

English: *The Night Gardener & Gothic Extracts*

Year 7

Term 2



Themes and Ideas

1. **Greed and temptation** — The tree and the Night Gardener offer wishes, but at a dangerous cost. Characters learn that taking what seems easy or magical can lead to corruption and harm.
2. **Truth vs lies** — Molly's storytelling shows how lies can comfort but also deceive. The novel asks when stories help and when they become dangerous.
3. **Family and loyalty** — Molly and Kip's bond drives their choices. Their loyalty contrasts with the Windsor family's fractured relationships.
4. **Fear and courage** — Characters are tested on their fears. Courage is shown not as fearlessness but as choosing what's right despite danger.
5. **Consequences of desire** — The wishes granted by the tree reveal how unchecked desire can consume people, leading to obsession and ruin.
6. **The power of stories** — Stories can heal, inspire, or mislead. Molly learns that stories carry responsibility and that truth can be more powerful than fantasy.

Gothic Vocabulary

1. **Convention** — A way in which something is usually done.
2. **Tension** — A feeling of worry, suspense, or excitement about what might happen next.
3. **Supernatural** — Something that cannot be explained by nature or science, such as ghosts or magic.
4. **Grotesque** — Strange, ugly, or disturbing in a way that shocks people.
5. **Duality** — Having two different sides or qualities at the same time.
6. **Aesthetic** — The style or appearance of something; how it looks or feels.
7. **Duplicity** — Being dishonest or pretending to be someone you are not.
8. **Prodigious** — Very large, impressive, or extraordinary.
9. **Sinister** — Suggesting evil, danger, or something bad is about to happen.
10. **Superstitious** — Believing that certain actions, objects, or events can bring good or bad luck.

Gothic Conventions

1. **Extreme landscapes** — Wild, dramatic settings such as dark forests, mountains, cliffs, or stormy moors.
2. **Abandoned buildings** — Empty and often ruined places, such as old houses, castles, or churches.
3. **Omens, portents, visions** — Signs, warnings, or mysterious images that suggest something important or frightening will happen.
4. **Terror** — An intense feeling of fear or dread.
5. **Supernatural creatures** — Creatures that do not exist in the real world—ghosts, vampires, etc.
6. **Suspense** — A feeling of excitement and uncertainty about what will happen next.
7. **Supernatural events** — Strange occurrences that cannot be explained by science or nature.
8. **High emotion** — Strong feelings such as fear, anger, grief, love, or excitement.

Essay writing

1. **Thesis** — Your main argument or overall idea about the text.
2. **Essay** — A piece of writing that answers a question using evidence and explanations.
3. **Formal tone** — Writing in a serious, academic way without slang or conversational language.
4. **Paragraphs** — Sections of writing that focus on one main idea.
5. **Topic sentence** — The first sentence of a paragraph which introduces its main point.
6. **Quotation** — Words or phrases taken directly from a text and used as evidence to support a point in an essay.
7. **Inference** — A conclusion or idea worked out from clues in the text.
8. **Methods** — The techniques a writer uses, such as similes, metaphors, or symbolism.
9. **Analysis** — Explaining how and why a writer's choices create meaning or effects.
10. **Context** — Information about the time, place, and circumstances in which a text was written.
11. **Conclusion** — The final paragraph that summarises your main ideas and answers the question.

Key Language Methods

1. **Metaphor** — A comparison that says one thing is another thing.
2. **Metonymy** — Replacing something with something closely associated to it.
3. **Simile** — An comparison between two things using like or as.
4. **Semantic Field** — A group of words linked by a common theme or topic.
5. **Tone** — The writer's attitude or feelings towards a subject.
6. **Foreshadowing** — Clues or hints about what may happen later in a text.
7. **Pathetic Fallacy** — When weather or nature reflects the mood or events in a story.
8. **Anaphora** — The repetition of a word or phrase at the beginning of successive sentences or clauses.
9. **Symbolism** — When something represents a bigger idea or meaning.
10. **Onomatopoeia** — A word that imitates the sound it describes.
11. **Imagery** — Descriptive language that helps readers imagine something using their senses.

Key Structural Features

1. **Shift in focus** — When attention moves from one character, idea, or event to another.
2. **Character introduction** — The point in a text where a character is first presented to the reader.
3. **Dialogue** — A conversation between two or more characters.
4. **Flashback / Flashforward** — A movement in the narrative to an earlier or later point in time.
5. **Setting** — The time and place in which a story happens.
6. **Shift in time** — When the narrative moves from one time period to another.
7. **Shift in place** — When the location of the story changes.
8. **Repetition** — The deliberate use of a word, phrase, image, or idea more than once for emphasis.
9. **Cyclical structure** — A structure where the ending links back to the beginning.
10. **Linear structure** — A structure where events are presented in chronological order from beginning to end.
11. **Juxtaposition** — Placing two contrasting ideas, characters, or images close together to highlight their differences.