

Year 7 Term 1: Coming of Age N

Everybody experiences a coming of age as they develop from child to adult. A common coming of age theme revolves around how a teenager finds their own identity.

The literature we will be studying deals with coming of age including: characters discovering their purpose in life, learning to accept themselves and others, experiencing life-changing moments, confronting their fears, taking responsibility for their actions, and coming to terms with the world.

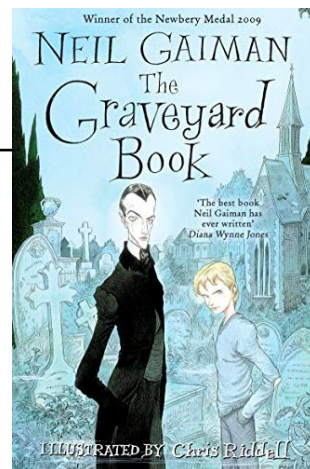
The Graveyard Book - Neil Gaiman

Neil Gaiman is an English author of short fiction, novels, comic books, graphic novels and movies. His known works include the comic book series *The Sandman* and novels *Stardust*, *American Gods*, *Coraline*, and *The Graveyard Book*.

The Graveyard Book is the coming of age story of Nobody 'Bod' Owens who is adopted and raised by the supernatural occupants of a graveyard after his family is brutally murdered.

Graveyard Book Themes

- Life and Death
- Family
- Identity
- Coming of Age
- Good and Evil



The Graveyard Book - Characters

Nobody 'Bod' Owens - The novel's main character and the adoptive son of the Owens. Bod is fearless and curious, qualities that save his life at the beginning of the novel when he's a toddler.

Scarlett Amber Perkins - Bod's only living friend throughout his childhood. Five-year-old Scarlett meets Bod when her parents take her to play in the graveyard, but her parents believe that Bod is just Scarlett's imaginary friend.

Silas - Bod's guardian. The novel heavily implies that he's a vampire: he has no reflection in mirrors and he assumes a batlike form when he's not in his tall, pale, human form.

Jack Frost - Often referred to as "the man Jack," Jack is the novel's antagonist and the murderer who killed Bod's family and is intent on hunting down Bod. He's a member of the mysterious organization the Jacks of All Trades, an ancient fraternity that harnesses magic by killing people.

The Sleer - A mysterious being that resides in the graveyard's barrow grave. Bod only sees the Sleer once. It is huge, has three heads, the body of a snake, and speaks in a hissing voice.

Miss Lupescu - A Hound of God—that is, a werewolf—who acts as Bod's guardian whenever Silas is away.

Narrative Features

Plot - The main events of a novel or play, devised and presented by the writer as an interrelated sequence.

Setting - The location and time frame in which the action of a narrative takes place.

Character - A person, animal, being, or thing in a story. Writers use characters to perform the **actions** and speak dialogue, moving the **story** along a **plot** line.

Narrator - A narrator is the person telling the story, and it determines the **point of view** that the audience will experience.

Atmosphere - The overall mood of a **story** or poem, achieved through description.

Themes - The central ideas, topics, or points of a story.

Tension - The sense that something ominous (bad) is right around the corner.

Grammar

Noun types:

Concrete – A noun we can see, hear, touch, smell or taste e.g. table

Abstract – A noun which we cannot experience with any of the 5 senses e.g. happiness, tension

Proper – A noun which is the name or title of something and is capitalised e.g. Bolton, Turton School

Collective – A singular word used to group together a plural e.g. a group, a herd, a class

Tense:

Past tense: used to describe things that have already happened and usually have an -ed ending e.g. I walked to school yesterday

Present tense: used to describe things that are happening now

Future tense: describes things that have yet to happen and usually uses 'will' e.g. I will go tomorrow.