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| Genre Summa | ry | Social and Historical Context and Key Texts | Key Vocabulary: | |
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| Definition of dystopian writing: literature that describes an imaginary (often futuristic) society that is as dehumanising and as unpleasant as possible. Typical features of the genre: Propaganda is used to control the citizens of society; information, independent thought and freedom are restricted; a leader/concept is worshipped by the citizens of the society; citizens have a fear of the outside world; citizens live in a dehumanized state; citizens conform to uniform expectations; individuality and dissent are bad; the society is an illusion of a perfect utopian world. Settings: futuristic, industrial cities; destroyed natural habitat with little connection to nature; high levels of surveillance; environments and weather that create a strong sense of oppression or constraint. Themes: good vs evil; governmental control; technological control; loss of identity; survival; totalitarianism. | | The modern dystopian novel emerged at the turn of the 20th century. It was a time of political unrest and global anxiety, with two world wars awaiting in the near future. In early dystopian fiction, we can see the themes over which future novels would continue to obsess: political capital, the meaning of free will, and, perhaps most significantly, fear of the state and the unchecked power of government. 'The Giver' Lois Lowry '1984' George Orwell 'Brave New World' Aldous Huxley 'The Maze Runner' James Dashner 'The Handmaid's Tale' Margaret Atwood 'Noughts and Crosses' Malorie Blackman 'The Hunger Games' Suzanne Collins | allegory dystop apocalypse free w captive liberati censorship omnipre compliance oppress conformity propaga constrained revolut dehumanisation surveilla democracy totalitat despair tyranni dissent utopi | rill on sent sive nda ion ince rian cal |
| Key Terminology | | Sound It Out | Etymology- Word Origins | |
| Core | Climax – the peak of the story, when the main character faces their main problem or key moment. Complication - a problem/dilemma disrupts the normal life or comfort of the characters and sets off a sequence of interesting events. Exposition- The beginning of a story, where characters, setting and the main conflict are introduced. | cly-max com-pli-cay-shun ex-po-zi-shun | From the Greek klimax, meaning 'ladder' From the Latin complicates.' folded together confused, intricate,' From the Latin expositionem meaning an 'explanation' | er; |
| Intermediate | Sensory - words that link readers to the five senses: touch, sight, sound, smell, and taste. Tension - the reader's desire to know what happens next. It arises from a combination of anticipation, uncertainty, and emotional investment. | sen-suh-ry ten-shun | From the Latin <i>sentire</i> , meaning 'to perceive, feel.' From French, or from Latin <i>tensio(n-)</i> , from <i>tendere</i> 'stretch' | |
| Advanced | Allegory - a story that can be interpreted to reveal a hidden meaning, typically a moral or political one. | a-l-gury | From Old French <i>allegorie</i> , via Latin from Greek <i>allēgoria</i> , from <i>allos</i> 'other' + - <i>agoria</i> 'speaking' | |
| | Satire - the use of humour, irony, exaggeration, or ridicule to expose and criticize people's stupidity or vices, particularly in the context of politics and other topical issues. | sa-tyre | From Latin satira 'satire; poetic medley' | |