

1: Terminology	2: Creating Gothic Characters	3: Grammar—Tenses
<ul style="list-style-type: none"> • Narrator – A person who gives an account or tells a story of events and experiences. E.g. Darren Shan is the narrator of Cirque du Freak. • Setting - The place or type of surroundings where something is positioned or taking place. E.g. The most sinister setting in Cirque du Freak is the Circus itself. • Atmosphere – The tone or mood that comes about during a certain scene or event. E.g. There was an eerie atmosphere as Steve and Darren approached the Cirque du Freak. • Chronology – The order in which something happens. • Narrative Arc – The typical order of events that take place in a story. A story begins with the ‘exposition’ (opening), the action rises to a climax, the action falls again and finally the denouement (ending where all is explained). 	<ul style="list-style-type: none"> • Stereotypical – a common theme amongst a certain type of idea / what society or most people think of a certain thing . E.g. a stereotypical vampire would not be able to go out in daylight. • If something is un-stereotypical, this means that it is not like the common stereotype. E.g. a vampire that is a small child would be un-stereotypical, because we usually think of them as teens or adults. • If a writer deliberately makes something un-stereotypical by switching the traits of the character to be the opposite of what people would expect, the writer has subverted the stereotype of the character (switched them around). E.g. a vampire who is squeamish and afraid of blood. • Common stereotypes in Gothic fiction might be monsters, vampires and ghosts . 	<ul style="list-style-type: none"> • There are three tenses we use when completing any type of writing: past, present and future. It is really important that you use the same tense throughout your writing. • Past – something that has already taken place. These sentences will usually use words such as ‘went’ and ‘has’. • e.g. The dog went for a walk. • Present – something happening right now. This tense will usually involve ‘ing’ verbs and ‘is’ rather than ‘has’. • e.g. The dog is walking. • Future – something that will happen. This tense will usually use ‘will’ rather than ‘went’ or ‘is’. • e.g. The dog will go for a walk.
4: Setting—Vocabulary	5: Gothic Fiction	6: Writers’ Methods
<ul style="list-style-type: none"> • Setting: In Gothic Fiction there are often lots of haunted houses, cobwebbed castles, and other eerie buildings. The outside world is usually portrayed as being a dark, wild, and treacherous place. • sombre – a deep seriousness or sadness e.g. He looked at her with a sombre expression. • desolate – empty and bare e.g. The desolate barn stood isolated on the hill. • melancholy – a deep feeling of sadness e.g She felt melancholy as she said goodbye. • eerie – spooky and scary e.g. There was an eerie green glow in the sky. • sinister – a dark and nasty type of evil. e.g. Mr Crepsley drew a sinister smile upon his face. 	<p>The Villain (usually supernatural) – The evil character who creates problems for the heroes/protagonist.</p> <p>The Hero – The character who usually saves the day and challenges the villain.</p> <p>The Anti-Villain – Gothic fiction doesn’t like to keep things straight forward and therefore will often have a villain whom the readers like. They often have attractive qualities e.g. Mr Crepsley and his humour.</p> <p>The Anti-Hero - The same goes for the heroes. There is often a time in the novel where the ‘hero’ changes sides or has some doubt in his ‘goodness’.</p>	<ul style="list-style-type: none"> • Foreboding: a strong feeling that something terrible is going to happen. • Foreshadowing: a sign or indication of something to come in the story. • Pathetic Fallacy: the attribution of human emotion and conduct to things found in nature that are not human. • Symbolism: where a motif or repeating image is used to represent a deeper meaning. • Simile – where words are compared to other objects in some way. • Personification – where non-human objects are given human characteristics. • Metaphor – a word or phrase applied to an object that is not physically possible.