



YEAR 9 AUTUMN TERM KNOWLEDGE ORGANISER:

DYSTOPIAN NIGHTMARES

THE HUNGER GAMES BY SUZANNE COLLINS

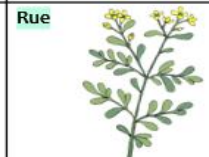
Plot Overview: In a dystopian future, the totalitarian nation of Panem is divided into 12 districts and the Capitol. Each year, two young representatives from each district are selected by lottery to participate in The Hunger Games: a televised fight to the death.

Chapter	Plot Summary
Chapter 1	- Introduction to Katniss Everdeen (the protagonist). - District 12 on the day of the reaping. - Katniss and Gale go poaching outside of the boundaries. - Prim's name (Katniss' younger sister) is drawn in the reaping for the Hunger Games.
Chapters 2-3	- Katniss takes Prim's place as tribute. - Peeta Mellark is drawn as the male tribute. - Katniss recalls Peeta being kind to her when she was starving after her father's death. - They say goodbye to their families. Katniss receives a gold pin of a bird.
Chapters 4-6	- Haymitch introduces himself as Katniss and Peeta's mentor. - Cinna, their stylist, dresses them as flames for the opening ceremony – a huge success with the public.
Chapters 7-9	- Training: Peeta is an excellent wrestler; Katniss is a skilled archer. - Katniss scores highly in training and attracts sponsors.
Chapters 10-12	- TV interviews: Peeta reveals his love for Katniss (a tactic to make them desirable to the public). - The Hunger Games begin. - Peeta joins career tributes and they hunt as a tribe; Katniss is alone.
Chapters 13-15	- Katniss rests up a tree after escaping a large fire. - The career pack attempt to kill her. - Katniss saws down a tracker jacker nest, killing one and causing the others to flee. - Katniss is stung – she hallucinates and passes out. - Alliance: Rue (District 11) helps Katniss with her stings.
Chapters 16-18	- Katniss and Rue raid the career pack's supplies – the Mockingjay call is their signal. - Rue is killed by a boy from District 1. - Katniss mourns Rue's death. - The rules are changed – recruits from the same district can now both win.
Chapters 19-21	- Alliance: Katniss finds an injured Peeta (his leg is infected). He needs medicine. - An announcer informs the tributes that something they need is at a 'feast'. - Katniss risks her life to get the medicine for Peeta.
Chapters 22-24	- Peeta is rejuvenated after receiving the medicine. - More tributes die (Thresh from District 11 is killed and Foxface from District 5 eats poisonous berries). - Katniss and Peeta take the berries to give to the last member of the careers pack: Cato. - Cato runs past them – he is being chased by something.
Chapters 25-27	- They realise that Cato is being chased by mutations – wolf-like creatures. - Final fight: Katniss shoots Cato with an arrow as he attacks Peeta. He is mutilated by the mutations. - The announcer informs the rules have been reversed: only one tribute can win. - Katniss and Peeta attempt to kill themselves with the poisonous berries. - Katniss and Peeta are crowned the winners but the Capitol is furious at their rebellious actions.

Key Characters

 Katniss Everdeen Protagonist / narrator / District 12 tribute (volunteer) / 16 years old / mature / responsible for her family / skilled hunter and archer / strong / courageous / resilient / independent	 Peeta Mellark District 12 tribute / Katniss' love interest / strong / loyal / willing to sacrifice himself / kind / charitable / selfless / artistic
 Haymitch Abernathy Only surviving tribute from District 12 / Katniss and Peeta's mentor / alcoholic / previous winner of the Hunger Games / cunning / helpful / manipulative / calculated	 Prim Katniss' younger sister / 12 years old / originally chosen as tribute / sweet / soft-spoken / loves her family / animal – lover / nurturing / requires protection / well-liked
 Gale Hawthorne District 12 resident / Katniss' hunting partner / responsible for his family / hates the Capitol	 Cinna Katniss' stylist for the Hunger Games / modest / kind / understanding / critical of the residents in the Capitol / calm
 Rue District 11 tribute / young / small / similar to Prim / skilled tree climber / Katniss' ally	 Effie Trinket Escort of the tributes from District 12 / vain / materialistic / fashionista / caring
 Caesar Flickerman Host of the Hunger Games / flamboyant / vain / materialistic / entertaining	 Mrs Everdeen Katniss and Prim's mother / mourns her husband / weak / emotional
 Cato District 2 tribute / antagonist / career pack / leader / strong / privileged	 President Snow President of the Capitol and the 12 districts / cruel / manipulative / ruthless

