| PUNCTUATION        |                  |
|--------------------|------------------|
| . Full Stop        | — Dash           |
| ? Question Mark    | - Hyphen         |
| ! Exclamation Mark | " " Speech marks |
| , Comma            | ' Apostrophe     |
| ; Semicolon        | Ellipsis         |
| : Colon            | Parenthesis (),, |

# **PARAGRAPHING**

<u>Time:</u> You move on to a new period of time

**Topic:** You change from one topic to another

# **TiP ToP**

Place: You move on to a different location

Person: If a new person speaks or change from one person to another.

| VOCABULARY/KEY SPELLINGS |                 |
|--------------------------|-----------------|
| 1. characterisation      | 6. resolution   |
| 2. speech                | 7. imagery      |
| 3. foreshadowing         | 8. dystopian    |
| 4. narrative             | 9. tension      |
| 5. pathetic fallacy      | 10. perspective |

## **NARRATIVE PERSPECTIVE**

**First Person:** Telling a story from the point of view of a character, using their voice and thoughts and experiences. i.e. I | me| we | us

**Third Person:** The **narrator** is not part of the story but they see and know everything. They refer to all characters with **third person** pronouns. i.e. he | she | they

## **NARRATIVE STRUCTURE**



| NOT ORISINATIVES                             |   |
|--|---|
| 1. Opening hook, characterisation 2. Setting | In the <i>exposition</i> , grab the reader's attention, establish who the main character is and where the narrative is taking place.                                  |
| 2. Complication                              | Something that complicates the story and needs sorting.   |
| 3. Development                               | In the <i>rising action</i> , a series of relevant incidents that create suspense, interest and tension, building up to the climax.                                   |
| 4. Climax                                    | The most dramatic or eventful moment.   |
| 5. Resolution                                | The <i>falling action</i> is made up of the events after the climax of a story that wrap up the plot and pull the threads of the story together, tying up loose ends. |
| 6. End                                       | The last words, leaving an impression on the reader.  |

### **INTERESTING SENTENCE STRUCTURES**

-ly **adverbs** followed by a comma: "Suddenly, the..."

-ing **verbs**: "Frowning, she..." | "Laughing loudly..."

**short sentence**: "I was hidden." | "Suddenly she paused."

nouns: "Leaves scattered..." | "Cars flew by..."

**Preposition**: "Before she knew it" | "Without warning"

### **KEY TERMS**

**Characterisation:** the creation and convincing representation of fictitious characters.

**Cliffhanger:** A moment where the story is very exciting and everyone wants to know what's going to happen next but then the story is paused and we are left waiting.

**Exposition**: the story opening that hooks the reader and establishes character, situation and setting.

Figurative language: language techniques used to convey a complicated meaning, colorful writing, clarity, or evocative comparison. (e.g. Metaphor, simile, personification, sensory description, pathetic fallacy

**Narrative hook:** catches your reader's attention and draws them into your story.

Narrative perspective: the point of view from which a narrative is told, e.g. first, second or third person perspective.

**Dystopia**: an *imagined* state or society in which there is great suffering or injustice- often futuristic, post-apocalyptic or totalitarian.

**Show don't tell:** Describing in detail (rather than statements of fact or events) to help develop character, mood and atmosphere.

# ear 9 **Dystopian** arrative Writi 0