

| Week 1 : Opening a Story | Week 2: The Gothic Genre | Week 3: Descriptive Techniques |
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| <p>Action– An opening where the characters are in the middle of things; a dramatic point in the story.</p> <p>Character Development– An opening where we learn information about the main character through the inner monologue and begin to form an opinion of them.</p> <p>Setting– An opening where we learn information about where the character is.</p> <p>Dialogue– An opening that shows a conversation between two or more people.</p> <p>Foreshadowing– An opening where we get hints/clues about what might happen later in the plot.</p> | <p>Gothic literature can often have an enormous impact on people. Gothic stories often focus on our fear of the unknown, isolation, decay, love and romance, and supernatural beings such as vampires and werewolves.</p> <p>The gothic genre was first established in the 1700s and has only continued to develop since then. Early novels in the gothic genre focus heavily on discussions of morality, philosophy, religion, and evil villains (who most often act as metaphors for some sort of human temptation that the hero must overcome). More often than not, they have unhappy endings.</p> | <p>Pathetic Fallacy– A literary term for the attribution of human emotion and conduct to things found in nature that are not human.</p> <p>Sensory language– A literary term for the use of the five senses to enhance a piece of writing; describing what we can see, hear, smell, touch and taste.</p> <p>Metaphorical language– A literary term for the attribution of characteristics to someone or something where to be so is not physically possible.</p> <p>Simile– A comparison of two similar things using 'like' or 'as' to enhance a piece of description.</p> <p>Ambitious vocabulary– The use of high tier adjectives, verbs and adverbs that give meaning to your description.</p> |
| Week 4: Characterisation | Week 5: Structure | Week 6: Sentence Structures |
| <p>Characterisation– the creation or construct of a fictional character.</p> <p>When we are creating a character we want to make them as interesting and realistic as possible. We need to consider things like:</p> <ul style="list-style-type: none"> • Age • Appearance • Where did they grow up? • Where do they go to school or where do they work? • Where do they live? • What kind of family/friends do they have? • How do they walk/talk? <p>Considering all of these elements will help us create interesting characters to populate our stories with!</p> | <p>1. Focus and focus shifts– What the author is focusing on in their writing.</p> <p>2. Contrast and pace– Contrast refers to the differences between things. Pace refers to the feelings of speed in the piece of writing– how quickly events/ideas unfold.</p> <p>3. Time and place– Refers to when and where something is happening.</p> <p>4. Repetition and patterns– When words, phrases or ideas are repeated for effect to highlight key meanings, indicate development or show a lack of change.</p> <p>5. Paragraph and sentence length– This affects the length of the text; often used to highlight significant points and provide detailed accounts of places, ideas or events.</p> | <p>Comma sandwich: 'The sun, which had been absent for days, shone steadily in the sky'.</p> <p>Three verb sentence: 'The malevolent monster pushed, crashed, smashed its way through the undergrowth'.</p> <p>Never did..., than... sentence: 'Never did the sun go down with a brighter glory in the quiet corner of Soho, than one memorable evening when the Doctor and his daughter sat under the plane-tree together'.</p> <p>Two adjectives at the start of the sentence: Cold and hungry, Martin waited for someone to take pity on him'.</p> |