Your notes

KS3 English: revision notes

Reading fiction

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The parts of a story

- **Plot** (what happens), character (who it happens to), **setting** (where and when it takes place) and **theme** (the big ideas, such as friendship, power or growing up).
- A first-person **narrator** tells the story as "I"; a third-person **narrator** uses "he", "she" and "they".
- Structure: opening, build-up, problem, **climax** (the most exciting or important moment) and resolution. Writers also use flashbacks, **foreshadowing** (hints about what will happen) and cliffhangers.
- **Genres** include mystery, adventure, fantasy, science fiction, horror, historical and dystopian (a frightening or unfair future society).

Characters and inference

- Writers show what a character is like through what they say, do and think, and how other characters react to them.
- To **infer** is to work out something the writer hasn't stated directly. If a character slams a door and won't speak, we can **infer** they are angry.

Language

- Look for similes (like or as), metaphors (saying something is something else), personification (giving human qualities to things), precise verbs and adjectives, and imagery.
- **Pathetic fallacy** is when the weather or **setting** reflects a mood, such as a storm at a tense moment.
- Sentence length matters: short sentences can build tension.

Writing about fiction

- Use PEE paragraphs: make a Point, give Evidence (a short quotation), and Explain its effect on the reader. Add a Link back to the question for PEEL.
- Keep quotations short and embed them in your own sentences.
- Use subject terminology (such as "metaphor" or "**foreshadowing**"), but always explain the effect.

Key terms

Plot	The events of a story.
Setting	Where and when a story takes place.
Theme	A big idea that a story explores, such as friendship or power.
Narrator	The voice that tells the story.
Foreshadowing	A hint about what will happen later.
Climax	The most exciting or important moment in a story.
Infer	Work out something that isn't stated directly.
Pathetic fallacy	When the weather or setting reflects a mood.
Characterisation	How a writer presents a character.
Genre	A type of story, such as mystery or fantasy.

Quick questions

Cover the answers and test yourself: remembering is what makes it stick.

1. What is the setting of a story?
2. What is a first-person narrator?
3. What is foreshadowing?
4. What is a theme?
5. What is pathetic fallacy?
6. What does "infer" mean?
7. What does PEE stand for in paragraph writing?
8. Which of these is a simile?

Answers

1. Where and when it takes place
2. A narrator who tells the story as "I"
3. A hint about what will happen later
4. A big idea the story explores, such as friendship or power
5. When the weather or setting reflects a mood
6. Work out something that isn't stated directly
7. Point, evidence, explain

Your notes

8. Her eyes sparkled like stars

What to do next

Practise 13 questions on this topic

Try 4 exam questions, with mark schemes

Read the lesson, one step at a time

Free revision for GCSE and KS3 at lycolearn.co.uk. Some notes are for one exam board only, and say so in brackets.

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