

Sticky Knowledge New Terminology and Vocabulary	Sticky Knowledge	Reading Suggestions	KS4
<p><u>Techniques employed by film directors and writers</u></p> <p>A false sense of security – the writer makes everything seem safe when in reality it is not</p> <p>Anticipating the worst – the reader is expecting something terrible and they don't know when it will happen</p> <p>Dramatic irony – when the audience knows something the characters don't</p> <p>Empty space – the writer makes the setting empty so that we think nothing can affect our main character</p> <p>Jump scares – this is when – BANG -you get a shock suddenly without any build up</p> <p>Mise-en-scene – everything that is in the scene / setting –how things are placed</p> <p>Nonlinear sounds – these are sound effects that don't fit in with the story – they seem odd</p> <p>Red herring – a false clue designed to put us on the wrong path of what is really happening</p> <p>Slow Reveal – this is when the writer reveals a key piece of information slowly and one bit at a time</p> <p>Stock Character – an easily recognised, and predictable, character for the genre – we can easily tell who they are from clothes and behaviour</p> <p>Subverting expectations – when the writer breaks the rules of what we expect to happen in the story</p> <p>Suspense – a feeling of being anxious or excited, but unsure of the reasons why</p> <p>Twist – this is a reveal and it changes everything we know about a character or story</p> <p>Underexposure – where the writer using lighting / darkness to</p> <p>Unreliable narrator – the reader thinks they can trust the narrator but they cannot and they mislead them</p>	<p><u>Horror Genre Conventions</u></p> <ul style="list-style-type: none"> *Emphasis on shocking and scaring the reader *Action and setting are key to creating drama *Lots of fast and quick events *Number of different characters – easily disposable *Focus on physical horror – body / blood / violence <p><u>Gothic Horror Genre Conventions</u></p> <ul style="list-style-type: none"> *Emphasis on creating terror in the reader *Women tend to be terrorised by a male figure *Fewer characters but the setting plays a larger part- almost a character in itself *Focus <p><u>5 Key Elements of Gothic</u></p> <ol style="list-style-type: none"> 1) <u>Gloomy setting</u> – castles, forests, towers, remote places , graveyard, tombs 2) <u>Stock characters</u> – tyrant, maiden, madwoman, maniac, femme fatale, evil monk/nun 3) <u>Foreboding signs</u> – omens, dreams, visions, storms, moon 4) <u>The Supernatural</u> – ghosts, monster, vampires, werewolves, strange events 5) <u>Overwrought emotions</u> – terror, madness, mental anguish, fury, passion, curiosity <p><u>Ghost Story Genre Conventions</u></p> <ul style="list-style-type: none"> *Emphasis on creating an unsettled feeling in the reader *Emphasis on thoughts / feelings / questions *Pace is slow and events build up and increase slowly *One main protagonist – often male, intelligent and in a respectable occupation *Events are small and often easily rationalised *The protagonist questions their sanity and state of mind 	<p>Strange Star – Emma Carroll</p> <p>Mister Creecher – Chris Priestley</p> <p>Uncle Montague's Tales of Terror – Chris Priestley</p>	<p>Story telling elements of Paper 1</p> <p><u>KS5 and further</u></p> <p>Genre study</p> <p>Media study</p>
		<p><u>Local Context</u></p> <p>Local ghost stories</p> <p>Oral storytelling</p>	<p><u>Cultural Capital</u></p> <p>Frankenstein - Shelley</p> <p>Red Room – H.G. Wells</p> <p>Dracula – Bram Stoker</p> <p>The Tell-Tale Heart – Edgar Allan Poe</p>
<p>Nice to know ...</p> <ul style="list-style-type: none"> • Different types of unreliable narrator • How horror and gothic horror has changed over time • The different subgenres 		<p><u>Links to other subjects</u></p> <p>History – Industrial Revolution / Victorians</p>	<p><u>Deeper Thinking</u></p> <p>How is the taste in genre and fiction affected by historical events?</p>

