



# Year 9 Midway Assessment Revision

Your midway assessment will be testing your knowledge of key information from Y9, Y8 and Y7.

## Year 9

- dystopian genre tropes
- types of governments/leaders in dystopian fiction
- features of an everyman protagonist
- main plot of 1984
- analytical writing using PETAL structure
- creative writing devices (repetition, pathetic fallacy, similes and metaphors)

## Year 8

- thesis statements
- tropes of the crime genre

## Year 7

- Booker's Seven Basic Plots
- Propp's Character Archetypes

Your assessment will be out of 50 in total. Use the information below to help support your revision.

### Dystopian Genre Tropes:

1. **Oppressive Government:** often a totalitarian regime controls the population with propaganda, surveillance, and fear. Individual freedom is severely restricted.
2. **Dehumanisation:** citizens are treated as less than human, either by the government, society, or technology.
3. **Surveillance:** society is under constant monitoring, where privacy is virtually non-existent.
4. **Propaganda:** the regime uses misinformation to maintain control over people's minds and emotions.
5. **Class Divisions:** a rigid, hierarchical society where the elite thrive at the expense of the masses.
6. **Rebellion/Resistance:** there is usually a group or individual who challenges the oppressive system.
7. **Environmental Decay:** the setting is often a bleak, decaying world, symbolising the downfall of humanity and nature.

## Type of Government in a Dystopian World:

- **Totalitarianism:** a government where a single political authority or group holds absolute power, often with a dictator at the head. The state controls every aspect of life—political, social, economic—and uses tools like propaganda, mass surveillance, and secret police to suppress dissent.
- **Authoritarianism:** a more general system of government marked by strong central power and limited political freedoms, where citizens have little or no role in decision-making.
- **Technocracy:** in some dystopias, the government is run by experts or scientists who use technology to control the populace.

## Everyman Protagonist:

An everyman protagonist is a relatable, ordinary character with no extraordinary abilities. This figure often serves as the reader's proxy, experiencing the dystopian world through their eyes. Their qualities include:

- Being morally good but flawed
- Not starting out as a hero
- Making choices that reflect broader societal dilemmas
- Being driven by a desire for survival, truth, or justice

## Creative writing

- **Pathetic Fallacy:** the attribution of human emotions or characteristics to nature or inanimate objects, especially reflecting the mood of a character or the atmosphere of a scene.  
*Example: "The sky wept as the first rays of sunlight battled through the thick clouds, echoing the despair in Winston's heart."*  
The weather mirrors the character's emotions of sadness and struggle.
- **Repetition:** the repeated use of words or phrases to emphasize a point or to create a rhythm, often reinforcing an idea or theme.  
*Example: "Again, the screens flickered, again the same message: War is Peace. Freedom is Slavery. Ignorance is Strength."*  
The repeated phrases emphasise the oppressive propaganda drilled into the citizens' minds.
- **Simile:** a figure of speech that compares two different things using the words "like" or "as" to highlight a similarity.  
*Example: "Winston's fear slithered through his mind like a snake."*  
Winston's fear is compared to a snake to emphasize its sneaky and constricting nature.
- **Metaphor:** a figure of speech that directly refers to one thing by mentioning another, implying they are alike, without using "like" or "as."  
*Example: "Big Brother was the iron fist that clenched the throat of Oceania."*  
Big Brother is compared to an iron fist, suggesting control and oppression without explicitly saying "like."

## PETAL

Point: point that clearly answers the question

Evidence: evidence from the text that supports your point

Technique: technique/words you can zoom in

Analysis: Analysis of your evidence- what does your evidence show?

Link: Writer's intentions, reader response and context

## Year 8

### Thesis statement

1. Start with a subordinating conjunction (although, despite, whilst, even though)
2. Introduce a weaker viewpoint
3. Comma
4. Introduce a second viewpoint

Examples:

Although Frankenstein's monster is initially portrayed as a grotesque and dangerous creature, his capacity for learning and desire for companionship reveal that he is more a victim of society's rejection than an inherent villain.

