.** Personification occurs when a human or personal characteristic is imputed to an inanimate object or abstract quality, e.g. *the wind grabbed at her clothes; my lungs screamed for air*.

Interjection

Interjections are short, often one word, fragments that communicate an attitude or express a feeling or emotion. Some examples are *ummm...*, *Phew!*, *Yes!*, *noooo ...*, *Not again!*, *Hear Hear*, *well done*. Greetings, farewells and expletives are classified as interjections.

Noun and noun group

Nouns are words that name people (*James Blunt*), places (*New York*), things (*chair, family, sunshine*) and concepts (*hope, frustration, liberty*). The three major grammatical types of nouns are common nouns (*chair, family, sunshine, hope, frustration, liberty*), proper nouns (*James Blunt, New York*) and pronouns (see below).

Nouns can be extended and embellished to form noun groups. A noun group will contain a central or head noun that is modified before and/or after by, e.g. adjectives, adverbs and determiners: *several dark, smokey clouds in the darkening sky; the crystal pond under the very shady tree; a little wooden box; one extremely stupid, wooden box with a dull brown surface*.

Preposition

Prepositions are followed by a noun or pronoun and give the position (i.e. the location, direction or relationship) of some thing to some other thing. Some prepositions are: *below, for, down, above, to, near, under, since, between, with, before, after, into, from, beside, without, out, during, past, over, until, through, off, on, across, by, in, around, onto*.

Prepositional phrases, e.g. *with tears in her eyes*, can be used as a device to enhance description.

Pronoun

A pronoun stands in place of a noun or noun group. A pronoun refers to something that has been named and has already been written about. For example: *The harbour is a popular place. It is mostly used by fishermen.*

Pronouns work only if they are not ambiguous (that is, there is a clear line of reference) and are not used too repetitively. Examples of types of common pronouns are:

I, she, he, you, mine, hers, yours, himself, yourself	<i><u>You</u> can't keep all the apples <u>yourself</u>!</i>
this, that, these, those	<i><u>These</u> are <u>mine</u>.</i>
each, any, some, all	<i><u>Some</u> will be given to Peter.</i>
who, which, what, whose, whom	<i><u>Who</u> is visiting tomorrow?</i>

Verb and verb group

Verbs are the basis of any message communicated and are essential to the sentence or clause. They provide movement or action, or a sense of what is happening. Different types of verbs are used depending on the purpose of the text. The writing could feature:

- **action verbs** (the traditional 'doing words'): *The children swam every day.*
- **saying verbs**: *The crowd was cheering.*
- **thinking verbs**: *He is hoping to visit tomorrow.*
- **relational verbs**: *Mary was a kind girl.*

Extended verb groups indicate many sentence features, such as tense and modality, e.g. *I have been working on this for a long time* (tense); *I might be finished by tea time* (modality).

Phrasal verbs consist of a verb and a particle (particle is the name given to words that are not easily grammatically classified), e.g. *clean out the shed*, *Dayna pulled on her clothes*, *turn off the light*. If the expression makes sense when the particle is separated from its verb, then it is a phrasal verb (*clean the shed out*, *Dayna pulled her clothes on* and *turn the light off* make sense). In these examples, the particles do not function as prepositions.

Section 2: Cohesion

Cohesion is about linking ideas or concepts and controlling threads and relationships over the whole text. Cohesion in a text is achieved through use of various devices.

Connectives (or signal words or discourse markers)

Connectives link paragraphs and sentences in logical relationships of time, cause and effect, comparison or addition. Connectives relate ideas to one another and help to show the logic of the information. The logical relationships can be grouped as follows:

- **Temporal** (to indicate time or sequence ideas): *first, second, next, meanwhile, till, while, then, later, previously, finally, to conclude*
- **Causal** (to show cause and effect): *because, for, so, consequently, due to, hence, since, accordingly*
- **Additive** (to add information): *also, moreover, above all, equally, besides, furthermore, as well as, or, nor, additionally*
- **Comparative**: *rather, elsewhere, instead, alternatively, on the other hand*
- **Conditional/concessive** (to make conditions or concessions): *yet, still, although, unless, however, otherwise, still, despite, nevertheless*

- **Clarifying:** *in fact, for example, in support of this, to refute*

Ellipsis

Omission of words that repeat what has gone before; these items are simply understood.

