

Year 6 Planning Sheet for Spy Story

Look in the blue column to remember ideas from Mission Possible – it could give you an idea for your own story. Look at the red column to see what you need in each paragraph of your story.

	Bare bones of this kind of spy story. You must make sure you include these elements in YOUR story.	Mission Possible This was our example text which we started reading at the beginning of January.	YOUR STORY Write your notes for your story in this column.
Opening (paragraph 1)	<ul style="list-style-type: none"> • Main characters (MCs) introduced & special secret about them revealed 	<ul style="list-style-type: none"> • Pete and Polly are twins • We find out they are spies 	
Build Up (paragraph 2)	<ul style="list-style-type: none"> • MCs given mission/ quest which they accept 	<ul style="list-style-type: none"> • MCs have to retrieve the Yata no Kagami (one of 3 Japanese Sacred Treasures) and return it to Japanese Embassy 	
Problem (paragraph 3)	<ul style="list-style-type: none"> • MCs set out to complete mission/ quest but encounter problem on way 	<ul style="list-style-type: none"> • At midnight MC's go to abandoned riverboat on Thames • They take the Yata no Kagami but chased by thieves 	
Resolution (paragraph 4)	<ul style="list-style-type: none"> • MCs overcome problem & complete their mission/quest 	<ul style="list-style-type: none"> • They run really fast – escape thieves • Pete & Polly return Yata no Kagami to Japanese Embassy 	
Ending (paragraph 5)	<ul style="list-style-type: none"> • MCs return to their everyday lives • New mission arrives 	<ul style="list-style-type: none"> • walk to school next day • Pete's watch flashes – new mission arrives 	