Chapter Summaries

1	Chapter 1	Coraline explores her new home and finds a mysterious door that leads nowhere.
2	Chapter 2	Coraline visits Miss Spink and Miss Forcible, who read her future and see she is in danger.
3	Chapter 3	Coraline meets the Other Mother and Father and the Other Mr Bobo.
4	Chapter 4	Coraline meets the cat and visits the Other Miss Spink & Forcible, then heads back to the real world.
5	Chapter 5	Coraline thinks the Other Mother has kidnapped her parents; the cat advises her how to save them.
6	Chapter 6	Coraline continues to search for her parents. The Other Mother traps Coraline behind a mirror.
7	Chapter 7	Coraline meets the three ghost children behind the mirror and promises to help them too.
8	Chapter 8	Coraline continues her search in the Other Miss Spink & Miss Forcible's house.
9	Chapter 9	The Other Mother tries to trick Coraline and trap her in a basement with the Other Father.
10	Chapter 10	Coraline continues her search in the Other Mr Bobo's apartment.
11	Chapter 11	Coraline escapes the Other Mother's world with her parents.
12	Chapter 12	Coraline and her real parents spend time together and Coraline dreams of the children she saved.
13	Chapter 13	The Other Mother invades the real world and Coraline must defeat her once and for all.

Characters

1	Coraline Jones	The **protagonist.** Coraline is a curious, brave and intelligent young girl.
2	The Other Mother	The **antagonist**. She impersonates Coraline's mother in order to trap her.
3	The Cat	A **father figure** of sorts and Coraline's ally in the Other world.
4	The Other Father	A copy of Coraline's father, created by the Other Mother.
5	Spink & Forcible	Two of Coraline's neighbours, also copied by the Other Mother.
6	Coraline's Parents	Coraline's real parents, often too busy to spend time with her.
7	Mr Bobo	One of Coraline's neighbours, who lives above. Copied by the Other Mother.
8	Ghost Children	Three other victims of the Other Mother, trapped in the Other world.

Punctuation & Grammar

1	Full stop .	Marks the end of a sentence. **Always** followed by a capital letter.
2	Exclamation Mark !	Indicates a strong emotion. **Always** followed by a capital letter.
3	Question Mark ?	Indicates a question. **Always** followed by a capital letter.
4	Semi-colon ;	Joins two related sentences together. Replaces a coordinating conjunction. No capital letter needed afterwards.
5	Colon :	Introduces an idea. No capital letter needed afterwards. Replaces 'which is' or 'such as'. Can be replaced with a full stop.
6	Direct Speech " "	Indicates a character is speaking. Capital letter **always** needed; always includes some punctuation inside the closing speech mark; start a new line for a new speaker.
7	Brackets ( )	Adds additional detail or comment. Can be removed without affecting the sentence.
8	Dash –	Used before an additional comment. No capital letter needed afterwards.
9	Apostrophe '	Indicates letters have been omitted (don't, I'm, etc.) or to show possession (Liam's pen).
10	Sentence Fragment	A short, incomplete sentence used for emphasis or dramatic effect. Like this.

Key Vocabulary

1	Characterisation	Actions, descriptions and dialogue used to create a character's personality.
2	Imagery	Vivid descriptive images for the reader, often using similes and metaphors.
3	Show Don't Tell	Where actions and speech are used to reveal ideas, rather than simply stating them.
4	Pathetic fallacy	When the environment mirrors the character's mood.
5	Narrative Drive	The feeling that the story is pushing forwards and towards a goal.
6	Pace	How quickly the plot is moving forward.
7	Set-up/Pay-off	Something mentioned earlier that is connected to important later events.
8	Foreshadowing	Where future events are hinted at through similar moments earlier.
9	Genre	The category of writing, e.g. horror, action, fairy-tale, etc.
10	Genre Convention	A detail that is typical of a genre. Also called a trope.