

Name: _____



English

Homework Booklet: Term 6

Year 8

Short Stories



Homework 1	Gothic creative writing	Due date: 16/06/23	Completed?
Homework 2	Science fiction creative writing	Due date: 23/06/23	Completed?
Homework 3	Dystopian creative writing	Due date: 07/07/23	Completed?

Homework 1 – Revise the key conventions of gothic literature and use the image as a stimulus to create your own 100 word gothic story entitled *The Haunted House*.

GENRE: KEY CONVENTIONS

GOTHIC

In England (late 18th-19th century), the Gothic genre became popular because of the popularity of science, religion and industry. The Gothic genre combines horror and Romanticism. The Gothic novel will typically follow a plot of suspense and mystery, including supernatural events. Although many of the most famous Gothic novels were written during the Victorian times, conventions of the Gothic genre are still popular today.

Common elements:

- Dark, gloomy, decaying settings- such as haunted houses and castles
- Supernatural beings and monsters- such as ghosts, witches and vampires
- Curses
- Wild nature- remote landscapes
- Innocent victim
- Romance
- Gothic doubles
- Science / religion
- Intense emotions

Gothic novels: The Castle of Otranto (the first Gothic novel), Frankenstein, Wuthering Heights, The Woman in White, Dr Jekyll and Mr Hyde, Dracula by Bram Stoker and Twilight.



Homework 2 – Revise the key conventions of science fiction and use the image as a stimulus to create your own 100 word science fiction story entitled *Brave New World*.

GENRE: KEY CONVENTIONS

SCIENCE-FICTION

Science fiction stories take place in a world that is different to our own. The story might be set in space, the future and about new technology or a scientific motivation. The genre frequently explores the impact of science upon society, often with a cautionary message. Science fiction is distinguished from fantasy by its explicit attribution of its fantastical elements to realistic causes rooted in scientific theory.

Common elements:

- Futuristic settings- such as laboratory, space, alternative universes, the moon
- Time travel
- Futuristic characters- such as, robots, aliens, monsters, humans with special powers or sense
- The impact of technology on society
- Scientific discovery
- Appear to predict the future

Sci-fi novels: The Forever War, Dawn, Under the Skin, Do Androids Dream of Electric Sheep? And Solaris.



Homework 3 – Revise the key conventions of dystopian fiction and use the image as a stimulus to create your own 100 word dystopian story entitled *The End*.

GENRE: KEY CONVENTIONS

DYSTOPIAN

Dystopia is an imagined place or state in which everything is unpleasant or bad, typically a totalitarian society. Dystopian fiction presents an altered world with altered rules, rules which eventually become repellent and adverse to the protagonist. At their heart Dystopias are cautionary tales, not about a particular government or technology, but the very idea that humanity can be moulded into a perfect shape. In order to achieve a utopia, you must then consider how they can be formed.

Common elements:

- Technology
- Conformity
- Oppressive societal control
- Propaganda
- Post-apocalyptic world- often following nuclear war, climate change or a pandemic
- Urban environments
- Supressed nature
- Restricted information, independence and freedom
- Fearful and dehumanised societies.

Dystopian novels: Gulliver's Travels, The Time Machine, The Iron Heel, A Brave New, Animal Farm, 1984, The Handmaid's Tale, The Hunger Games, Maze Runner, The Giver, Divergent.

