

Y9 teacher 1



Romeo & Juliet

I will be learning to:

- Examine ideas about the mysteries of love
- Explore deeper meaning about relationship dynamics, conflict and families
- Develop an appreciation of how dramatic and textual structure is used to influence audiences and create drama

Enrichment

- Read: *Heartstopper*, Alice Oseman
- Listen to Taylor Swift's *Love Story* and spot the references
 - Write your own sonnet

Tragedy	A play that ends with the downfall or death of the main characters.
Prologue	An introduction at the start of the play that sets the scene and tone.
Sonnet	A 14-line poem with a specific rhyme scheme, used by Shakespeare in the prologue.
Foreshadowing	Clues or hints about events that will happen later in the play.
Fate	The idea that events are predetermined and unavoidable, central to the play's plot.
Dramatic Irony	When the audience knows something the characters do not.
Soliloquy	A speech where a character expresses their thoughts aloud, alone on stage.
Theme	A central idea in the play, such as love, hate, or family loyalty.
Tragic Hero	A noble character who has a fatal flaw leading to their downfall.
Monologue	A long speech by one character to others on stage.



Greatest Speeches

I will be learning to:

- Understand the purpose behind the world's greatest speeches
 - Examine the technical methods great speakers use to communicate complex arguments in a meaningful way
- Develop an appreciation of how great speakers inspire, persuade, unite or entertain audiences

Enrichment

- Read: *Mahatma Gandhi's letter to Hitler*
- Deliver a speech to a loved one about something memorable
 - Listen to Paulo Nutini's *Iron Sky*

Rhetorical question	A question asked to make the audience think rather than to get an answer
Emotive Language	Words chosen to create strong feelings in the audience
Repetition	Repeating words or phrases to emphasise and important idea
Rule of Three	Grouping ideas or words in threes to make them memorable and powerful
Statistics	Facts or numerical data used to support an argument and add credibility
Direct Address	Speaking directly to the audience using words such as "you" or "we"
Tone	The attitude or feeling conveyed by the speaker's voice or word choices
Formal Language	Serious and professional language often used in speeches
Anecdote	A short, personal story used to engage or persuade an audience
Purpose	The reason a speech is created, such as to persuade, inform, or entertain



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Evolving Literature

I will be learning to:

- Examine a range of texts from different literary periods
- Consider the ways literature changes along with implied meaning
 - Explore how writers create impact for audiences

Enrichment

- Read: *To Kill a Mockingbird*, Harper Lee
- Visit *Haworth* in West Yorkshire, home of the Brontë sisters
 - Write your own *hero's journey*, like Beowulf

Literature	Written works, especially those considered of superior or lasting artistic merit.
Adaptation	A version of a story changed to suit a new medium, like film or radio.
Narrative	The structured sequence of events in a story or media text.
Genre	A category of literature or media with shared style, form, or content.
Historical Context	The time and culture in which a text was written or produced.
Theme	The central idea or message explored in a text or media piece.
Characterisation	How characters are created and developed across different versions or media.
Symbolism	The use of symbols to represent ideas or qualities.
Intertextuality	The relationship between texts, where one refers to or influences another.
Audience	The group of people for whom a text or media piece is intended.



The Detective

I will be learning to:

- Learn the main tropes and features of the detective genre
- Consider how writers shape a range of unique detectives
 - Sharpen my analytical writing

Enrichment

- Read: *The Cuckoo's Calling*, Robert Galbraith
- Watch *Poirot*, *Sherlock Holmes* or *Marple*
- Start your own private detective business

Detective	A character who investigates and solves a mystery or crime.
Deduction	A logical conclusion made from available evidence in the text.
Red Herring	A false clue or idea used to mislead the reader or characters.
Alibi	A justification of where someone was at the time of an event.
Motive	The underlying reason a character might commit a crime or act suspiciously.
Plot Twist	A surprising development that changes the direction of the story.
Characterisation	The methods a writer uses to reveal a character's personality and motivations.
Theme	A central idea explored in the novel, such as justice or morality.
Foreshadowing	Clues or details that hint at events to come later in the narrative.
Resolution	The point in the story where the central conflict or mystery is solved.

Y9 teacher 2



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Dystopia

I will be learning to:

- Emulate the stylistic features of the Dystopia genre
- Consider how dystopias reflect our values (and fears)
- Sharpen my descriptive and employ a range of stylistic features

Enrichment

- Read: *Fahrenheit 451*, Ray Bradbury
 - Watch *WALL-E*
- Write down your biggest fears... how might they spoil the world?

Dystopia	An imagined society where life is unpleasant, often oppressive or controlled.
Totalitarian	A government or regime with absolute control over all aspects of life.
Surveillance	Constant watching or monitoring, usually by an authority or government.
Oppression	Unfair treatment and control over people, limiting their freedom.
Resistance	Actions taken by characters to oppose or fight against authority or control.
Propaganda	Information, often biased, used to influence and control public opinion.
Censorship	Suppressing or banning information, ideas, or speech.
Rebellion	Open resistance or uprising against an established authority or system.
Conformity	Following rules or norms strictly, often enforced in dystopian societies.
Foreshadowing	Hints or clues about events that will happen later in the story.



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Of Mice and Men

I will be learning to:

- Develop a rich understanding of hierarchies, status and what it means to truly have (and lose) freedom
 - Explore the BIG IDEAS in a text, developing deeper interpretations
 - Improve your analysis of textual structure

Enrichment

- Read: *The Hate U Give*, Angie Thomas
- Read *To A Mouse* by Robert Burns – how does it connect?
 - Write a newspaper article about homelessness

American Dream	The belief that anyone can achieve success and prosperity through hard work.
Great Depression	The severe worldwide economic crisis during the 1930s, setting the novel's context.
Perspective	The viewpoint from which the story is told, shaping how events and characters are understood.
Loneliness	A feeling of isolation experienced by many characters.
Prejudice	Unfair treatment based on race, gender, or class.
Discrimination	The unjust or prejudicial treatment of different groups or individuals.
Power	The ability to influence or control others, often linked to social status.
Vulnerability	The state of being open to harm, emotionally or physically.
Foreshadowing	Clues or hints about what will happen later in the story.
Symbolism	Objects or actions that represent larger ideas



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Journey's End

I will be learning to:

In Development



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The Poetry Unit (9)

In Development



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Creative Writing

In Development