Knowledge Organiser: Creative Writing

Freytag's Pyramid		Key methods	Explanation	How it can be used
Exposition	the first phase or part of plot, which sets the scene, introduces and identifies characters, while establishing the situation at the beginning of a story. Additional information is often scattered throughout the work.	Foreshadowing	A warning or indication of a future event.	You can use foreshadowing to help you to shape your story and show how the events influence others and which are important. Also foreshadowing can help give your reader hints about what is to come.
Inciting Incident	the event that sets the main character or characters on the journey that will occupy them throughout the narrative.	Imagery	the use of figurative language to evoke a feeling, to call to mind an idea, or to describe an object. Imagery may be auditory (sound), tactile (touch), visual (sight), or olfactory (smell) depending on which sense it primarily appeals to—hearing, touch, vision, or smell.	You can use imagery in your writing to provide more vivid descriptions which adds excitement and interest in your writing. Additionally, you are able to use imagery to create a specific mood or tone to your writing, which allows you to shape how your reader reacts to the text.
Rising Action	the second of the five phases or parts of plot (see Freytag's pyramid), in which events complicate the situation existing at the beginning of a work by intensifying the initial conflict or introducing a new one.	Symbolism	the use of symbols to represent ideas or qualities.	You can use symbolism to communicate your ideas more effectively with your reader, building the complexity of your descriptions. Just as authors do, you can use these symbols as a short-hand for an additional (more complex) meaning.
Climax	the third part of plot (see Freytag's pyramid), the point at which the action stops rising and begins falling or reversing; also called turning point.	Tone	The mood or atmosphere.	Varying your tone can help you to add interest to your writing and show how the characters may feel in each situation. It can also help you to communicate with your reader how they should feel about the events taking place.
Falling Action	the fourth of the five phases or parts of plot (see Freytag's pyramid), in which the conflict or conflicts move toward resolution.			
Denouement	also called resolution, the fifth and last phase or part of plot, the point at which the conflictive or destabilized situation at the beginning becomes stable once more and the conflict is resolved.			

Character Types

Method	Definition	Purpose
Antagonist	a character or a nonhuman force that opposes, or is in conflict with, the protagonist.	They create tension and jeopardy in the ploy as they are an obstacle to the protagonist.
Archetype	a character, ritual, symbol, or plot pattern that recurs in the myth and literature of many cultures; examples include the scapegoat or trickster (character type), the rite of passage (ritual), and the quest or descent into the underworld (plot pattern).	They create a sense of familiarity for the reader who can recognise the purpose of that character in the plot. They can also be used as a short-hand for the author because of this.
Hero/ Heroine	a character in a literary work, especially the leading male/female character, who is especially virtuous, usually larger than life, sometimes almost godlike.	They provide the main point of interaction with the reader as it is their journey the reader follows.
Minor, Marginal or Secondary	a character that receives less attention and doesn't necessarily affect the central narrative.	They add additional elements and complexities to the plot which helps develop the interest for a reader.
Protagonist	the main character in a work, whether male or female, heroic or non-heroic.	They provide the main point of interaction with the reader as it is their journey the reader follows.

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	Key Word Glossary		
Word	**Definition**	**Example**	**Word in Action**
Allusion	an expression designed to call something to mind without mentioning it explicitly; an indirect or passing reference.	*Many literary texts have **allusions** to key moments from the Bible.*	
Cliché	A phrase or opinion that is overused and betrays a lack of original thought.	*'As white as a sheet' is a **cliché**.*	
Cyclical Narrative	a story which ends where it begins, they cycle through one event at a time to end back at the point where the narrative started.	*Authors use a **cyclical structure** to show how things have changed.*	
Didactic narrative	a story which is intended to teach.	*Icarus is a **didactic narrative** which teaches people to listen to their parents.*	
Direct Address	the use of a term or name for the person spoken to, as in securing the attention of that person.	*The use of **direct address** engages the reader.*	
Discourse Markers	a word or phrase whose function to organise writing.	***Discourse markers** are important for ensuring clarity in writing.*	
Genre	a style or category of art, music, or literature.	*The Man with the Yellow Face is from the mystery **genre**.*	
Linear Narrative	a story that is organised around a series of events and key moments that have often been labelled as follows: exposition, rising action, climax, falling action and resolution.	*The **linear structure** highlights the moral of the story and what was wrong with Icarus' actions.*	
Narrative Voice	**First Person**: a mode of storytelling in which a narrator relays events from their own point of view using the first person i.e. "I" or "we", etc. **Second Person**: a mode of storytelling where the audience is made a character. This is done with the use of the pronouns "you", "your", and "yours." **Third Person**: a mode of storytelling in which the narrator is outside of the narrative and describes events from a neutral point of view using the third person i.e. "they" or "James", etc.	*The **narrative voice** is first person, giving you more insight into the character.*	
Rhetorical Question	A figure of speech in the form of a question that is asked to make a point rather than to elicit an answer.	***Rhetorical questions** can be used to create a sense of mystery.*	
Sentence Types	**Simple**: a sentence that contains a single independent clause. **Compound**: a sentence with at least two major, independent clauses. **Complex**: a sentence with one independent clause and at least one dependent clause.	***Complex sentences** can help to increase the detail in your descriptions.*	
Setting	the time and place of the action in a work of fiction.	*The **setting** of the work can highlight some of the themes of the plot.*	
Synonym	a word or phrase that means exactly or nearly the same as another word or phrase.	*Using **synonyms** helps to add variety to your work.*	

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