The project will be innovative. To be involved will be exciting. In the second sentence, *in the project* is ellipsed.

Referring words

Referring words maintain continuity and avoid repetition.

- **Noun-pronoun chains:** *John was in a race. He won. His team cheered.*
- **Articles** (a, the): *He bought a car. He got into the car.*
- **Demonstratives** (this, that, there, these): *Tim had owned mice before but this mouse was different.*

Substitution

Words that replace noun groups or verb groups: *do, so, such, one:*

There was a lot of swearing and abuse. Such language is simply not acceptable in a church.

Word associations (or lexical cohesion)

- **Repetition:** *The caterpillar ate through the apple. He ate through the cake. He ate through the pie.*
- **Synonyms:** *The weather had been hot. It was another boiling day.*
- **Antonyms:** *Petra liked school but Sarah hated it.*
- **Word sets** (class and sub-class, or whole and part clusters of words): *services/army; marsupial/possum*
- **Collocation** (words which typically go together, making text flow well): *river, bank, water*

Section 3: Sentence structure

3.1 Sentences

A sentence is a group of words that makes complete sense. It is marked in writing by beginning with a capital letter and ending with a full stop, question mark or exclamation mark.

There are four functions for sentences:

- making statements: *The girl shot a goal.*
- asking questions: *Did the girl shoot a goal?*
- uttering commands: *Shoot the goal!*
- voicing exclamations: *What a great goal!*

Simple sentence

A simple sentence is one that contains a single clause: *We went to the movies.*

Compound sentence

A compound sentence is one that has two or more clauses which are coordinated (or linked) in such a way as to give each clause equal status as a statement: *We went to the movies and bought an ice-cream.*

Clauses in compound sentences are usually joined by coordinating conjunctions, e.g. *and, but, or, and so, and then.*

Complex sentence

A complex sentence contains a main clause and one or more subordinate and/or embedded clauses.

A subordinate clause does not have equal (coordinating) status with the main clause; instead, it has a subordinating relationship with the main clause. Subordinate clauses do not stand alone.

An embedded clause is part of the structure of another clause.

Embedded	<i>We went to the movies and bought an ice-cream with the money <u>that we had earned</u>.</i>
Subordinate	<i><u>Feeling relieved the day was over</u>, they went out for dinner.</i>
Subordinate	<i>The picnic is on <u>whether it rains or not</u>.</i>
Embedded and subordinate clauses	<i>The majority agreed <u>that it was worth a trial</u>, <u>after listening to all of the speakers</u>.</i>
Subordinate	<i><u>Despite the objections of some</u>, the community agreed that the plan deserved a chance.</i>

3.2 Clauses

Adjectival or relative clauses

These clauses give additional information about a noun or noun group. They are said to be 'embedded' if the information it provides is embedded or located within the subject or object of another clause. An adjectival clause generally (but not always) begins with a relative pronoun such as *who*, *which* or *that*.

Subject	<i>The play equipment <u>that children love</u> is not necessarily the safest equipment in the playground.</i>
Object	<i>Children love playing with equipment <u>which allows them to use their imagination</u>.</i>

Adverbial clause

An adverbial clause is a subordinate clause that provides information about time, place, condition, concession, reason, purpose or result.

Time	<i><u>After studying so hard during the week</u>, all students want to do on the weekend is relax.</i>
Concession	<i>Children may still get hurt, <u>even if the climbing equipment is removed</u>.</i>
Reason	<i>The ban should be lifted <u>because it discriminates against teenagers</u>.</i>
Condition	<i><u>If the cage is too small</u>, the animals cannot move around.</i>

Noun clause

A noun clause is a clause that acts as the subject or object of another clause.

- *What he had been ordered to do weighed heavily on his mind.*
- *Some studies show that the number of crimes committed by teenagers is rising.*

Verbless clause

A verbless clause is a clause where the subject and verb are ellipsed, i.e. understood, or nominalised.

