

Key Techniques | **Taught through these novels**

1	Pathetic Fallacy	When human emotions or the mood of the story are reflected through the weather or the natural world.	Frankenstein, Wagner the Wehr Wolf, The Red Room, Jurassic Park
2	Juxtaposition	Placing two contrasting things or ideas close to one another in order to draw attention to the difference for effect	Frankenstein, Wagner the Wehr Wolf, Dracula, Jurassic Park
3	Semantic Field	A group of word choices linked through similar meaning or theme	Wagner the Wehr Wolf, The Red Room, Jurassic Park
4	Verbs	An action (doing) word	Frankenstein, Penny Dreadfuls, Dracula, The Red Room, Jurassic Park
5	Adverbs	A word to describe how an action is carried out	Frankenstein, Penny Dreadfuls, Dracula, The Red Room, Jurassic Park
6	Noun	Name given to a person, place or 'thing'	Frankenstein, Penny Dreadfuls, Dracula, The Red Room, Jurassic Park
7	Adjectives	A word to describe the noun	Frankenstein, Penny Dreadfuls, Dracula, The Red Room, Jurassic Park
8	Motif	A motif is a repeated image in a story which has symbolic significance in a story.	The Judge's House
9	Foreshadowing	A warning, suggestion or indication of a future event	The Judge's House, The Red Room, Jurassic Park
10	Simile	a figure of speech involving the comparison of one thing with another thing of a different kind but with similar traits using the words like or as	The Red Room
11	Metaphor	A figure of speech suggesting one thing is another thing of a different kind but with similar traits	Frankenstein, The Red Room
12	Personification	A figure of speech giving human or animal traits to inanimate objects	Wagner the Wehr Wolf, The Red Room

Gothic Conventions

1	Stormy weather	5	Intense emotions of fear and love
2	Supernatural creatures	6	Curses and prophecies
3	Uncanny events e.g. sounds and movements	7	Feeling of/literally being trapped
4	Gloomy, decaying, isolated setting	8	Death

Key Vocabulary

1	Supernatural	Something with no scientific evidence to support its existence
2	Psychological	A person's mental and emotional state
3	Tension/suspense	Feeling excited, anxious or fearful about something you expect to happen
4	Curse	A hex or spell which is intended to cause harm or punishment
5	Prophecy	A supernatural prediction of what will happen in the future
6	Sceptic/incredulous	Someone who does not believe in the supernatural

Stock Characters

1	Protagonist	The main character
2	Antagonist	The character who directly opposes the protagonist. In horror, this is often a supernatural creature.
3	Damsel in distress	A young woman who needs rescuing often the protagonist's love interest.
4	The Hag	An evil old woman, often a witch!

Common Themes

1	Good vs. Evil	5	Power
2	Courage	6	Death
3	Redemption	7	Religion
4	Love	8	Science

Cultural Function

1	Social/moral lessons taught through cautionary tales.
2	Religious/cultural beliefs and how these contrast with the modern world e.g. scientific developments
3	Exploring psychological situations
4	Entertainment