

TEXTUAL STRUCTURE

Simple sentence often a short sentence which contains a noun and verb

Compound sentence simple sentences joined with a connective which would make sense as sentences on their own

Complex sentence – a sentence which contains a main and subordinate clause

WORD CLASSES

Noun - a word that identifies:

- a person (*girl, engineer, friend*)

- a thing (*horse, wall, country*)

- an idea, quality, or state (*anger, courage, life, luckiness*)

Verb - describes what a person or thing does or what happens. Verbs describe:

- an action – *jump, stop, explore*

- an event – *snow, happen*

- a situation – *be, seem, have*

- a change – *evolve, shrink, widen*

Adjective - describes a noun, giving extra information about it. For example: a **tidy** room, an **exciting** adventure, a **green** apple

Adverb - used to give information about a verb, adjective, or other adverb. They make the meaning of a verb, adjective, or other adverb stronger or weaker, and often appear between the subject and its verb (*She **nearly** lost everything.*)

Pronoun - used in place of a noun that has already been mentioned, often to avoid repeating the noun. For example: *Laura left early because **she** was tired. **That** is the only option left. **Something** will have to change.*

Personal pronoun - used in place of nouns referring to specific people or things. For example: *I, me, mine, you, yours, his, her, hers, we, they, or them*

Conjunction – (or connective) words such as *and, because, but, for, if, or, and when*. Conjunctions are used to connect phrases, clauses, and sentences. The two main kinds are known as *coordinating conjunctions* and *subordinating conjunctions*

Exclamation – (or interjection) shows strong emotions, such as surprise, pleasure, or anger - often stand on their own and have an exclamation mark

Imperative – a command, often with an exclamation mark

Antithesis – joins two ideas together in comparison or contrast *e.g. to err is human, to forgive divine*

First person – makes the speech personal, appealing to the reader

Second person – targets the reader or listener directly, involving them in the text

Third person – distances the subject from the text, excluding them from the topic, *e.g. He must not be allowed to continue...*

Short sentences – short sentences are blunt – they make the speaker seem strong

Threaten action – often used to conclude a speech and stirs the audience to action – makes the speaker seem strong

Jargon – specialised terms that persuade the audience that they are an expert, *e.g. When announcing a recession a politician may call it*

Generalisations – sweeping statements about a whole group, based on only one or two members

Inclusive and exclusive language – inclusive language such as 'we', 'our', 'us', and exclusive language such as 'them' creates a sense of solidarity or responsibility, *e.g. 'People like you and me don't want to see this happen'*

Sounds

Assonance – repetition of vowel sounds in a series of words

Sibilance – the repetition of 's' sounds in a series of words which could be anywhere in the word

Hyperbole - exaggerates points and can be used to mock opposing opinions, as a shock tactic, or to play on people's fears

Onomatopoeia – a word that sounds like what it is describing, *e.g. 'adding to clouds more clouds with his deep sighs'*

Figurative/Poetic Lang

Textual & Poetic Structure

Content & Style

Mood – the atmosphere of a text and the feelings that it gives the reader

Narrator – the speaker or person who is the voice in the text - their views and experiences *may* be those of the poet, but this is not always the case

First person: *I, me, my* (told from the narrator's own view – which may or may not be the same as the writer)

Second person: *you, we, us* (often used persuasively)

Third person: *he, she, they* (told by an omnipresent voice looking down on the action)

Tone – the attitude of the text, for example, serious, humorous or sarcastic

Metaphors

Imagery – descriptive language used to create a particular picture, feeling or mood in the mind of the reader

Metaphor – an image used to create a particular picture, feeling or mood in the reader's imagination *e.g. 'his face was burning' suggests he is embarrassed or angry*

Anthropomorphism – treating animals like humans, *e.g. From The Eagle, He clasps the crag with crooked hands*

Zoomorphism – treating humans and objects like animals, *e.g. When TYBALT asks MERCUTIO what he wants, he replies 'Good King of Cats, nothing but one of your nine lives'*

Simile - the direct comparison of one thing to another, usually using the words 'as' or 'like' *e.g. 'as light as a feather' suggests that the object being talked about is very light*

Personification - where an animal, object or idea is described as though it is a person, to help the thing 'come to life' *e.g. 'death was knocking at his door' suggests death is actually standing outside, ready to take his life*

Pathetic fallacy - where the weather or the environment are used to create a mood *e.g. 'the wind was all speedy feet, all horns and breath' presents the wind like some sort of creature, perhaps even a monster*

Sounds

Alliteration – a series of words which start with the same sound, often to emphasise the words or their sounds *e.g. 'fouls are fixed with feathers turned'*

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