

Y7 T2: Gothic Writing

Metaphor	Micro-structure
<p>metaphor: is an umbrella term that we use for any device which creates meaning relating one thing to another. There are lots of different metaphors.</p> <p>tenor: The thing that is being described in the metaphor</p> <p>vehicle: The thing that is being related to in the tenor</p> <p>pathetic fallacy: A type of metaphor that uses events and emotions to reflect things in the natural world.</p>	<p>simple sentence: a sentence that contains a subject and a verb</p> <p>fragmentation: when a sentence is not complete because it is missing a subject or verb or both</p> <p>run-on: where two or more full sentences are squashed together without full stops to separate them</p> <p>modification: changing the quality of nouns or verbs using additional information, usually adjectives and adverbs</p> <p>expansion: adding clauses and phrases to sentences to make them more complex</p> <p>the Active Voice: Where the agent is in the subject position, e.g. <i>The <u>dog</u> ate the bone.</i> This sentence focuses on the dog, because it is the one eating.</p> <p>the Passive Voice: Where the patient is in the subject position, e.g. <i>The <u>dog</u> ate the bone (ACTIVE voice)</i> becomes: <i>The <u>bone</u> was eaten by the dog (PASSIVE voice)</i></p>
Devices	Genre
<p>full stop: punctuation which shows the end of a sentence.</p> <p>comma: punctuation which shows there is a pause between parts of a sentence or separating items in a list.</p> <p>question mark: punctuation showing a something is a question.</p> <p>exclamation mark: punctuation used a the end of sentences which express a strong feeling.</p> <p>apostrophe: punctuation showing either possession or omission.</p>	<p>short story: a fiction prose narrative that is shorter than a novel.</p> <p>genre: a style/category of literature, music or art.</p> <p>Gothic Literature - a genre of writing which uses:</p> <ul style="list-style-type: none"> - Dark and atmospheric settings - The supernatural - Extreme emotions - Mystery, fear and dread <p>supernatural: something which is beyond that which can be naturally explained such as ghosts, magic and unicorns.</p>
Vocabulary	Form and Macro-structure
<p>gloomy: dark or dim atmosphere</p> <p>melancholy: a deep, lingering sadness</p> <p>uncanny: strange or unsettling in a way that is hard to explain</p> <p>ominous: suggesting that something bad or threatening is about to happen</p>	<p>character development – where we learn information about the main character</p> <p>setting – where we learn information about where the character is</p> <p>foreshadowing – where we get hints/clues about what might happen later in the plot</p> <p>repetition – when words, phrases or ideas are used again and again for effect and impact</p> <p>contrast – using images or ideas which are very different to each other to create an effect</p>