 Author information: What do they usually write about, what influenced them, what was their life experience? Era: When was it written? What did people at the time believe about the world that was different to today? 	 Location: Where was the book written or set? How does this affect what we can expect from the characters in terms of how they act the way they do and why? Genre Are there any techniques that are used in the story that are common in this particular style of novel? Audience How would an audience in this time/location react differently to us? 		
Title: The Boy Who Flew Author: Fleur Hitchcock Written: 2019 Set: Victorian England, 1837-1901 Location: Bath, Southwest England. Known for: Roman-built baths, Georgian architecture Genre: thriller, mystery Themes: Friendship, bravery, injustice Industrial Revolution: Period of rapid industrial growth and technological advancement. Inventions: Steam engines, railways, factories, telegraph Vehicles and transportation – people were interested in flying Fear of science: many people were still very afraid of Science, going against God and teachings of the Bible. Superstitions: Belief in witchcraft, spells, myths, folklore Child Labour: Common practice in factories and mines Title: Restart Author: Gordon Korman	 Title: Frankenstein Author: Mary Shelley, play adaptation by Phillip Pullman Novel written: 1818 Play written: 1990 Set: The Arctic circle, Frankenstein's room in Ingolstadt, Germany, Frankenstein's study in Geneva. Misconception: many believe Frankenstein is the name given to the monster, but in fact, it is the name of the scientist. Industrial Revolution: Period of rapid industrial growth, travel to other territories, scientific discovery and medicine Fear of science: many people were still very afraid of science, going against God and teachings of the Bible. Genre: Mary Shelley's Frankenstein is a Gothic novel Gothic literature emerged in the late 18th century. It gets its name from its similarities to the Gothic medieval cathedrals covered with wild creatures — demons, angels, gargoyles, and monsters. 		
	 and monsters. Stories are normally set in gloomy and mysterious surroundings, such as crumbling castles, haunted houses or isolated landscapes. Gothic stories frequently explore horror, the fantastic, and the "darker" supernatural forces. Creatures such as werewolves, vampires, ghosts and monsters often feature. It paints life as a mixture of good and evil powers that cannot be understood completely by human reason. Stories often feature scary science. This is a reflection of the conflict between people's religious beliefs and the interest in scientific discoveries at the time. 		

I. Context	Can you link context to a specific moment in a text and help you understand the writer's intentions at this point? • Context of the author Shakespeare - born in 1564 (the Elizabethan era named after Elizabeth I) in Stratford-Upon-Avon and died in 1616. James I became king after Elizabeth – Jacobean period (Jacob is the Latin for James). Shakespeare worked as playwright, poet and actor.	 Location: Where was the book written or set? How does this affect what we can expect from the characters in terms of how they act the way they do and why? Genre Are there any techniques that are used in the story that are common in this particular style of novel? Audience How would an audience in this time/location react differently to us?
2. Shakespeare's plays: The Tempest	Title: The Tempest Author: William Shakespeare Written: 1610 / 1611 The last play Shakespeare wrote! Set: The play is set in Italy. During the Elizabethan and Jacobean era, Italy wasn't a unified country, but made up of lots of independent city states, each ruled by the rich because of trade. The Tempest involves two Italian city- states: Milan & Naples Genre: Comedy Themes: Magic, betrayal, forgiveness and prejudice. Before science and technology, there were strong beliefs in magic and the supernatural, particularly witches. He wrote 'Daemonologie' (the study of demons) in 1597 which explored the power of the supernatural Dramatic unities: the play follows Aristotle's theory of dramatic unities. Aristotle was a Greek philosopher, and he established the conventions of Unity of Place – one setting, Unity of Time – action takes place over 24 hour time period, and Unity Of Action – that there should only be one main plot, and everything else revolves around it. Sea exploration was booming in the Elizabethan era as people 'discovered' new parts of the world. Queen Elizabeth, obsessed with sea explorers' discoveries, was happy to pay for their travels, mainly because she could claim any new land discovered as England's. Colonialism describes European exploration at this time when	The Chamberlain's Men and The Globe theatre The large, open-air theatre, accommodated all people: the poor only had standing tickets on the ground floor (known as the 'groundlings'). The rich sat in higher-level, covered galleries comfy seats – away from the poor. Archaic Language (definition) Thou = You (subj) The = You (obj) Thy = Your Thine = Your Hath = Has Hats = Have The asset The degeneration insufts: Shakespearean insufts: Shakespearean insufts: The rankest compound of villainous smell that ever offended nostril" The Merry Wives of Windsor (Act 3, Scene 5) "The tartness of his face sours ripe grapes."
	one country establishes itself in another and exploits it	The Comedy of Errors (Act 5, Scene 4)

economically. It also describes the often negative impact on "You scullion! You rampallian! You fustilarian! I'll tickle your catastrophe!" Henry IV Part 2 (Act 2, Scene 1)

the people native to those lands.

