

1: Terminology

- 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).

2: Creating Gothic Characters

- **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 .

3: Grammar—Tenses

- 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

- 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.

5: Gothic Fiction

- The Villain (usually supernatural) – The evil character who creates problems for the heroes/protagonist.
- The Hero – The character who usually saves the day and challenges the villain.
- 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.
- 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’.

6: Writers’ Methods

- 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.