

Year Six English (Term 1.2)

Clockwork by Philip Pullman

Knowledge Organiser

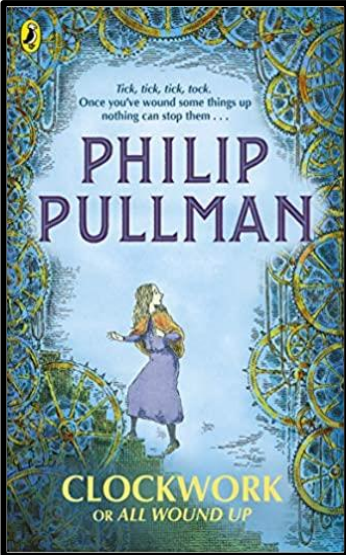
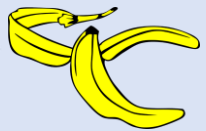
"...Fritz was an optimist and Karl was a pessimist, and that makes all the difference in the world.....He was going to wind up the story, set it going and make up the end when he got there...he was an optimist"

Simile
The sun was *as* round and shiny *as* a gold coin.

Metaphor
The sun *was* a round, shiny gold coin.

Explaining PEEL: I had an unusual childhood

- P** - I had a pet elephant when I was a child.
- E** - My parents owned a circus.
- E** - I have a photograph showing me gazing dreamily out of the window with my pet elephant.
- L** - This photo proves that I had a pet elephant when I was a child.





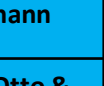




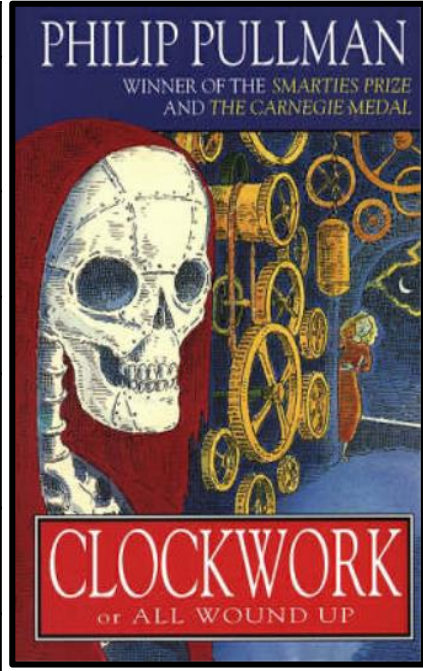
PLOT: Tick, tick, tick, tock. Once you've wound some things up nothing can stop them . . .

It is a cold winter's night when Karl enters the White Horse Tavern looking like he's swallowed a thundercloud. His final task as a clockmaker apprentice is to make a new figure for the great clock of Glockenheim. He has not made the figure - or got any idea of what it could be, and the unveiling is tomorrow.

Fritz is also in the tavern; there to read aloud his new spooky story. Like Karl, he hasn't finished. Well, he knows how the story starts and he knows it's called Clockwork - so, with the snow swirling down outside, he sets his story going and just has to hope that the ending will come to him as he tells it.

Suddenly, Fritz's story and real life merge in a completely sinister way - and just like clockwork it can't be stopped . . .

Main characters	
Karl	 Karl is the clockmaker's pessimistic apprentice. His apprenticeship is about to end but he hasn't made a figurine for the Glockenheim clock like he was supposed to. He is panicking.
Fritz	 Fritz is an optimistic storyteller who has arrived at the tavern to tell his latest story – only, he hasn't yet written the ending...
Gretl	 Gretl is the daughter of the tavern's innkeeper. She encounters Sir Ironside and Prince Florian.
Dr Kalmenius	 Dr Kalmenius is also a clockmaker with a dark side. He is responsible for encouraging Karl to use Sir Ironside as his new figurine in the clock. He has also been working for Otto...
Herr Ringelmann	 Herr Ringelmann is the clockmaker to whom Karl has been apprenticed. He is expecting Karl to unveil his new figurine in the Glockenheim clock tomorrow.
Prince Otto & Princess Mariposa	 Princess Mariposa longs for a child. Prince Otto commissions Dr Kalmenius to make one for her. Only Dr Kalmenius and Otto know the secret...
Florian	 Florian is Prince Otto's and Mariposa's son.



Themes: good overcoming evil; truth; honesty; redemption through love and kindness


"Once you've wound them up, nothing will stop them; they move on forwards till they reach their destined end, and no matter how much the characters would like to change their fate, they can't."

