

Fantasy Fiction Knowledge Organiser

Overview



Fantasy Narratives

-Fantasy narratives are stories that are set in imaginary settings with imaginary characters. Ideas are included that could not possibly happen in real life.

-Fantasy narratives may feature magic, the supernatural, superheroes, monsters, fairies, and/or creatures that do not exist in the real world. Some features, however, should be kept 'ordinary' to prevent overwhelming the reader.

-Fantasy writers should create vivid imagery to help the reader picture the fantastical features. Fantasy differs from science fiction because science fiction contains things that are possible – fantasy does not.

-Some famous fantasy stories include Alice's Adventures in Wonderland, the Harry Potter books, The Hobbit and Lord of the Rings. They are amongst the highest-selling books in the world!

Content

Setting

- The setting is normally magical (although there is sometimes some reference to the 'real world', e.g. in Harry Potter. There could be some kind of access point (portal) between the real world and the fantasy world.
- The setting should contain features that are not normally possible. e.g. There may be water that flows backwards, mushrooms that grow hundreds of metres high, or trees that can talk.
- Try to immerse your readers in your setting, through using a range of descriptive techniques (top right) to appeal to the reader's five senses.

Characters

- Fantasy stories usually have the same character types. Many are not real and are magical. The protagonist/hero can be magical or non-magical. They have many positive features, e.g. bravery, kindness, confidence. However, they sometimes also have a flaw, e.g. recklessness, lack of fear. In fantasy stories, the villain is often physically hideous, and has lots of bad qualities, e.g. selfishness, dishonesty, etc. Something may have happened in their past to have turned them down the wrong path.
- Other characters may include:
Troll Elf Wizard/Witch Fairy Monster Unicorn Giant Ogre Gorgon Mermaid
- You should help your reader to learn about your characters through effective characterisation.

Quest

- The quest may be to save someone, to return to the real world, or perhaps to find an object. The quest or mission may be forced by the actions of the villain. The quest means normally leads the hero on a journey away from home. On this journey, they face many different dangers before facing the villain or biggest danger.
- The quest means normally leads the hero on a journey away from home. On this journey, they face many different dangers before facing the villain or biggest danger. At the end of the quest, the characters often learn something about themselves, others, or the world. The story should utilise a clever mix between action, dialogue and description. Too much of any one of these features can make the story dull or repetitive.

Language

Use description to help the reader to imagine what you are writing about. You can do this by carefully using:

- Nouns (things): e.g. rather than 'creature', be more exact, e.g. 'elf' or 'troll.'
- Adjectives (describing words): e.g. rather than the forest, the 'enchanted forest.'
- Verbs (actions): e.g. rather than 'moved', be more precise 'escaped' or 'vanished.'
- Similes, Metaphors and Onomatopoeia should be used when appropriate, for effect.
- Long, flowing sentences can be used to describe things. Short, snappy sentences move the action along.
- Personification: giving inanimate objects human qualities e.g. 'Menacingly, the jagged rocks awaited.'

You should use a full range of punctuation accurately and effectively, including those on the right.

Full Stop At the end of a sentence	Comma To separate items in a series	Colon To introduce a list	Apostrophe To show when a letter or a number has been left out	Quotation Marks To indicate a phrase to show that someone else has written or said it
Semicolon To join to independent clauses	Question Mark To show that it is a question	Exclamation Mark After an exclamation	Ellipsis Mark To add extra information to a sentence	Round Brackets To add extra information to a sentence

Dialogue/direct speech should be used to advance the narrative and to develop characters.

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You should use inverted commas accurately to show speech, and position other punctuation within accurately.

- Conjunctions: Use a range of coordinating conjunctions (e.g. and, or, but) and subordinating conjunctions (e.g. when, if, because) to link your sentences and ideas.
- Parenthesis: Use brackets, dashes and commas to embed clauses and additional information into your sentences. E.g. "The cliff (by far the tallest that he had seen) loomed threateningly above him."
- Sentence Openers: Turning abruptly... Stumbling away... His fists clenched... Without thinking...

Word Mat

kingdom maze forest dungeon castle island rainbow
wondrous immortal magnificent enchanted awestruck
courageously purposefully secretly frightfully imaginatively
hideous dragon wizard fairy troll goblin magician
teeming lavish breath-taking dream-like impossible

In your writing, remember to also use the spelling, grammar and handwriting rules that you have learnt.

Structure

Your adventure story should be organised into clear paragraphs that discuss a main subject. A new paragraph should be started when there is a change of time, place or subject. Paragraphs should be consistently shown by either an indent or leaving a line. Use connectives and other cohesive devices to link paragraphs.



Top Tip: Your story should build tension in waves, with one problem after another accelerating the narrative. The climax should be near the end.

Narratives should have a clear sense of whole text cohesion. Refer back to earlier information (e.g. using flashbacks) or use foreshadowing to give a hint of the future. Proof-read, edit and revise your narrative in order to embellish and improve it.