1.Technical terms	English Year 7 Reading		4. Key vocab	5. Further reading
 Theme: main idea or repeated idea. Analysis: a detailed examination of a piece of 	2. Super Spellings	3. Big questions	These words may help you when writing about characters in the stories you will read this year. Courageous Aggressive Protective Heartbroken Vengeful Callous Focused Appreciative Observant Frustrated Mindful Defensive Superstitious Respectful Desiring respect Intrigued Fascinated Athletic Assertive Apprehensive Desperate Humorous Pleading Considerate Curious Ashamed Demanding Persuasive Determined Forceful Discouraged Relieved Impatient Captivated	His Dark Materials Trilogy - Phillip Pullman Wonder - R J Palacio Booked - Kwame Alexander Armistice Runner - Tom Palmer Kick - Mitch Johnson Boy 87 - Ele Fountain The Bone Sparrow - Zana Frallion Long Way Down - Jason Reynolds Alone on a Wide Wide Sea - Michael Morpurgo Refugee Boy - Benjamin Zephaniah Diary of Anne Frank - Anne Frank Cogheart - Peter Bunzl Wildspark - Vashti Hardy Boy in the Tower - Polly Ho Yen Ghost - Jason Reynolds Holes - Louis Sachar All the things that could go wrong - Stewart Foster Malamander - Thomas Taylor Here Lies Arthur - Phillip Reeve Stormbreaker - Anthony Horowitz Boy at the back of the class - Onjali Q'Rauf Where the world ends - Geraldine McCaughrean
 writing 3. Focus: clear and sustained interest in the central idea or topic. 4. Structure: how a piece of writing or a story is organised 5. Inference: logical understanding or deductions made based on evidence. 6. Empathy: understanding how a character feels. 7. Narrator: the person telling the story. 8. Act: the main sections of a play. 9. Scene: the smaller sections of a play – similar to chapters in a novel. 10.Stage directions: notes to the actor and director about how to move or 	 Individual Character Antagonist Protagonist Protagonist Playwright Specific Identified Create Revealed Interpretation Significant Circumstances Effect Affect Response Definition 	 Would I like to be friends with any of these characters? Why? How would I describe the main character? Do I dislike any characters? What is it about them that I don't like? Do I recognise any parts of myself in any of these characters? What do I predict will happen next? What does this character want to achieve? Was I satisfied with the ending? Why? Which character would I go on a camping trip with? If I could live in the setting of this text, would I? Why? If I could live in the setting of this text, would i? Why? If I could give advice to a character what would it be and why? If I could give advice to a characters was an animal what would they be and why? 		
speak. 11.Monologue: a longer speech by a character to	19. Constant 20. Decline			6. Personal response
 another character. 12.Soliloquy: a longer speech by a character to themselves or the audience. 13.Metaphor: describing something by saying it IS something elsebut not literally. 14.Simile: describing something using 'like' or 'as' to make a comparison. 	 21. Inference 22. Literature 23. Interaction 24. Relationship 25. Relevant 26. Colonialism 			The writer makes me feel The writer makes me think The writer makes me question The writer helps me to picture I predict that When I first read, I thought, but then It strikes me as when I cannot help but wonder why What frustrates me is I find it really when because

1. Short Stories and Novels

- allusion 1.
- 2. antagonist
- character 3.
- 4. climax
- conflict 5.
- development 6.
- 7. exposition
- foreshadowing 8.
- first person 9.
- 10. hook
- 11. implicit
- 12. irony

- 13. motif
- 14. narrator
- 15. pathetic fallacy
- 16. plot
- 17. prose
- 18. protagonist
- 19. resolution
- 20. second person
- 21. setting
- 22. tension
- 23. theme
- 24. third person

