

DETECTIVE STORIES  
WHAT MAKES A GOOD STORY ?!

First, read the story (It's not just a detective story but also a « spooky » story!).  
Then, in groups of 2, read again and focus on the elements that make a good story and fill in the grids below. You'll need these elements for the final project.

Don't worry about the words you don't understand, what matters here are the elements that make a good story !!

**W**hen I was fifteen, I went on a school trip to Dundee. **One night**, we were all staying in an **old mansion** and I was sharing a room with **a girl named Suzy**.

**In the middle of the night**, I woke up when I heard the door opening and there, standing in the doorway, was a woman - well - **the shadow of a woman**... I grabbed my mobile and used the flashlight and there was nothing there! So I said to myself: **Fiona, calm down, breathe...** there are no such things as ghosts! And I tried to go back to sleep.

**Later**, the door opened again and I saw the woman again. **But this time**, she was sitting on my bed. I **completely freaked out** and screamed **at the top of my voice**. Suzy woke up, jumped out of bed and turned on the light and there was... noone, no woman, nothing!

**The next morning, at breakfast**, Suzy was telling the whole group what had happened and they were all making fun of me **when an old crooked man** came up to us and said: **« Push, children! Your friend has seen the Lady in Grey, don't make fun... it's bad luck! »**

POUR ...	J'UTILISE...	EXEMPLES DU TEXTE
Indiquer le déroulement des faits dans le temps	marqueurs de temps	—
Donner des détails à propos des personnages, décrire les lieux etc	adjectifs / ady / plus du nom	—
Préciser les circonstances dans lesquelles l'action se déroule, attitudes des personnages, allus...	Be + Ving (au présent)	
Raconter les actions et réactions	présent simple	
Eclairer les liens logiques entre les faits (cause / conséquence..)	mots de liaison	—
Faire parler ou penser les personnages	discours direct	[ ] °