

Features of stories	
Plot	The sequence of events where each affects the next one through the principle of cause-and-effect.
Setting	The time and geographic location within a narrative. The setting initiates the main backdrop and mood for a story. Elements of setting may include culture, historical period, geography, and hour.
Characters	Writers use characters to perform the actions and speak dialogue, moving the story along a plot line. The protagonist is the leading character or one of the major characters who moves the plot along. Archetypal characters are a familiar / traditional character used in many stories. e.g. the villain.
Context	The background information of the characters or plot that inform the story. This can also be information about the author, or the time in which the story was written that can influence our understanding of a text.

Answering questions on the novel...	
Point	Clearly answer the question by presenting your opinion and explaining your point of view.
Evidence	Select the best quotation from the text to support your opinion and help justify the opinion you have formed.
Inference	Clearly explain your quotation and how the evidence you have used supports your opinion. Use meta language to develop your analysis: this suggests... this implies... / this reveals...
Language	Focus on specific words or phrases that encouraged you to form your opinions. Use suitable subject terminology to analyse in detail the impact of these words.
Context	Think about the background of the story/character/setting and why this might also inform your opinion. Think about how your quotation is proving/supporting this.
Impact	Consider how a reader would react to this moment. Think about what the writer wanted their audience / reader to think feel or do at this point.

Literary Techniques	
Anthropomorphism	Attributing human features or characteristics to an animal
Dialect	The language of a particular subset of English speakers - often those living in a particular place - having its own unique diction, vocabulary, spelling and even grammar.
Dialogue	The words said by a character in a story or play.
Metonymy	A figure of speech where a thing is referred to by the name of something closely associated with that thing. i.e. Suits for business people; Hollywood for the film industry; The Crown for the royal family
Ominous	Suggestive of danger to come.
Pathetic fallacy	Technique where the environment (usually the weather) reflects the emotions of the main character.