2. Plays

- 11. scene
- 12. script
- 13. situational irony
- 14. soliloquy
- 15. stage directions
- 16. staging
- 17. tragedy
- 18. romance



English Knowledge Organiser Glossary

3. Poetry

- 1. anadiplosis
- 2. anaphora
- 3. caesura
- 4. dramatic monologue
- 5. end stop
- enjambment 6.
- 7. alliteration
- 8. free verse
- half rhyme 9.
- 10. metaphor
- 11. meter
- 12. ode

- 13. onomatopoeia 14. personification 15. rhyme 16. rhythm 17. rhyming couplets 18. sibilance 19. simile 20. sonnet
- 22. volta

alliteration 1.

act

cast

audience

comedy

dialogue

director

dramatic irony

monologue

playwright

10. protagonist

1.

2.

3.

4.

5.

6.

7.

8.

9.

- 2. anecdote
- 3. pronouns
- 4. facts
- 5. opinions
- 6. rhetorical questions
- 7. repetition
- 8. exaggeration
- 9. emotive language
- 10. statistics
- 11. threes

12. ethos

4. Persuasive writing

- 13. expert opinion
- 14. flattery
- 15. humour
- 16. imperatives
- 17. logos
- 18. pathos
- 19. sarcasm
- 20. rhetoric



21. stanza

English Year 7 Writing	2. SPAG: can you write your own examples?	3. Useful Sentence Starters	4. Super Spellings	5. Bringing your writing to life	
1. Key Terms: can you use these in your writing?	1. A full stop is used to mark the end of a complete idea, with clear tense. E.g. He was	 -ed words E.g. Ragged, dierred -ing verbs E.g. Staggering, slithering List of adjectives E.g. Stagnant, murky, brown water Comparisons E.g. Unlike the larger African elephant, the A noun to start E.g. Clouds parted gradually Simile start E.g. Like a snake, the Prepositions E.g. Next to the waterfall When 	 stagnant picturesque euphoric cacophony azure serene tumult infuse throng bristled undulating disoriented exhilarating transfixed equipment atmospheric 	 Sensory description What would you be able to hear? See? Feel? Smell? Taste? SHOW don't tell He was bored slumped in his chair, endlessly tapping his pencil. Vary your sentences for pace Short sentences slow the pace; long sentences increase the pace. Try figurative language Metaphor, simile, personification Use words with precise meaning Bad Ugly Confusing Evil Uninspiring Went Ran Slunk Ambled Crept 	
 Descriptive: a piece of writing which describes a setting or situation in vivid detail. Genre: different types of writing which share similar features. Atmosphere: the tone or mood of a place or situation. Mood: a state or quality of feeling at a particular time. Nuance: subtle or slight difference. Perspective: a way of looking at something, a viewpoint. Sensory: descriptions which relate to the five senses. 	 running. 2. A comma is used to join a dependent clause to an independent clause. It should never be used to join two independent clauses together. 3. A semi-colon is used A colon is used A n exclamation mark 5. Parenthesis is 6. A dash can be used 7. Inverted commas are used 8. A new paragraph is needed when 				
8. Figurative language: Using a word or phrase outside of its every day meaning – usually to	6. Persuasive Writing Techniques Alliteration: Repeating the same sound at the beginning of a sequence of words			7. Mood words. Can you write a paragraph to demonstrate each one?	
 describe or compare something (e.g. similes, metaphors, personification). Metaphor: directly refers to one thing by describing something else. Simile: describes something by comparing it to another. Personification: gives human Anecdote: Giving an example/ Pronoun: Using words that refer Facts: Using true statements to I Opinions: stating an opinion as Rhetorical Question: Questions need an answer. Repetition: Repeating the same Emotive language: using words Exaggeration: to make something Statistics: Using percentages, nu 	short story related to the topic. to people – you, I, they, us, we be informative. a fact which cause the reader to think –they do to word or phrase for emphasis. that create an emotional response in the ng seem better or worse than it really is mbers to sound informative. ds/phrases together to describe somethin	not reader. 1. Calm 2. Anticip 3. Nervou 4. Exhilar 5. Gentle 6. Awe-ir 7. Chaot 8. Sinister	13. Tense ating 14. Idyllic 15. Playful 15. Dignified 16. Dignified 17. Sombre 18. Energetic 19. Frenetic		