

| Character              |  |
|------------------------|--|
| <b>Narrative voice</b> | The perspective from which the story is told.  |
| <b>Archetype</b>       | A familiar/traditional character used seen in many stories across different cultures e.g. the villain. |
| <b>Protagonist</b>     | The main character.  |

**Key Literary Vocabulary:**  
 Genre, Characterisation, Themes, Language, Structure, Chapters, Context, Protagonist vs Antagonist, Family, Relationships, Siblings, Brotherhood, Deception, Façade, Power, Powerlessness, Control, Racism, Language, Fantasy, Horror.

**Understanding Characters - Finding the *implicit* information**

| What the character says | What the character does | What others say about the character | How other react to the character |
|-------------------------|-------------------------|-------------------------------------|----------------------------------|
|-------------------------|-------------------------|-------------------------------------|----------------------------------|

|                    |  |
|--------------------|--|
| <b>Noun</b>        | A naming word. A person, animal, place, object or abstract idea.                                       |
| <b>Adjective</b>   | A describing word.   |
| <b>Verb</b>        | A 'doing' word.  |
| <b>Adverb</b>      | Describes a verb, usually ends in -ly.   |
| <b>Pronoun</b>     | A word that can replace a noun in a sentence. I/You/He/She/They etc.                                   |
| <b>Preposition</b> | A word that shows the relationship between one part of the sentence and another. Behind/towards/after. |
| <b>Connective</b>  | A word that joins to clauses together.   |

**Plot – What happens and in what order?**

**Exposition** – the beginning: when places, people and the situation are introduced.

**Rising action** – a situation develops: a series of relevant incidents that create suspense, interest and tension in a narrative.

**Climax** – the situation becomes critical: the most intense, exciting, or important point of a story, where the issue is fought out.

**Anti-climax** – something significant seems to have been building up but at the final moment it all collapses, or is undermined.

**Falling action** – the calm after the storm: this occurs right after the climax. It is what happens after the main problem of the story has been solved.

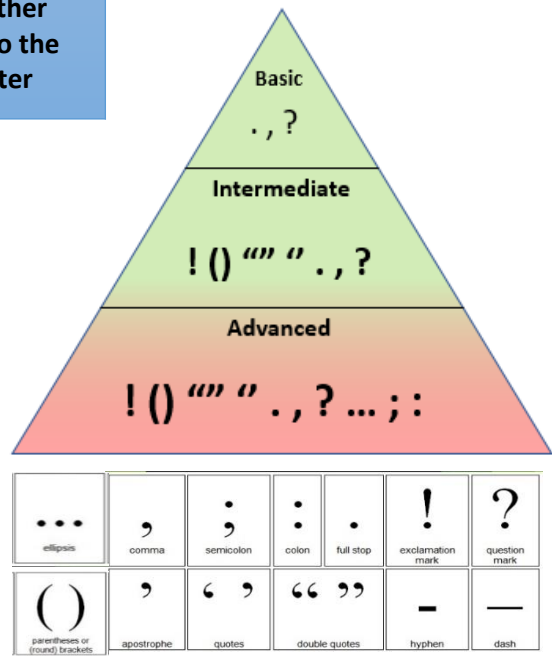
**Resolution** – the solution: this is the end of the story, when lessons are learned, justice is served and people begin to live with the consequences.

**Sentence Structure**

**Simple Sentence** – One main verb and idea/clause.  
*'It was raining.'* or *'Jack sang loudly.'*

**Compound** – Two simple sentences (clauses) joined by a connective. Both clauses can stand alone.  
*'It was raining so we stayed indoors.'*

**Complex** – Communicates more than one idea. It is made up of one main clause (can stand alone) and one subordinate clause (doesn't make sense alone).  
*'As it was raining, we all decided to stay indoors.'*  
 We can take away the second part, but then we are left with: *As it was raining.*  
 Now this is not a simple sentence as it doesn't stand on its own - it needs something else to make sense.



**Literary Techniques (methods that writer's use for effect):**

**Connotation** - An idea or image which is suggested by a word, which is not its dictionary meaning. e.g. the connotation of 'desk' might be school.

**Dialect** - The language of a particular subset of English speakers - often those living in a particular place - having its own unique diction, vocabulary, spelling and even grammar.

**Dialogue** - The words said by a character in a story or play.

**Literary device** - Any method an author uses to add meaning or interest to a text, such as metaphors, similes or alliteration.

**Metaphor** - A comparison made without using 'like' or 'as', by suggesting something *is* something. e.g. 'sea of troubles' or 'drowning in debt'.

**Ominous** - Suggestive of danger to come.

**Pathetic fallacy** - Technique where the environment (usually the weather) reflects the emotions of the main character.

**Rhetorical question** - A question asked just for effect with no answer expected.

**Simile** - A comparison using 'like' or 'as' to create a vivid image, e.g. as big as a whale; float like a butterfly; sting like a bee.