

Narrative	It's an account of events, experiences, or a sequence of fictional or non-fictional occurrences.
Characterisation	the process by which writers create and develop characters.
Perspective	the viewpoint from which a story is told.
Narrator	the voice telling the story.
Omniscient	all-knowing
Benevolent	all-loving
Resistance	refusal to comply with or accept something
Catalyst	a person or thing that provokes or speeds significant change or action.
Censorship	the suppression or prohibition of speech, public communication, or other information
Dystopian	an imagined society or state characterized by human misery, oppression, disease, and overcrowding. It is the exact opposite of a utopia (a perfectly ideal world) and typically features totalitarian governments, environmental disaster, or extreme technological control.
Inciting Incident	the pivotal event in a story that disrupts the protagonist's normal life, introduces the main conflict, and sets the plot into motion

Sensory Imagery


Touch (tactile)


Sight (Visual)


Smell (Olfactory)


Taste (Gustatory)


Sound (Auditory)

"The gentle whoosh of waves breaking on the shore lulled him into a peaceful slumber."

Creating characters- descriptive adjectives

Defiant	Cynical	Disillusioned
Callous	Luminous	Vigilant
Resilient	Wary	Machiavellian
Proud	Resolute	Indoctrinated
Resilient	Pragmatic	Enigmatic

Drop/ shift/ zoom



To drop means to plunge the reader directly into a scene, action, or character's thoughts without much setup

Example: "The glass shattered. I told you not to touch it!" Sarah screamed, eyes wide with fury."



To shift means to change the narrative's focus from one element to another.

Changing perspectives

Changing location

Changing focus within a scene

"The crowd cheered wildly as the runner crossed the finish line. [Shift] He barely registered the noise, his gaze fixed on the tiny silver medal presented to him."



To zoom means to narrow the narrative's focus, bringing a specific detail, object, or sensory experience into sharp relief.

Focusing on a specific detail

Intensifying a sensory experience

Highlighting a character's internal state

"She smiled, but it didn't reach her eyes. [Zoom] In their depths, a flicker of old pain remained."

Narrative Perspectives

Narrative perspective, often referred to as **point of view (POV)**, is the angle or vantage point from which a story is told. It determines who is telling the story and, crucially, what information the reader has access to.

Whose eyes are we seeing through?

Whose thoughts and feelings can we hear?

How much does the narrator know?

First-Person Point of View:

The story is told by a character within the narrative, using "I," "me," "my," "we," "us," "our."

Second-Person Point of View:

The narrator addresses the reader directly, using "you," "your."

Third-Person Point of View:

The story is told by an outside narrator, using "he," "she," "it," "they."

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Dialogue

Direct Speech

John said, "I am going to the gym."

Reported Speech

John said (that) he was going to the gym.

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ODCCR

Opening

Introduce the setting: Where and when does the story take place?

Introduce the main characters: Who are the key players in your narrative?

Development

Expand on characters and setting: Provide more details and depth.

Introduce everyday life: Show what things are like before the main problem arises.

Build background and context: more information about the world of the story and its inhabitants.

Complication

The problem escalates: The initial problem might lead to further difficulties or challenges.

Tension begins to build: The stakes increase, and the reader becomes more invested in the outcome.

Characters face obstacles: They might encounter difficulties or opposition as a result of the complication.

Crisis

The main character confronts the central problem:

This is where they face their biggest challenge or make a crucial decision.

Highest point of tension: The emotional and dramatic intensity is at its maximum.

Resolution

Consequences of the crisis unfold: Show what happens as a result of the crisis.

Loose ends are tied up: Minor conflicts or questions are addressed.

A new normal is established: Show how life has changed for the characters after the events of the story.

Show not Tell

Show not tell conveys information, emotions, and descriptions through actions, sensory details, dialogue, and internal thoughts, rather than explicitly stating them.

Telling: "She was angry."

Showing: "Her knuckles were white as she gripped the steering wheel. A vein throbbed in her temple, and her jaw was clenched so tight it ached. 'I can't believe this,' she hissed through gritted teeth."

Genre Conventions

Genre conventions are the established, recurring elements—such as themes, character archetypes, settings, and plot structures—that define a specific category of literature, film, or art.

ga vel **Oppressive Government:** A totalitarian authority that controls all aspects of life.

gr ou ns ng **Social Inequality:** Extreme divisions between elite groups and the impoverished masses.

er m re **Loss of Individuality:** Characters must conform and are punished for independent thought.

pe rs **Advanced Technology:** Used to control, survey, or manipulate citizens.

on **Resistance:** Characters attempt to resist or rebel against the oppressive system.