<i><u>Even if not successful immediately</u>, the plan to involve children in community service will bear fruit in the future.</i>	Subject and verb (the plan was) ellipsed
<i><u>Despite opposition from the student council</u>, the school will install video cameras in the canteen.</i>	Subject and verb (it being opposed by) nominalised

A verbless clause is different from an adverbial phrase. An adverbial phrase provides some information about the time, place or manner in which something happens within an existing clause. In the above sentences, *in the canteen* tells us where the video cameras will be installed, and *in the future* tells us when the community services will bear fruit. A verbless clause, on the other hand, provides a separate piece of information outside of an existing clause, as with *Despite opposition from the student council*.

Non-finite clause

Non-finite clauses contain a verb which does not show tense. Verb infinitives (to see, to hear, to eat) and the continuous form (verb + ing: seeing, hearing, eating) do not show tense.

Non-finite clauses are usually (but not always) used in subordinating clauses and we understand the time referred to from the context of the main clause.

A non-finite verb does not always form a sentence with a complex structure; however, sentences with non-finite verbs generally show greater sophistication. In the following examples, the non-finite clause is underlined and the verb without tense is double-underlined.

- *After leaving the shops, I drove home.*
- *While peeping into the telescope, I found I was looking at Saturn.*
- *Under cover of darkness, he broke into the empty shop to steal the money left in the till.*
- *I had always wanted to travel in order to see the world.*
- *Everyone should learn to cook because eating home cooked food is often cheaper and certainly more healthy than eating take-away.*
- *We stood on that platform and, looking out over the farmhouse, we saw the setting sun.*

3.3 Run-on sentences

The term 'run-on sentences' is used to refer to long and rambling sentences which would benefit from being broken up into smaller units. These sentences are often characterised by the repeated use of 'and' and 'but', e.g. *Jack went on a path and then the path disappeared and he went further and then he saw a haunted house.*

In '*Jack went on a path, the path disappeared.*' the error is in the use of a comma (sometimes called a 'splice comma') rather than a full stop. This is counted as a punctuation error (two errors if the comma is followed by a lower case letter) and is not captured as an error in sentence construction.

3.4 Verb control

Agreement

A verb must agree with its subject in number. If the subject is singular, the verb must be singular. If the subject is plural then the verb must be plural.

- *I (or you) love playing on the monkey bars.*
- *She (or he or it) loves playing on the monkey bars.*
- *We (or they) love playing on the monkey bars.*

In verb groups, the first element must agree with the subject. When the first element is the auxiliary verb *to be*, the auxiliary changes for first, second and third person singular and plural forms:

- *I am volunteering for community service.*
- *She is volunteering for community service. The car is parked on the side of the road.*
- *They are volunteering for community service. The cars are parked on the side of the road.*

In some cases care must be taken when judging agreement. Note the following examples:

- *Maths is my favourite subject.*

- *The wealthy are not always happy.*
- *My mother and father are no longer alive.*
- *Your bread and butter is on the table.*

Correct form of the verb

Some students have difficulty in choosing the correct form of the verb, especially when the past tense of a verb does not follow the regular – ed pattern.

- *The boy caught the ball instead of caught the ball.*
- *I seen the boy yesterday instead of saw the boy.*

Other problems include the use of *of* instead of *have*, e.g. *She should of caught it instead of She should have caught it.*

Tense

Tense refers to the capacity of verbs to express time. Many students will write a narrative using only one tense – e.g. past or present. Other students will move successfully between past and present (and even future tense) depending on the structure of the text. Errors in tense shift are clear and will frequently occur in the one sentence as in: *He picked up his bag and goes out the door.*

3.5 Basic structures

The examples below exemplify basic sentence structures referred to in the Sentence structure criterion of this marking guide. Main clauses are underlined.

