

# Heroes and Villains



## The 7 Basic Plots

- 1. Overcoming the monster** - a hero who confronts and defeats a powerful, evil force (the "monster") that threatens their world or community.
- 2. Rags to riches** - The protagonist achieves something they lack, loses what they've gained, and then gets it back again.
- 3. The quest** - The protagonist must set out in pursuit of a treasure, place, or other goal, overcoming challenges along the way.
- 4. Voyage & Return** - The protagonist travels to a strange new place, experiences hardships, makes discoveries and then returns home with the lessons they have learned.
- 5. Comedy** - The protagonist experiences a series of light-hearted or confusing events, before the story resolves into a happy ending.
- 6. Tragedy** - The protagonist has a central trait or flaw or makes a mistake, which results in catastrophe.
- 7. Rebirth** - The protagonist undergoes a transformation and often ends up a better person as a result.

## Superhero Conventions

- Superheroes are people or creatures with abnormal powers that they use for good – in order to help people.
- They often live in a densely populated city, probably because supervillains want to affect as many people as possible with their evil plans.
- Superheroes' names and costumes are often related to the special powers they have.
- Super villains often have a terrible childhood/backstory, which explains why they have become evil.

## Colour Connotations

- Red:** anger, love, passion, warning
- Orange:** energy, happiness, life, warmth
- Yellow:** hope, happiness, cowardice
- Green:** nature, money, greed, poison
- Blue:** calm, tranquillity, sadness, peace
- Purple:** creativity, royalty, magic, wisdom
- Pink:** romance, femininity, beauty
- Black:** death, evilness, power, mystery
- White:** purity, innocence, hope, goodness

## Types of Metaphor

**Metaphor:** literally means 'to transport meaning'. Using an idea (tenor) as a vehicle to create a different meaning (ground).

**Simile:** a metaphor which makes a comparison to something else, usually using 'like' or 'as'.

**Personification:** a type of metaphor which gives human qualities to non-human things.

## ISPACE sentences and Sentence Structures

- Sentence Structures**
- **Simple:** an independent clause with no conjunction or dependent clause (e.g., The train was late.).
  - **Compound:** two independent clauses joined by a conjunction (e.g., and, but, or, for, nor, yet, so).
  - **Complex:** contains one independent clause and at least one subordinate clause. Subordinators can refer to the subject (who, which), the sequence/time (since, while), or cause (because, if)
  - **Minor:** an incomplete sentence that still makes sense without all the necessary information (e.g. Wow!).

**ISPACE Sentence Openings**

I: -ing (present continuous verb)  
 S: Simile  
 P: Preposition  
 A: Adverb  
 C: Conjunction  
 E: -ed adjective

## Parts of Speech

- Noun** - the name given to a person, place, thing, or idea
- Verb** - expresses action or being
- Adverb** - modifies or describes a verb, an adjective, or another adverb
- Adjective** - modifies or describes a noun or pronoun
- Preposition** - a word (usually) placed before a noun or pronoun to show direction, time, place or location
- Article** - a word that comes before a noun to show if it's specific or general
- Conjunction** - joins words, phrases or clauses
- Pronoun** - a word used in place of a noun

## Key Vocabulary

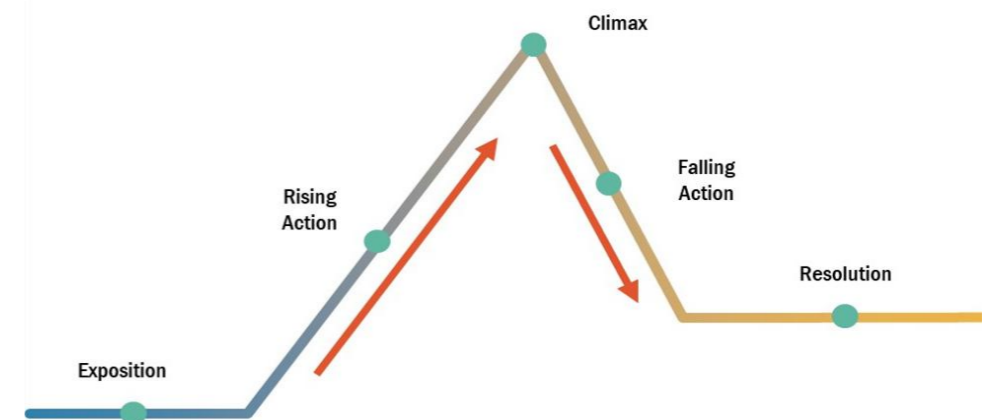
<b>Hero</b>	A person who is admired for their courage, outstanding achievements, or noble qualities
<b>Villain</b>	Opposes the hero and is devoted to wickedness or crime
<b>Anti-hero</b>	A central character in a story who lacks conventional heroic qualities
<b>Altruistic</b>	Showing unselfish concern for the welfare of others
<b>Gallant</b>	Having or displaying great dignity nobility
<b>Resilient</b>	The ability to recover from challenging or difficult situations and adapt to adversity
<b>Disreputable</b>	Not considered to be respectable in character or appearance
<b>Formidable</b>	A person who inspires fear and respect thanks to their size, special ability or unusual qualities
<b>Ignominious</b>	Deserving or causing public disgrace or shame
<b>Perspective</b>	The way somebody views something
<b>Tension</b>	Mental or emotional strain
<b>Juxtaposition</b>	Placing two contrasting ideas together to emphasise one idea further