Key Symbols

 Mockingjay	 Bread / 'Panem'	 Fire
 Katniss	 Primrose	 Rue



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Big Ideas

Dehumanisation

The process of depriving a person or group of positive human qualities.



Exploitation

The action of treating someone unfairly in order to benefit from their work.



Hierarchy

A system or structure in which individuals are organised into different levels based on their status, authority or importance.



Oppression

Prolonged cruel or unjust treatment or exercise of authority.



Social Division

Divisions in society associated with social groupings, often causing conflict, inequality and disadvantage.

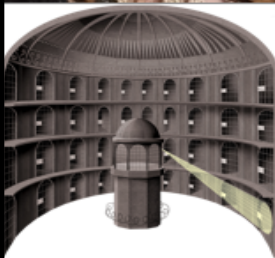


Context – *The Hunger Games* was written by Suzanne Collins and was published in 2008.



Suzanne Collins: author / her father was in the American Air Force and was a Vietnam veteran / influences: reality TV, TV coverage of the Iraq War, Greek myth: Theseus and the Minotaur, dystopian fiction

Capitalism: The Capitol and the Districts of Panem represent the rich-poor hierarchical divide within capitalist society. The Capitol is characterised by its surplus food, overindulgence, frivolous fashion and consumerism. This is juxtaposed with the rest of the districts – they experience extreme poverty and starvation while providing the manual labour to benefit The Capitol. The Capitol exploit the poor within the Districts through the Hunger Games: a reminder to the Districts who is in control.



The Panopticon: A critical theory, developed by Michel Foucault, stating that the threat of surveillance, as well as all forms of surveillance (CCTV, guards, authority figures) mean that society self-regulates, follows rules and is controlled. In *The Hunger Games*, this is shown through the televised Hunger Games, the Peacekeepers and monitoring devices, such as the jabber jays.

Displacement: A critical theory that examines the identity crisis caused by the forced movement of individuals or groups from their homes due to conflict, persecution or natural disasters. In *The Hunger Games*, this is presented through the forced movement of Katniss and the other tributes to the Capitol, then to the Hunger Games arena.



Nihilism: A critical theory, often associated with Friedrich Nietzsche, that rejects all religious and moral principle. It states that the world has no meaning or structure other than what we give it. In *The Hunger Games*, the reader is presented in a nihilistic world in which evil actions (including murder) can be excused based on necessity and survival.

Modern Mass Media and Technology: A criticism of the way the media and technology is used to indoctrinate, control, limit knowledge and surveil society. In *The Hunger Games*, reality TV promotes and engages its audience with the Hunger Games. Similar to contemporary reality TV shows, it exploits its contestants by forcing them to present themselves as attractive, consumerist objects.



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TECHNICAL ACCURACY & KEY DEVICES

'FOUR FOR MORE'-THE 4-PART SUCCESS STORY

Part	Key Features
SETTING 	- Introduce your story by focusing on the setting - Describe the weather / environment / surroundings / objects / décor DEVICES: Personification / pathetic fallacy / symbolism / prepositions / foreshadowing
CHARACTER 	- Describe your character(s) within your setting - One or two characters – keep it minimal - Craft their actions / behaviour to reflect their personality and emotions DEVICES: Sensory language / similes / metaphors / minimal dialogue
FLASHBACK 	- Include a flashback to teach the reader something about your character and / or their world - Begin this section with a trigger - This memory should contrast your character's current situation DEVICES: Sensory language / juxtaposition / light imagery / similes / metaphors / symbolism
RETURN TO THE SCENE 	- Begin this section with a trigger that forces your character back to their current world - Offer a glimpse of change / a subtle change to end your story - Return to something that you described in your opening paragraph to create a cyclical structure DEVICES: Sensory language / personification / pathetic fallacy / symbolism / cyclical structure

