

1: J M Barrie and Context	2: Subject Terminology 1	3: Fantasy Conventions
<ul style="list-style-type: none"> • J.M. Barrie was born in 1860 and grew up in the Victorian era. He was the ninth child of ten and growing up he lived in his older brother David’s shadow. • When Barrie was six years old, David died in an accident which caused Barrie’s mother to fall into a state of depression. The way in which she consoled herself was by saying that David would remain a boy forever. • He wrote many successful stories but Peter Pan is his most famous piece of work. • Peter Pan was originally a play that was so successful Barrie wrote a book so that everyone could read it. • Barrie credits five boys, whose family he was close to, as inspiring the story: George, John, Peter, Michael and Nicholas Llewelyn-Davies. After their parents’ deaths, Barrie became guardian to the brothers. 	<ul style="list-style-type: none"> • Protagonist—The main character in the story who is often the ‘hero’. • Anti-hero—a protagonist who is conspicuously lacking in heroic qualities. • Antagonist—A character who opposes the protagonist and often stands in their way. • Class hierarchy—Social classes are groupings of individuals into levels of hierarchy, usually based on wealth, educational attainment, occupation and income. • Anthropomorphism— Anthropomorphism is the attribution of human characteristics, emotions, and behaviours to animals or other non-human things (including objects, plants, and supernatural beings). • Foreshadowing—Foreshadowing is a literary device in which authors hint at plot developments that don't actually occur until later in the story. Foreshadowing can be achieved directly or indirectly, by making explicit statements or leaving subtle clues about what will happen later in the text. 	<ul style="list-style-type: none"> • Journeys and Quests – The characters usually end up on a journey or adventure to a magical place. E.g. In Peter Pan the Darling Children fly to Neverland, a magical island full of pirates, Indians, mermaids and fairies. A quest is a journey where the characters need to complete a specific task. E.g. In ‘The Lord of the Rings’ a hobbit Frodo must go on a dangerous journey to destroy a magical ring to save his home, Middle Earth. • Magical and Mythical Creatures – There are usually magical creatures. E.g. Fairies, Mermaids, Dragons, Unicorns. • Escapism and the Extraordinary – Usually in fantasy stories their purpose is to allow to reader to escape from reality and embrace the weird and wonderful. Extraordinary is anything that is out of the ordinary and is different from what you might experience in everyday life.
4: Characters and Characterisation	5: Subject Terminology 2	6: Historical Context
<ul style="list-style-type: none"> • Peter Pan—Born of an ordinary human mother, Peter Pan ran away to Neverland and now refuses to grow up. • Wendy Darling—The oldest child of her family, she is obedient and well-behaved. • John and Michael Darling—The middle and youngest children of the family. John is courageous and smart. Michael is the first to forget his parents, when in Neverland, and the last to forget Peter Pan on their return home • Mr and Mrs Darling—The parents of Wendy, John and Michael • Nana—The dog named Nana acts as nanny to the three Darling children. She senses the arrival of Peter Pan, managing to tear off his shadow and chase him away. • Tinkerbell—Tinker Bell, also called Tink, is a fairy who is devoted to Peter Pan and thus violently jealous of Wendy's place in his life. • Captain James Hook—The pirate, Captain James Hook, who is the villain of the book and Peter Pan's nemesis. He has a hook instead of a right hand. • The Lost Boys—They are boys "who fall out of their prams when the nurse is not looking and if they are not claimed in seven days, they are sent far away to the Neverland," where Peter Pan is their captain. 	<ul style="list-style-type: none"> • Extended metaphor—An extended metaphor is a metaphor that unfolds across multiple lines or even paragraphs of a text, making use of multiple interrelated metaphors within an overarching one. • Symbolism— Symbolism is a literary device in which a writer uses one thing—usually a physical object or phenomenon—to represent something more abstract. Characters and events can also be symbolic • Narrative perspective—Narrative perspective refers to a set of features determining the way a story is told and what is told. It includes the person who is telling the story, or the narrator, as well as the character from whose point of view the story is told. • Motif—A motif is an element or idea that recurs throughout a work of literature. Motifs, which are often collections of related symbols, help develop the central themes of a book or play. • Flashback— The interruption of chronological sequence (as in a novel, play or film) by interjection of events of earlier occurrence or a past incident recurring vividly in the mind of a character. 	<ul style="list-style-type: none"> • Imperialism/colonialism—A policy (way of ruling) in which large or powerful countries extend their authority beyond their own borders by creating colonies. They introduce new cultures, languages and practices. Imperialism/colonialism aims at the creation of an empire. • Empire— a group of territories, countries or people under one ruler. • Post-colonial—A set of theories that deal with the legacy (aftermath) and issues of reclaiming a national and cultural identity after colonialism • White privilege—receiving advantages, benefits, and rights that are unearned but given to white people solely because of the colour of their skin • Savage—fierce, ferocious, or cruel; untamed. Relating to or people or society regarded as uncivilized or primitive. • Barbarity—extreme cruelty or brutality.