

# Morality and Mortality KNOWLEDGE ORGANISER

## 1. Rationale

In this scheme, you shall study closely highly emotional characters in intense and traumatic situations. The **mental unravelling** of Arthur Kipps will show us the **fragility** of the human mind. The study of the Victorian Gothic will expose you to the treatment of those who choose not to **conform** to **social norms** and, through the use of modern texts, encourage you to consider how these views have changed over time. You will have the opportunity explore how attitudes to mental health and **unconventional** families have changed in the modern world and you will have the opportunity to **critique** the representations of mental health and unconventionality in the modern media. You will also be able to use the Gothic conventions in your own spooky narrative writing!

Era-Mid to late 19th century (however the Gothic influence can be seen even today):

- The literary genre originated in England. By the Victorian era, Gothic was no longer a popular genre, however, in many ways, it was now entering its most creative phase.
- The Victorian period saw the development of new ideas, medical advancement, technology, inventions and literature.
- Major revolutions in science during this period meant that people were becoming more interested in the supernatural as they tried to cling to old beliefs. Electricity and other unknown forces scared people and they often mistook them for supernatural influences or events.
- Ghosts became extremely popular at this time and novels such as Wuthering Heights, A Christmas Carol and The Turn of Screw captured peoples interests and imaginations when it came to ghostly apparitions.

### Conventions of Gothic Literature

- Pathetic Fallacy:** A literary term for the attribution of human emotion and conduct to things found in nature
- Obscurity-** A thing that is unclear or difficult to understand.
- Wild Landscapes-** Wild settings that have dangerous natural elements such as forests, marshland, deserts and cliff sides.
- Trauma-** Emotional and psychological trauma is the result of extremely stressful events.
- Sinister Settings-** Haunted houses, graveyards and Abbeys (churches) are common settings for Gothic stories due to their history and size.
- The Uncanny-** Familiar, yet strangely frightening unfamiliar places, characters and objects. The word means 'un-homely' which explains why many of the houses in Gothic Literature are intimidating and un-safe spaces.

## 2. Key Terminology

<b>literary conventions</b>	Defining features of particular literary genres, such as novel, short story, ballad, sonnet, and play.
<b>Connotation</b>	The suggested or inferred meaning of a work.
<b>Pastiche</b>	An artistic work in a style that imitates that of another artist, or period.
<b>mood</b>	The feelings or atmosphere perceived by a reader in a piece of literature.
<b>Analyse</b>	Examining a text methodically and in detail in order to explain and interpret it.
<b>symbolism</b>	The use of symbols to express ideas or qualities.
<b>foreshadowing</b>	A literary device in which a writer gives an advance hint of what is to come later in the story.
<b>foreboding</b>	A feeling that something bad will happen; fearful apprehension.
<b>characterisation</b>	A literary device in which in an author builds up a character in a narrative.
<b>Emotive language</b>	Language used to encourage the reader to make an inference/feel an emotion about a particular description.
<b>Simile</b>	Comparing one thing to another using 'like' or 'as' Example: "She was as brave as a lion"
<b>Metaphor</b>	Comparing one thing to another. Example: "Molly was a lion in defence that game"
<b>Narrative</b>	A spoken or written account of connected events: a story.
<b>Explicit evidence</b>	Evidence clearly stated and explained.
<b>Implicit information</b>	An inference that is suggested or implied by the explicit information given by the writer.
<b>Dramatic Irony</b>	When the reader knows something that the narrator/character doesn't.
<b>Persona</b>	The person who is understood to be speaking (or thinking or writing) a particular work

### Big Ideas

Word	Definition
<b>Malevolence</b>	Having or showing a wish to do evil to others.
<b>Revenge</b>	The action of hurting or harming someone in return for an injury or wrong suffered at their hands.
<b>Instability</b>	State of being unstable and unpredictable
<b>Fragility</b>	The state of being easily broken or damaged.
<b>Compassion</b>	Sympathetic feelings for the suffering of others
<b>Alienation</b>	The feeling that you have no connection with the people around you or that you are not part of a group.
<b>Isolation</b>	Being alone, especially when it makes you feel unhappy.
<b>Suspense</b>	A state or feeling of excited or anxious uncertainty about what may happen
<b>Supernatural</b>	A force beyond scientific understanding or the laws of nature.
<b>Trauma</b>	A deeply distressing or disturbing experience.
<b>Ominous</b>	Something that suggests that bad things will happen soon.
<b>Morality</b>	Understanding how to distinguish between right and wrong
<b>Immorality</b>	The state of being immoral, evil, wicked.
<b>Mortality</b>	The subject of death.
<b>Remorse</b>	Deep regret or guilt over an act committed.