While Frankenstein's monster appears evil because of his actions, his loneliness and rejection show that he is ultimately a victim of neglect rather than a true villain.

### Crime genre tropes:

- A seemingly unsolvable crime
- Crime scene investigation
- Clues/evidence
- A victim
- Suspects
- An intelligent, observant, eccentric detective
- Plot twists/ red herrings
- Suspense/mystery

## Year 7

### Brooker's Seven Basic Plots

#### 1. Overcoming the Monster

- **Plot:** The hero must defeat a great evil or monstrous antagonist that threatens them or their world.
- **Examples:** *Beowulf*, *Jaws*, *James Bond* films.

#### 2. Rags to Riches

- **Plot:** A protagonist starts in a lowly, humble position but rises to success, wealth, or glory. Often involves a reversal of fortune.
- **Examples:** *Cinderella*, *Aladdin*, *Harry Potter*.

#### 3. The Quest

- **Plot:** The hero and companions set out to achieve a specific goal, often traveling far and encountering numerous obstacles along the way.
- **Examples:** *The Lord of the Rings*, *Indiana Jones*, *The Odyssey*.

#### 4. Voyage and Return

- **Plot:** The protagonist travels to a strange or unfamiliar world, faces challenges, and ultimately returns home, changed by the experience.
- **Examples:** *Alice in Wonderland*, *The Wizard of Oz*, *Gulliver's Travels*.

#### 5. Comedy

- **Plot:** Light-hearted and humorous, usually involving misunderstandings, confusion, and eventual resolution, often ending in a celebration or marriage.
- **Examples:** *A Midsummer Night's Dream*, *Bridget Jones's Diary*, *Much Ado About Nothing*.

#### 6. Tragedy

- **Plot:** The protagonist has a fatal flaw (hubris, greed, etc.) that leads to their downfall, often resulting in death or destruction.
- **Examples:** *Macbeth*, *Romeo and Juliet*, *The Great Gatsby*.

#### 7. Rebirth

- **Plot:** The main character experiences a major transformation or renewal, often after reaching a low point or "death" of some kind (literal or metaphorical).
- **Examples:** *A Christmas Carol*, *Beauty and the Beast*, *The Lion King*.

### Propp's Character Archetypes:

#### 1. The Hero

- The central character who embarks on a quest or faces challenges. The hero's journey often involves overcoming obstacles, defeating the villain, and achieving a goal.
- **Examples:** Hercules, Luke Skywalker, Harry Potter.

#### 2. The Villain

- The antagonist who opposes the hero, creating conflict. The villain's goal is to disrupt the hero's plans, often for personal gain or out of malice.
- **Examples:** Darth Vader, Voldemort, the Evil Queen.

#### 3. The Donor

- A character who provides the hero with a magical item, advice, or assistance that helps them on their quest. The donor often tests the hero before granting help.

- **Examples:** Fairy godmother in *Cinderella*, Dumbledore in *Harry Potter*.

#### 4. The Helper

- A loyal companion or sidekick who supports the hero throughout their journey. The helper assists in overcoming obstacles and may provide emotional support or physical aid.
- **Examples:** Samwise Gamgee in *The Lord of the Rings*, Robin to Batman.

#### 5. The Princess (or Prize)

- The goal or reward for the hero, often a person the hero rescues or wins, though it can also be a symbolic prize such as treasure or freedom. The princess is typically passive in the story but represents what the hero strives for.
- **Examples:** Princess Leia in *Star Wars*, Rapunzel in fairy tales.

#### 6. The Dispatcher

- This character sends the hero on their journey, often pointing out the problem or quest that needs to be completed. The dispatcher motivates the hero to take action.
- **Examples:** Gandalf in *The Hobbit*, M in *James Bond*.

#### 7. The False Hero

- A character who initially appears to be the hero or a helper but turns out to be deceptive or selfish. The false hero may try to take credit for the hero's actions or claim the reward for themselves.
- **Examples:** Prince Hans in *Frozen*, Lotso in *Toy Story 3*.