

# Describing settings

## Explanation

When you are **creating a setting** for a story, think about how authors use description to **develop** their settings. Use **details** to help your reader picture the place where the events take place. Choose words carefully. Remember, the right words can create clear pictures and suggest **moods** and **feelings**.

## Activities

- 1 You are writing a story set in a **real place** such as a busy playground, a shopping centre or a high street. Picture your setting. Fill in **details** to complete the **description** below. Choose words and phrases to make the setting come alive.

It was \_\_\_\_\_ . There were \_\_\_\_\_  
\_\_\_\_\_. Here and there \_\_\_\_\_  
\_\_\_\_\_.

All around \_\_\_\_\_ . Close by \_\_\_\_\_  
\_\_\_\_\_.

- 2 Now picture an **imaginary place** such as a wizard's workshop, or another planet. Fill in details about the new setting to complete the description. Choose words and phrases to make the reader feel amazed.

It was \_\_\_\_\_ . There were \_\_\_\_\_  
\_\_\_\_\_. Here and there \_\_\_\_\_  
\_\_\_\_\_.

All around \_\_\_\_\_ . Close by \_\_\_\_\_  
\_\_\_\_\_.

- 3 Read through your descriptions. Think about the pictures and effects you were trying to create. See if you can **improve** any of your word choices.

## Did you know?

One early story in English, set in an imaginary world, was *Gulliver's Travels* by Jonathan Swift (published in 1726). Gulliver, the hero, visits many strange worlds: Lilliput, where all the people are tiny; Brobdingnag, where the people are as tall as steeples; and the flying island of Laputa.