

EDUQAS ENGLISH LANGUAGE

PAPER 1 • KNOWLEDGE ORGANISER

SECTION A — READING

Fictional extract + 5 questions

SECTION B — WRITING

Creative story writing

THE GOLDEN RULE

Find the evidence first.

Then explain what the quote suggests.

AIM HIGH

For 10-mark questions: build around 7–8 strong pieces of evidence.

SECTION A — READING

What you are doing: You will read one fictional extract and answer 5 questions. Read the question carefully, identify the exact lines you need, then prove your ideas with precise evidence.

10-MARK QUESTIONS

Your job is to **find lots of relevant evidence** and explain what each quotation shows. Aim for **7–8 pieces of evidence** where appropriate.

THE METHOD: QUOTE → SUGGESTS → IDEA

Example:

The writer shows the relationship as romantic in the quote *“he looked into her eyes for five minutes”* as it suggests his feelings are strong.

Then repeat:

“_____” suggests the relationship is “_____” because “_____”.

★ 10-MARK ANSWER BUILDER

1. Identify the focus in the question.
2. Scan only the named lines for evidence.
3. Pick a short, precise quotation.
4. Say what it suggests.
5. Link it directly to the question.
6. Repeat this process 7–8 times.
7. Use different words/phrases from across the lines — do not keep using the same evidence.

USEFUL SENTENCE STEMS

The writer shows...	“_____” suggests _____ because _____.
This is shown by...	The quote “_____” reveals _____.
The word/phrase...	“_____” implies _____, showing _____.
This could suggest...	The reader may think/feel _____ because _____.
Furthermore...	“_____” reinforces the idea that _____.

■ ■ **AVOID:** retelling the extract • huge quotations • vague comments like “this is effective” • analysing every single word • writing one long paragraph with no clear evidence.

SECTION B — CREATIVE WRITING

Your mission: Write a story that is controlled, believable and interesting. You do NOT need an enormous plot. A simple event written vividly can score highly.

■ TIME	Keep the story short. Cover a maximum of about one hour . This gives you time to zoom in on important moments.
■ PERSON	First person is a useful choice: “I”, “me”, “my”. It helps you show thoughts and feelings naturally.
■ TENSE	Use the past tense: “I walked”, “she looked”, “the crowd shouted”. Keep your tense consistent.
■ PLOT	Make it realistic. Avoid fairies, magic, supernatural twists and “it was all a dream”. Give your character a believable problem or goal.
■ SETTING	Zoom in. Use a few precise details: sounds, weather, smells, textures, movement.
♥■ FEELINGS	Show emotions through actions. Instead of “I was nervous”, try: “My hands would not stop shaking.”

A SIMPLE STORY SHAPE

1. OPEN	Drop us into the moment. Where are you? What is happening?
2. BUILD	Introduce the problem/goal. Add sensory detail and thoughts.
3. TURN	Something changes: a decision, mistake, discovery, score, result.
4. END	Finish shortly after the turning point. Leave the reader with a strong image or feeling.

REALISTIC STORY IDEAS

FIRST DAY AT SCHOOL: A pupil arrives late, gets lost, then has to enter a classroom full of strangers.
A BIG FOOTBALL MATCH: The final minutes of a match — nerves, crowd noise, a mistake and the final result.
THE IMPORTANT MESSAGE: A character has one hour to deliver an important message before it is too late.
THE AUDITION: Waiting backstage, hearing names called, then stepping into the room.

LANGUAGE TOOLKIT

Varied sentence lengths: Short sentence. Then slow the moment down with longer sentences.
Strong verbs: sprinted, hesitated, gripped, stumbled, glanced, slammed.
Sensory detail: What can your character see, hear, smell, taste or touch?
Dialogue: Use it sparingly and make it reveal character or move the story forward.
Paragraphs: Change paragraph when the focus, speaker, action or time changes.

EXAM-DAY CHECKLIST

SECTION A

■ Read the question twice. ■ Stay inside the correct lines. ■ Use precise quotes. ■ Explain what each quote suggests.
■ Aim for 7–8 evidence points on a 10-marker.

SECTION B

■ Past tense. ■ First person. ■ Realistic plot. ■ Maximum one hour. ■ Sensory detail. ■ Clear beginning → build → turning point → ending. ■ Proofread spelling, punctuation and paragraphs.