Rainford High School English Department – Year 7 Science Fiction Knowledge Organiser

Genre	Key Texts	Key terminology
A form of fiction that draws imaginatively on scientific knowledge and speculation in its plot, setting, character and theme. Science fiction is a genre of fiction in which the stories often tell about science and technology of the future. It is important to note that science fiction has a relationship with the principles of science: these stories involve partially true and fictitious laws or theories of science. It should not be completely unbelievable, because it then ventures into the genre of fantasy.	**A Sound of Thunder** In the near future, a company named Time Safari Inc. allows millionaires to travel back to the prehistoric era to hunt dinosaurs. Strict regulations are in place so that the present is not altered. But, during one time-travel safari, a hunter makes a foolish mistake with devastating consequences. **Compassion Circuit** Janet and George, a married couple, are advised by a doctor to buy a robot to help with household chores because Janet is sick and weak. The robot is fitted with a compassion circuit feature integrated into its system. Things don't go to plan as the robot begins to think for itself. **The Illustrated Man** Is a 1951 collection of eighteen science fiction short stories. A recurring theme throughout the eighteen stories is the conflict of the cold mechanics of technology and the psychology of people. The unrelated stories are tied together by the frame story of "The Illustrated Man", a vagrant former member of a carnival freak show with an extensively tattooed body whom the unnamed narrator meets.	Characterisation: *describing a character through actions, appearance and speech* Flashback: *a scene in a novel set in a time earlier than the main story.* In Medias Res: *beginning a narrative in the middle of the action* Juxtaposition: *two things placed next to each other for contrasting effect* Motif: *a recurring symbol throughout a text* Narrator: *the person or voice of a story* Pathetic fallacy: *using weather or setting to reflect a character's feelings or emotions* Symbolism: *the use of an object or action to stand for or represent another idea*
Key vocabulary		**Conventions**
Cacophony: *a harsh mixture of sounds* Catastrophic: *involving or causing sudden great damage or suffering* Compassion: *pity and concern for the sufferings or misfortunes of others* Consequences: *an unwelcome result or effect* Dystopian: *a frightening or undesirable community or society* Eclectic: *something composed of elements drawn from various sources* Utopian: *an idealistic or perfect community or society*		Advanced technology: *new inventions, robotics, cybernetics* Allegory: *a narrative with hidden moral message or warning* Narrative content: *new technology, new scientific principles, new political systems, conflict between good and evil* Futuristic elements: *futuristic costumes, props and settings* Setting: *outer space, other worlds, alternative versions of earth, alternate timelines* Time travel: *journeys into the future or the past*