Basic simple sentences with non-finite verb	<u>I wanted to go</u> to the movies <u>Playing netball</u> with my friends <u>is fun</u> . <u>Everybody should learn to cook</u> . <u>I watched him limping</u> .
Basic compound sentence	<u>They surrounded us</u> and <u>ripped us limb from limb</u> .
Basic complex sentence with quoted clause	<u>She asked</u> , “ <u>Can you come?</u> ”
Basic complex sentence with projected clause	<u>I thought</u> that I would never get out of there.
Basic complex sentence with subordinate clause following main clause	<u>She asked</u> if she could come with me. <u>They weren’t very happy</u> because their uncle’s house was haunted.
Basic complex sentence with subordinate clause before main clause	When I woke up <u>they had all disappeared</u> .
Basic compound/complex sentence	When the lifeguards got back to shore <u>they revived him</u> and <u>asked him his name</u> .
Basic complex sentence with projected clause and subordinate clause following main clause	<u>He thought</u> they would never get home if dad drove so slowly.
Basic complex sentence with subordinate clause starting with ‘if’ preceding main clause	If I did as they asked, <u>I would be able to go to the concert</u> with my friends.

3.6 More sophisticated structures

These examples show more sophisticated sentence structures. Main clauses are underlined.

Extended simple sentence	<i>Once upon a time, a long time ago, in a land of magical beings, <u>lived an</u> exceptionally beautiful <u>fairy</u>.</i>
Complex sentence containing projected clause and subordinate clause following main clause	<i>Over dinner, <u>Mary explained</u> that they thought Amy was kidnapped by a strange man.</i>
Extended complex sentence with subordinate clauses following main clause	<i><u>Dayna next opened her eyes</u> to find herself lying in a small, windowless wooden shack whose door was locked and bolted so tightly that no light or air was able to penetrate the hovel.</i>
Extended complex with two subordinate clauses – one preceding and one following the main clause	<i>Being aware of the need to feed the animals properly, <u>the zookeeper worked hard</u> to provide a nourishing diet that ensured their health.</i>
Extended complex sentence with extended (compound) subordinate clause following the main clause	<i>After that, <u>I invited Zip</u> to my house but he wasn't impressed by my TV that's 50 times smaller than his or by my mum's state of the art kitchen.</i>
Extended complex sentence containing multiple subordinate clauses	<i>Looking down at the ground below and the group of ants that were my cousins, <u>I was so petrified</u> that for a second I let go of the rung.</i>

Section 4: Punctuation

Punctuation is used to aid the smooth reading of a text.

Brackets

Brackets or parentheses enclose additional information or a comment within an otherwise complete sentence.

Colons

Colons are normally used to signal the following:

- **a list:** *The children do the same things every afternoon: they climb the monkey bars, play on the swings and build sandcastles.*
- **an example (or examples):** *Many sports cause injuries: football, rugby, even horseback riding.*
- **an explanation:** *One consequence is inevitable: people will get hurt.*
- **a subtitle:** *School safety: can cameras combat crime?*

Commas

Commas are used within sentences to guide the reader as to the relationship between phrases, clauses and items in a series. There are three main uses:

1. to separate a subordinate clause or a phrase from the main clause
2. to set off information within a sentence that is in parenthesis or in apposition to the preceding information
3. to separate items in a list.

Introductory subordinate clause separated from main clause	<i>Having had many accidents on his bike in the past, he stopped riding and bought a car.</i>
Introductory phrase or word separated from main clause	<i>Because of the ghastly weather, the triathlon was cancelled. Overall, animals do belong in the wild.</i>
Information in parenthesis	<i>I continued stalking him, waiting for the perfect opportunity to strike, until he decided to rest at a clearing near the edge of a cliff.</i>

Introductory phrase separated from main clause AND Information in apposition	<i>One summer holiday, two children, Gemma and Harry, went to their uncle's house.</i>
List	<i>She put apples, oranges, pears and bananas in the fruit bowl.</i>

Hyphen

The hyphen is a small dash that links two words to form a single word e.g. *one-way*. Hyphens should be used when creating adjectives formed from two separate words, e.g. *button-like nose*.

Points of ellipsis

Points of ellipsis (...) indicate that something has been omitted in a line of text. It can also indicate suspense in the story, e.g.: *I was engulfed in darkness ...*

Quotation marks

Quotation marks (or inverted commas) identify words that are spoken by a character or written words belonging to people other than the writer. There is an increasing trend for single quotation marks ('...') to be used in place of double quotation marks ("...") although this is mainly a matter of style.

Semicolons

Semicolons are used within sentences to separate different though related pieces of information.