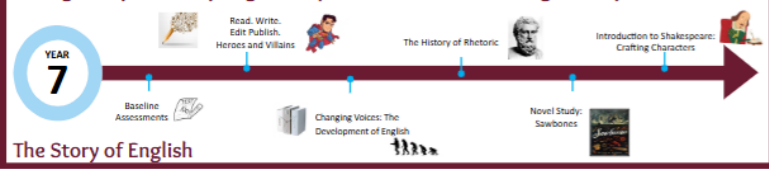
## Paragraphs

**TIP ToP**  
 You must change paragraphs when there is a new:

- **T**ime
- **P**lace
- **T**opic
- **P**erson

## Narrative Arc





# Heroes and Villains



## The 7 Basic Plots

1. In the 'Overcoming the Monster' plot, what typically happens to the protagonist by the end of the play?
2. What does the protagonist gain and lose in a 'Rags to Riches' story?
3. What motivates the protagonist to begin their journey in 'The Quest'?
4. What is unique about the setting in the 'Voyage and Return' plot?
5. What kind of events occur in the 'Comedy' plot?
6. What role does the protagonist's flaw play in a 'Tragedy'?
7. What triggers the transformation in the 'Rebirth' plot?
8. How does 'The Quest' differ from 'Voyage & Return' even though both involve a journey?

## Superhero Conventions

1. Why do superheroes often live in densely populated cities?
2. How are superheroes' names and costumes usually connected to their powers?
3. What is a common reason given for why supervillains become evil?

## Colour Connotations

1. What emotions or ideas are commonly associated with the colour red?
2. Which colour represents calm, peace and sadness?
3. What are some meanings connected to the colour green?
4. What ideas does the colour purple often represent?
5. Which colour is associated with purity, innocence and goodness?

## Types of Metaphor

1. What is the role of the "tenor" and "vehicle" in a metaphor?
2. How is a simile different from a metaphor?
3. What is personification and what does it give to non-human things?

## ISPACE sentences and Sentence Types

1. What is a simple sentence, and what does it consist of?
2. Which sentence type is made up of two independent clauses joined by a conjunction?
3. What kind of clause must a complex sentence contain in addition to an independent clause?
4. Which sentence type uses words like "because" or "if" to join ideas?
5. What is a minor sentence and how can it still make sense without being complete?
6. What does the 'I' and 'A' stand for in the ISPACE sentence openings?
7. Which ISPACE opener compares one thing to another using "like" or "as"?

## Parts of Speech

1. What is a noun, and what kinds of things can it name?
2. Which part of speech shows action or a state of being?
3. What does an adverb describe or modify?
4. What does an adjective do in a sentence?
5. Which part of speech is usually placed before a noun to show direction, time, or place?
6. What is the purpose of an article in a sentence?
7. Which part of speech joins words, phrases, or clauses together?
8. What part of speech is used instead of a noun to avoid repetition?

## Key Vocabulary

1. What is a hero, and what qualities make someone a hero?
2. How does a villain differ from a hero?
3. What is an anti-hero, and how are they different from a traditional hero?
4. What does it mean if someone is altruistic?
5. How would you describe someone who is gallant?
6. What does it mean to be resilient?
7. What kind of person is described as disreputable?
8. Why might someone be called formidable?
9. What does ignominious mean, especially regarding public opinion?
10. What is juxtaposition and how is it used in storytelling?

## Paragraphs

1. When should you change paragraphs because of time?
2. Why might a change in place require a new paragraph?
3. What should you do when the topic changes in your writing?
4. How does a change in person affect paragraph structure?

## Narrative Arc

1. What is introduced during the exposition of a story?
2. Which part of the plot builds tension and leads to the climax?
3. What happens at the climax of a story?
4. What is the purpose of the falling action?
5. What does the denouement do at the end of the story?
6. Put these parts of a story in the correct order: exposition, climax, rising action, falling action, denouement.