

YEAR 7

Autumn Term 2: Raven's Gate



Key Vocabulary for Lessons

Key Word	Meaning
Adjectives	Describing words
Analysis	Studying or examining something in detail
Anxious	Worried and nervous
Atmosphere	The feeling, <i>emotion or mood</i> created through description of by setting
Character	Refers to a fictional person portrayed by the author in a play, novel, short story, or poetry
Character Development	The emotional, physical or mental growth of a character that allows readers to see the character change
Climax	The most intense, exciting, or important point of something
Close Reading	Focusing on specific details of a text in order to gather deeper meaning
Connotations	Something suggested or implied by a word or thing
Context	The set of facts or circumstances that surround a situation or event
Determined	Wanting to do something very much and not allowing anyone or any difficulties to stop you
Devour	Eat hungrily or quickly
Eerie	Strange and frightening, makes you feel nervous
Empathy	The ability to understand and share the feelings of another
Exposition	Sets the scene at the start of a story and introduces the characters and setting
Flashback	When the author goes back in time to a memory or past event
Foreshadow	A warning or predication that something will happen
Genre	A style or category of art, literature or music
Horror	A feeling of great shock, fear, and worry caused by something extremely unpleasant
Imagery	Descriptive words used to create a picture for the reader
Interpretation	The action of explaining the meaning of something
Inference	An inference is an educated guess based on the information you are given
Light Relief	Something that is pleasant and amusing after something sad or serious
Mood	Mood refers to the emotions that a text creates for the reader
Nouns	Naming words
Oxymoron	When two opposite words appear next to each other, e.g. the angelic devil
Personification	Giving human characteristics to nonhuman things
Personality	The type of person you are, shown by the way you behave, feel, and think
Plot	The storyline of a text
Plot Twists	An unexpected development in a story
Powerful	Having a lot of power to control people and events
Prediction	A statement about what you think will happen in the future
Prioritise	To arrange items in order of their importance
Resolution	The ending, solving a crisis or situation
Rising Action	The part where the conflict begins to build and leads up to the climax
Senses	Anything that relates to the five human senses of sight, sound, smell, taste, and touch
Structure	How a text is organised

Summarise	To shorten and provide the main points of something
Supernatural	Unable to be explained by science or the laws of nature
Setting	Setting is the time and place (when and where) of the story
Sinister	Giving the impression that something harmful or evil is happening or will happen
Sympathy	Feelings of pity and sorrow for someone else.
Tension	A feeling of nervousness, excitement, or fear that is created
Tone	Feelings or attitude of a place, piece of writing, situation
Verbs	Action words
Vulnerable	Possibility of easily being attacked or harmed, either physically or emotionally

KS3 Homework

- Homework will be set via Microsoft Teams once a week.
- Each weekly homework will alternate between retrieval style questions and extended responses.
- These will be based on what you have learnt over the current unit.

Additional Opportunities

If you wish to further develop your skills and knowledge for KS3 English, you can use the following links:

- Department for Education English Programme for study: Key Stage 3 - https://assets.publishing.service.gov.uk/media/5a7b8761ed915d4147620f6b/SECON DARY_national_curriculum_-_English2.pdf