Persuasive Writing Techniques		
P	power of three	<i>Flying away like this is reckless, selfish and downright dangerous.</i>
E	emotive language	<i>I am devastated. My darling children will be heartbroken when they hear their favourite farmyard friends have abandoned them.</i>
R	rhetorical questions	<i>How would you feel if I were to float away? Who would take care of you then?</i>
S	say it again (repetition)	<i>How could you abandon me like this? How could you? How?</i>
U	undermine opposing views	<i>Whilst some may argue that.... I wholeheartedly disagree because...</i>
A	anecdote	<i>The last time pigs flew like this, they flew all the way to Australia and never returned. The farmer lost his livelihood.</i>
D	direct address	<i>You must come down to Earth immediately!</i>
E	exaggeration	<i>The world will end if you don't return immediately! I shall die of a broken heart!</i>

1. Highlight the key word in the question.
2. Scan the text for the key word (or a synonym).
3. Highlight the key word in the text.
4. Read around the key word until you find the answer – highlight if you need to
5. Check the information answers the question.
6. Write the answer down.
7. Repeat for the next question!

Literal Questions

- The ~~easy~~ questions!
- Usually worth 1 mark
- Sometimes ask you to tick a box or copy a word/phrase
- The answer can be found right there in the text
- Skim-read for the answer




Who?
What?
When?
Where?

PC Page can only see what is 'right there' in front of him and so he is associated with asking and answering **literal** questions.

Inference Questions

- Usually worth 2 marks
- You need to think about these questions
- Read between the lines
- Use clues such as words and phrases to find the answer.




Why?
How?

The **Text Detective** is a higher ranking member of the police force who can solve **inference** questions by thinking and searching for hidden clues.

Evaluative Questions

- Usually worth 3 marks – so your answer needs 3 parts
- Often look at the thoughts and feelings of characters or what you think might happen next
- Use **evidence** in the text to explain the reasons for your answer.



Why?
How?

The **judge** gives reasons for his answers and explains them using evidence from the text.

Conjunctions	
Subordinating	Coordinating
so that	after
unless	although
until	as
when	because
whenever	before
where	even if
whereas	if
whenever	that
while	once
however	since

For
And
Nor
But
Or
Yet
So

time?

place?

Paragraphs

topic?

person?

SOME COMMON PREPOSITIONS				
PLACE	POSITION	DIRECTION	TIME	OTHER
above across along among at away from behind below beside between	beyond by down from in in front of inside into near off	Towards on opposite out (of) outside over around through to under up	after before at by for during from in	except as like about with without by for

determiner + adjective + noun
 = **expanded noun phrases**
 several furious frogs

Articles	Demonstrative	Possessive Adjectives
the an a	this that these those	my, your his, her its, our your, their
Quantifiers	Numbers	Ordinals
some, any few, little more, much every	one, two three, four twenty, hundred	first, second third, last next

Simple sentences: These contain one idea as a main clause. A verb and a subject must be present.

The werewolf growled.

Compound sentences: These contain two or more ideas (main clauses), connected by a coordinating conjunction.

The werewolf growled and stalked the oblivious girl.

Complex sentences: These contain two (or more) ideas – one as a main clause and the other as a subordinate clause. If the subordinate clause is placed at the beginning of the sentence, it requires a comma before the main clause is written.

The werewolf growled while stalking the oblivious girl.
While stalking the oblivious girl, the werewolf growled.



Relative clauses using brackets
My grandma (who is eighty-five) is a roller-skating champion. I enjoy visiting my grandma (who is a roller-skating champion).
Relative clauses using dashes
My grandma - who is eighty-five - is a roller-skating champion.
Relative clauses using commas
My grandma, who is eighty-five, is a roller-skating champion.
Apostrophes for omission
can't # won't # doesn't # shan't # didn't # could've # would've

Johnny reminded us, "Always begin a new speaker on a new line!"

"Take care with your punctuation," he added.

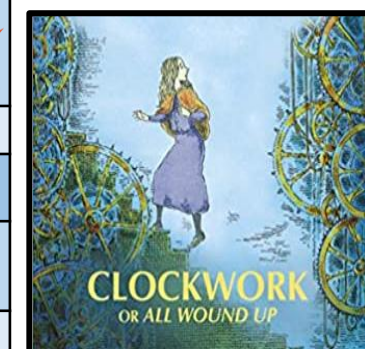
Instead of 'said', try:
 shouted ~ yelled ~ called ~ laughed ~ giggled ~ cried
 ~ whispered ~ muttered ~ explained ~ exclaimed ~
 questioned ~ announced ~ protested ~ argued ~
 sighed ~ moaned ~ complained ~ disagreed ~ agreed ~
 ~ lied ~ admitted

Synonyms
 Words that have the same or similar meaning.

hot → boiling → scorching

Antonyms
 Words that have the opposite meaning.

hot → cold



DAD WEVERS!

- Description
- Action
- Dialogue
- Where
- Adverb
- Verb
- Estimation of time
- Rhetorical Question
- Simile or Metaphor
- Exclamation or onomatopoeia