The use of a semicolon strengthens the link between the ideas, e.g. *The installation of closed circuit television cameras will make teachers and students more self-conscious; schools will no longer be a comfortable place*. This could be written as two separate sentences. The use of a comma in this example would make the sentence incorrect.

Semicolons are also used to separate complex items in a list, e.g. *In the event of a fire all students must: leave the building immediately; not attempt to take any materials with them; assemble in the main quadrangle; and assemble with their roll class.*

Spelling reference list

	Simple	Common		Difficult		Challenging
A	a add ago all am an and are as at	able about above action active added afford afraid after again/against ages agree air allowed/aloud almost alone also although altogether always	amount amuse angry animal another any appear apply aren't around arrive ask aspect assist attach attack avoid award aware away	abandon ability abnormal abolish absolutely accept access accuse achieve acknowledge activity actually addiction addition advantage adventure advice affect agreeable allocate	angelic annoy answer appalling area argue artistic assault assess assure athletic attachment attempt attention auction author available average awareness awesome/awful	accelerating accumulate acquaint acquire acquisition adolescent adrenaline advantageous aisle amateur ambiguous annihilate appreciate appropriate artificial associate awkwardly
B	back bad ball bank bark bee bell best big boat book box boy bring but by	backyard bare/bear based basic basketball because become before beginner behave behind believe belong below besides between	bigger bike birthday blend block body boost bottom bought brought brain brand break brief bullied buy	balance bargain barrier beautiful behaviour believable benefit/ed bias board/bored bonus	borrow boundary breathe brigade bruise brutally build burden business	basically belligerence beneficial benefitted benevolent biodegradable blasé brevity brilliance brusque
C	can car clap cool cost cup	care/careful carry case castle catch cause centre chance change chase cheap cheerful child choose circle circus city clean climb	commit common compare complex conflict confuse connect consist console consume contain control costume cough could couple course crack crime	calm capable capacity captain carefully category celebration certain charity cheque choice circuit citizen civilisation cognitive comfortable committed community comparison	concentration concern conclusion condition confidence connotation consider consumer continue contraption controller convince coordinator country create crisis crystal culprit culture	camouflage changeable colloquial colossal column complementary conscience conscious consequence consequently controversial controversy correspond courageous cylinder

	Simple	Common		Difficult		Challenging
		close collect colour/color comment	crowd cry custom cycle	competition complaining complete computer	curious current/ant customary cyclist	
D	deep did dog doll dot drag drip drop drum dull	danger daughter debate define degree delight depend destroy detail didn't/don't direct disagree display	distracted does/doesn't dollar donate done door downside drama draw dream due during	damage dangerous debatable debt decide decision decorate decrease defence demolish demonstrate depression deprive description deserve detrimental develop	device different difficult digest disadvantage disagreement disappear disappoint disaster discomfort discover discuss disgrace disgust distance donation doubt	debris deficient definite dependency desperate disadvantageously discipline dramatically
E	egg end	each earlier earnings earth easiest easily edge educate effort eight either empty enable encounter enjoy enough entail escape even	ever everybody everywhere evil evoke exactly examine example exchange excuse exist expect expert explain explode expose extent extreme eyes	economy educational effect electronic element emerge emergency emphasis endure enemy energy engage engine enjoyable enormous ensure entertain	entirely episode especially essential esteem evidence except excess exciting exercise expanse experience explanation exploit explosion exposure extremely	effervescent efficient embarrassed endeavour environment ethically euphoric exaggerate exhaustion exhibition exhilarating explanatory
F	feel fell felt fill fit food fool for from fun	fact fair false family fantasy favour/favor fear feeling few field fighting final first/firstly floor fly/flies	follow footsteps forget formal found four frankly free/freedom friend frighten fruit full funny fur	facet factory famous fashion fault favourite feature figure finally focus force foreign forest	formation forward fountain fracture fragile frenzied fuel furniture further fury/furry futile future	facilities fascinating fluorescent fulfil/fulfilled
G	get gift go going	gain game garden getting	goodness great greed ground	gadget gender general generation	gigantic global government graphics	gauge generalisation generosity grandeur

