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**Handout 2a: Non-fiction text type ingredients game**

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| **Typical ingredient** | **NOT typical ingredient** | **?** |

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| --- | --- | --- | --- |
| presents arguments  from different  viewpoints | chronological order | logical order | imperative |
| colloquial language | past tense | formal language | topic sentence |
| explains processes  involved or how  things work | quotation | analysis | third person |
| list of materials/equipment | subordinate clause | evaluation | coherence |
| promotes a particular  view or event | diagrams | Standard English | conclusion |
| use of visual image to attract attention | emotive language | first person | flow charts |
| causal connectives – stressing cause and effect | technical vocabulary | bullet points | temporal (time) connectives |
| autobiographical style | use of rhetorical devices | dialogue | retells events |
| describes the way things are | introduction | bias | present tense |
| characterisation | impersonal | concise | figurative language |