

English Knowledge Organiser: Year 9 Cycle 1 - *The Gothic*

1.0 Gothic Conventions		2.0 Key Techniques		3.0 Structural features	
1.1 extreme landscapes	dark, wild, and treacherous place full of wrathful weather, malevolent forests, and ghostly graveyards	2.1 Gothic fiction	a genre of literature and film that covers horror, death and, at times, romance	3.1 shift in focus	when the author changes the focus of the writing
1.2 abandoned buildings	haunted houses, cobwebbed castles, derelict churches fallen into disrepair	2.2 metaphor	describing one thing as though it is another	3.2 character introduction	when the author introduces a new character
1.3 omens, portents, visions	a character may have a disturbing dream, vision , or some phenomenon may be seen as a portent of coming events	2.3 metonymy	is a subtype of metaphor, in which something is used to stand for something else eg rain symbolises sorrow.	3.3 dialogue	speech between characters
1.4 terror	suspenseful feelings of fear, fear of death , shock, dread, or disgust in the reader	2.4 simile	a comparison using 'like' or 'as'	3.4 flashback/flashforward	when the narrative moves momentarily forwards or backwards out of chronological order
1.5 supernatural monsters	demons, witches, ghosts, banshees, vampires , and other supernatural creatures	2.5 semantic field (lexical choice)	a collection of words which are related to one another either through meaning or through a more abstract relation	3.5 setting	when and where a text takes place
1.6 atmosphere of mystery and suspense.	the work is pervaded by a threatening feeling, a fear enhanced by the unknown	2.6 tone	the mood of the writing created by vocabulary choices	3.6 shift in time	moving backwards or forwards in time
1.7 Femme Fatale	French for " fatal woman ", is a being of sexuality and femininity, enchantment and mystery; the femme fatale is often seen as destructive and transforming	2.7 foreshadowing	when the author hints at future events	3.7 shift in place	when the writer changes focus of the location or setting
		2.8 pathetic fallacy	attribution of human emotions to something non-living	3.8 repetition	using the same word or phrase again and again
1.8 science vs religion	many people viewed science and a belief in religion as being at odds with each other; many felt science was dangerous and was meddling in God's matters	2.9 anaphora	the repetition of a word or phrase at the beginning of successive clauses, sentences or paragraphs	3.9 cyclical structure	when, in a narrative, the story ends where it began
1.9 supernatural or inexplicable events	dramatic, amazing events occur, such as ghosts or giants walking, or inanimate objects (such as a suit of armour or painting) coming to life	2.10 symbolism	an object used as a sign for a deeper idea/meaning	3.10 linear structure	when an author tells a story in chronological order
1.10 high, even overwrought emotion	characters are often overcome by anger, sorrow, surprise , and especially, terror	2.11 onomatopoeia	words that sound like their meaning e.g. crash	3.11 juxtaposition (contrast)	when two different ideas are presented side by side, emphasising their contrast
		2.12 imagery	five senses are evoked to create mental images		