	Simple	Common		Difficult		Challenging
	golf good got	ghost gizmo globe goal goes	group grownup growth gurgle	generous genius genre gentle gesture	grumble guard guess guide	guarantee guillotine
H	hand harm has hat have he help her here him hold hot how hunt	habit handful happen happiness happy/ happiest hardly harsh haste head heavier	high holidays hope/hoping house however huge humans humour/ humor hundred	haphazard hazardous health heroic hesitance hesitate hilarious history	honest hopefully hopscotch horrify humorous hurriedly hygiene	haemoglobin hallucinate humanitarian
I	I if in into is it	ice idea ignore imply important impress improve include income injure	inside insight instead intense invent invest invite involve iron islands	illegal imagination immediate implicate importance improvement increase incredible incur indecision individual industrial inexpensive influence issue information	injury insolent inspire instance instinct insurance intention interest interrupt intersperse introduction invisible ironic irrational Imagine	inconsequential inconsolable incorporate indecipherable influential interrogate intrigue invulnerable iridescent irrelevant irresponsible
J	jump just	jacket joke joyful	judge juice justly	jeopardy jewel jewellery	journey judgement	judicial juxtapose
K	keep kid	keeping key kitten	knee know	kilometres knowledge		kaleidoscope kayaking knowledgeable
L	land lay left leg lets long look lot	large lastly latest laugh/ter lead learn least leave length lesson/lessen likely	limit listen/ing little live/living local lonely lose/loose losses loud love	labour language laser library lightning limited	litany literacy logical loveable/lovable lunar luxury	leisure liquefy litigious longevity luminescent
M	may me meet men milk	magic mainly major make many	mimic minor mistake mobile model	machine magazine maintain majority manage	mineral minimum minister minority minute	magnificent manageable manoeuvre mathematician mediaeval

	Simple	Common		Difficult		Challenging
	much my	master match mean medium member mental merit metal middle might	modern money moral more moreover mother motion movie music myself	manufacture massive maturity maximum measure memory mentality mention message millions	mixture moderation monopoly morally motivation mountain muscle mutual mystery myth	miniature miraculously mischievous misconstrue monstrous
N	no norm not now nut	nation naughty nearest never new/newest next nice	noise/noisy normal north/ern nothing numb	natural nature negative negligent neighbour neither nervous	neutral nevertheless normally notice nowadays numerous nutrition	naivety narcissist necessary nonchalant noticeable notoriety nuisance
O	odds of old one onto our out	obey obtain ocean offer often older once only	ooze ozer ought outcome outside over own	obedient obese obesity oblige observe obstacle obvious occupy occur opinion	opportunity opposition optimist option ordinary organise original ourselves outweigh overstatement	obnoxious obscure obsesses obsessive occasionally occurrence opaque opinionated outrageous
P	park pay pet play put	pair palace panic parents passed paw/poor/ pour payment peace/piece peers people perfect person phone place plastic point poisoned	pose potatoes power prefer present prevent price problem profit program progress proof protect prove provide public pull	palm participate particular passage passion penalise penalty personal persuade picture platform pleasure plethora pollute popular positive possible poverty powerful pray/prey precious	precise presence previously principal principle priority probable process procure produce properly prosperity prototype proven punctual punishment purchase pure/purely purpose pursuit	parallel peculiar perseverance pessimistic physically possess potentially prevalence privileged profession psychiatrist Psychology publicly
Q		quarter question quickly	quiet quite	quaint quality quantity	quench query questionable	queue quiescent
R	ran rest rid room run	racist radio/s rare really reason recover	repair report reserve results return reward	racism rational realise reality receive recent	reluctant remember remnant repayment replenish represent	racquet rancour realistically reminiscent remuneration responsibility