Device / Feature

Cyclical structure

The end of the text repeats an idea / image / character from the beginning



Pathetic fallacy

Giving human emotions to something non-human (usually nature)



Foreshadow

Hints / clues of future events



Personification

Giving living qualities to something non-human



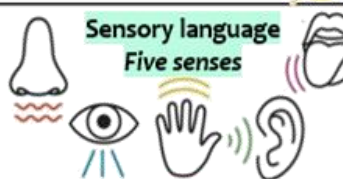
Imagery

Metaphors, similes, symbols



Sensory language

Five senses



Juxtaposition

Contrasting ideas / images



Simile

Comparing something to something else: 'as', 'like'



Metaphor

Describing something by stating it is something else



Symbolism

Objects, colours, sounds, places



Tenses

PAST

Something that has already happened
Had / went / said / walked

PRESENT

Something that is currently happening
Have / go / say / walk

FUTURE

Something that will happen
Will have / will go / will say / will walk

Common Homophones



The ^a The ^r
They're



Your ^a You're



Its ^{i h a} It's

Which



Word Classes

Adjective

Describes a noun or pronoun.
Blue / young / powerful



Adverb

How, when or where something happens.
Furiously / yesterday / here



Preposition

Where something is; the time, direction or cause of something.
On / under / above



Pronoun

Words that replace nouns or noun phrases.
She / he / they



Noun

Person, place, thing, idea or state of being.
Manchester / cat / love



Verb

An action or state of being.
Jump / write / be



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TECHNICAL ACCURACY & KEY DEVICES

Sentences are created by using different types of clauses

Main clause

A main clause contains one subject and one verb. It has one main idea and it forms a complete sentence (it makes sense on its own).



Subordinate clause

A subordinate clause adds extra information to a sentence and does not function as a complete sentence (it does not make sense on its own). It depends on the main clause to make sense and is usually separated by a comma.



Sentence Structure

Example

Simple sentence: one main clause



The prisoner escaped.

Compound sentence: two main clauses linked with a connective / conjunction



The prisoner escaped and he never returned.

Complex sentence: one or two main clauses with embedded dependent / subordinate clauses



The prisoner escaped despite the elaborate security system.

Prepositional phrase: begin your sentence with a prepositional phrase



Under the cover of darkness, the prisoner escaped.

2V/3V: use two or three verbs



The prisoner anxiously sprinted, jumped and climbed over any barrier that blocked his way.

2A/3A: use two or three adjectives



The road was long, empty and bewildering.

Fronted adverbial: begin your sentence with an adverb



Quickly, he leapt over the wall.

Description: Details: the first part of the sentence gives a description. The second part gives further information. The two parts are separated by a colon **De:De**

As / When / Although: use any of these words at the beginning of your sentence to introduce a subordinate clause



Although sweat trickled down her face, she continued to climb.

Punctuation

Capital Letters

- Start of a sentence
- Proper nouns: names of places, people or things
- The pronoun 'I'
- Months and days of the week



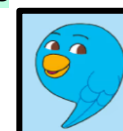
Commas

- Separate three or more items in a list
- After a fronted adverbial
- Before and after a subordinate clause (like brackets)
- After subordinate clauses and phrases that begin a sentence
- Separate question tags
- Separate direct speech from non-speech
- Before and after a relative clause



Apostrophes

- To show that letters are missing in a word
- To show possession



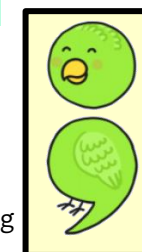
Full Stops

- To end a sentence



Semicolons

- Separate two main clauses that are closely connected to each other but could stand alone as two separate sentences
- To replace a coordinating conjunction
- To break up a list using longer phrases to signal which items are together



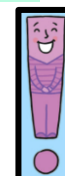
Colons

- At the end of a clause to elaborate / give more details
- At the end of a clause to give an explanation
- At the end of a clause to show an answer



Exclamation Mark

- To show strong feelings
- To show a raised voice



Question Mark

- After a direct question



Speech Marks

- Around direct speech (after the punctuation)