	Simple	Common		Difficult		Challenging
		refuse regarding relating relax release relieve remote	right robot rough rubbish rude running	recognise recommend recreation reduce reference reflexes regulate relationship relaxation relevant	reproduce request require research resource responsible revenge revenue ridiculous ruin	resurrect resuscitate rhythm ricochet rigorous
S	sad saw say/s seem she shed shut sick sit six so spot stand such swim swing	safety said same saving school scrape sea second secret select selfish sense series seven sexist shaping share sharp shiny shock shopper should show side sigh/sign simply since single sixth size skill	sky solve some someone sound south speak speech spent spoilt sprawl squeak squirt stable staple state station stopped straight strange stress stressful strong study style subject suit super sure/surely sustain	sacred satisfy scene scent sceptical scheme science scissors seize serious service several shoulder signal similar simplicity situation skateboard slippery social solely solution somersault southern special	species spectacular standard statement strategy structure subside success suggest suitable suite summary summoned supervision supply support suppose surprise surround survive sweat system	sabotage sanctuary scintillate separate significance silhouette sovereign stationary stationery stereotypically strategically subtlety subtly sufficient
T	tall tells ten that the them then thing this to	taken tantrum teacher teenager terror their/there they/they're think thirdly though	together tomorrow too/two topic touch towards trait travel/traveled treat tribute	technical technique technological television temperature tension terrible terrific territory theme	therefore thorough threatening traditional transfixed travelled treasure trilogy trophy truly	temperamental temporary therapeutic tournament traumatic

	Simple	Common		Difficult		Challenging
	top tree	thought thousand three through throw tired title	trick tries trouble truth try twice type	themselves	typical	
U	undo up	ugly unable underneath understand unfairly unfit	upon upset urgent use useful useless	unbelievable uncertain uncomfortable undecided understatement uneducated unique	unethical unfortunately universe unnatural urban urgency usage usual	ubiquitous unconscious undoubtedly unethically unfathomable unintentionally unnecessary unparalleled
V	vat vet	valid vanish verge very	video view visit volume	valuable value various vault vehicle version	village villain violence virtual vision voice	vulnerable
W	was we went will wing wish with	wait wallet want warn waste water wear/where were what when whenever which while who	whole whose why window winner without word world worse worship worth would writing wrong	wary wealth weapon wearisome weary weighed weight weird welfare	whereas wherever whether whilst whiny wholly witness wonder worthwhile wrapped	waive wilful wondrous
X Y Z	xbox xray yell yes you zoo	yardstick young your yourself zapped		yacht yearn yield younger yourselves	youth zany	zephyr

Exemplar summary guide

Page	Sample script	Audience	Text Structure	Ideas	Char. & set.	Vocab.	Cohesion	Para.	Sentence Structure	Punct.	Spelling	Total score	Word count
18	Role-play writer	0	0	0	0	0	0	0	0	0	0	0	0
19	Dungaun	1	1	1	1	1	1	0	1	0	1	8	31
20	the casel	2	1	1	1	2	1	0	1	0	2	11	133
22	BMX	2	1	1	1	1	1	0	1	1	2	11	31
23	My Story	2	2	2	2	2	2	0	2	1	2	17	147
26	Living dead	2	2	2	2	2	2	0	2	2	2	18	73
28	Woodern box	3	2	3	3	2	2	0	3	2	2	22	137
30	One sunny morning	3	2	3	2	2	2	0	3	2	3	22	232
32	October 16, 1981	3	3	3	2	2	2	1	3	2	4	25	308
36	Moving Away	3	2	3	3	2	3	1	4	4	4	29	329
40	Space Tour	4	1	3	2	3	3	1	4	3	5	29	250
44	The haunted house	4	3	3	3	3	3	1	4	3	5	32	264
48	Gambat	4	3	4	3	4	3	1	4	2	5	33	393
52	Tracy	5	3	3	3	4	3	1	4	4	4	34	265
56	Best friends	5	3	4	4	4	3	2	5	3	5	38	433
60	Lovely Purple boots	5	3	5	4	4	4	2	4	4	4	39	388
64	His eyes widened	6	4	5	4	5	4	2	6	4	5	45	420
68	The Water Tower	6	4	5	4	4	4	2	6	4	6	45	401
73	In the distance	6	4	5	4	5	4	2	6	5	5	46	653
78	Axe	6	4	5	4	5	4	2	5	4	5	44	738
84	The Deep Blue Nothing	6	4	5	4	5	4	2	6	5	6	47	496
Discussion scripts													
88	Fier brething dragen	2	1	2	3	3	2	0	2	1	2	18	118
89	The shade whispered	3	2	3	3	3	3	1	3	2	3	26	260

