

LITERATURE COMPONENT NOTES

INTRODUCTION TO POEMS

What Is a Poem?

- A poem is a piece of writing that uses the sound and meaning of words to show feelings, thoughts and ideas.
- It has a form and it uses sound devices, imagery and figurative language.
- Poems are written in groups of lines called stanzas. A stanza is like a paragraph in a story. Often a new idea or image appears in each stanza.
- The imagery in poems draws to the readers' sense of sight, sound, taste, touch and smell.
- A poem may have a rhyme scheme. A rhyme scheme is the pattern of rhyming words in a poem. Rhymes are words that sound the same, and are often found at the end of lines.

Elements of a Poem

Theme

- The theme is the message or image created in the poem that the writer wants the readers to understand.
- It may be stated explicitly or it may be implied.

Point of View

- The point of view is based on the persona. The persona is the speaker in the poem, the 'I', whereas the poet is the person who wrote the poem.
- First person point of view: It means that the persona and the poet are the same person. The poem usually uses the pronouns 'I' or 'we'.
- Third person point of view: It means that the persona is someone else other than the poet. The poet usually uses the pronouns 'he', 'she', 'they' or 'it'.

Moral Values

- Moral values come in the form of advice from reading the poem. They include kindness, generosity, humility and others.

Settings

- It tells us the time and place where the story in the poem happens.
- For example, the time may refer to the year, day or an event. The place, on the other hand, will give a sense of location.

Tone and Mood

- This is the feeling that the poet creates and what the reader senses when reading the poem. This is done through the poet's choice of words, rhythm, rhyme, style and structure.
- The different moods expressed may be humorous, happy, angry, sad or solemn.

Language and Style

- This refers to the way a poem is written which includes the length, number of stanzas, rhyme scheme and rhythm.
- Usually literary devices are employed to give a clearer meaning to the poem. The following literary devices are commonly used:
 - Imagery
Words in the poem that draw on the reader's sense of sight, sound, smell, taste and touch to give a more vivid image in the reader's mind.
 - Metaphor
A comparison made between two things without the use of words such as *like* or *as*.
Example: *My sister is a walking dictionary.*
 - Simile
A form of comparison which uses the words *like* or *as*.
Example: *Shafiq is as tall as a giraffe.*
 - Personification
A figure of speech where non-human objects (animals, things and ideas) are given human qualities.
Example: *The palm trees danced to the gentle rhythm of the breeze.*
 - Sound devices
A tool used by poets to convey meaning via the skilful use of sound. The common sound devices are:
 - Alliteration
The same sound occurring closely together.
Example: *She sells seashells.*
 - Assonance
Repetition of same vowel sounds.
Example: *The rain in Spain falls mainly on the plains.*
 - Onomatopoeia
Words that mimic the sound of an object or action.
Example: *Boom! Bang! Roar! Click!*
 - Rhythm
The beat of the poem created by the stressed and unstressed syllables. It gives the poem a musical feel. It can be fast or slow. The rhythm is measured in meters.
 - Rhyme
The same sound words, normally found at the end of lines.
Example: *beat – heat, sun – fun*
 - Symbolism
The use of symbols to show ideas or qualities.
Example: *A red rose symbolises life. A turtle symbolises longevity.*
 - Repetition
Repeating a word, a phrase or a sentence for emphasis.
Example: *A rose is a rose, is a rose, is a rose.*

POEMS

POEM 1: Sad I Ams by Trevor Millum

I am
the ring
from an empty Cola can
the scrapings
from an unwashed porridge pan
the severed arm
of last year's Action Man.

I am
the envelope
on which the gum is gone
the Sellotape
where you can't find the end
the toothless stapler, springless bulldog clip
the dried-up liquid paper
that mars instead of mends
the stamped addressed reply
that you forgot
to send.

I am
the battery in which no charge is left
the starter motor which remains inert
the tyre on which the tread is worn
the sparking plug which shows no sign of spark
the carburettor choked by bits of dirt
the chromium trim from which the shine has gone.

I am
a garden
overgrown with weeds
a library book
that no one ever reads
a stray
which no one thinks to feed
the piece of good advice
which no one seems to need.

Synopsis

- The poem talks about ordinary items that we tend to neglect or easily discard after use and think nothing about. The persona compares himself to the ordinary items that are no longer needed, which could mean that the persona himself felt neglected.

Stanza 1: The persona talks about the ring of a soft drink can, the small pieces of food scraped from a pan and the detached arm of an action figure/toy.

Stanza 2: The persona speaks of more items that we sometimes neglect – the envelope that cannot be used because the gum no longer sticks, the sticky tape that no one can find its end, the clip that has no spring, the correction fluid that has dried up and the stamped addressed envelope that we forgot to send.

Stanza 3: The persona talks about the battery that has died, the starter that does not work, the tyre tread that has worn, the spark plug that doesn't work, the carburettor that is filled with dirt and the chromium trim that no longer shines.

Stanza 4: The persona highlights a neglected garden with overgrown weeds, a book that no one reads, a stray animal that no one thinks about feeding and the piece of good advice that nobody wants.

Themes

- Neglect and rejection
 - The persona compares himself to the neglected and unwanted ordinary items. This implies that he has faced rejection or feels neglected in certain ways.
- Lack of appreciation
 - All the items mentioned in this poem are ordinary items that nobody appreciates after they are no longer useful to them. Since the persona compares himself to these items, he must be feeling unappreciated.
- Negativism about life
 - The persona views himself negatively, as all four stanzas are about him comparing himself to various unwanted ordinary items.

Point of View

- This poem is written from the first person point of view, as the pronoun 'I' is used at the beginning of each stanza.

Settings

- Place
 - No specific place is mentioned.
- Time
 - No specific time is mentioned. However, it could be set in present time as the items mentioned are fairly modern.

Moral Values

- We should be appreciative of the ordinary items in our life.
- We should always think positively.
- We should be confident about ourselves.

Tone and Mood

- The tone and mood is gloomy and depressing. By comparing himself to unwanted ordinary items, the persona manages to evoke a feeling of sadness in readers towards him.

Language and Style

The poem comprises four stanzas and does not have a fixed rhyme scheme. The style is simple and direct, while the language used is simple everyday language. Some of the literary devices used are:

- Imagery
 - The poem is described so vividly that the readers are able to imagine it.
 - Examples: 'the scrapings from an unwashed porridge pan', 'the severed arm of last year's Action Man'.
- Repetition
 - The phrase 'I am' is repeated at the beginning of each stanza. This gives emphasis on the persona's strong feelings of sadness and perception of himself being unwanted.
- Personification
 - In stanza 3, the carburettor is given a human quality as it is 'choked by bits of dirt'.

POEM 2: News Break by Max Fatchen

News Break

Now why so loving, darling,
And why the sudden kiss?
You'd help me with some little jobs?
For goodness sake, what's this?

Your face is clean for once, dear.
Your clothes without a crease.
You saved your luncheon money?
Will wonders never cease?

No dropping of your school books,
No shrieking, childish treble.
Today you are a lamb, love,
Where yesterday a rebel.

But surely you're some stranger,
No rage or hullabaloo.
Come closer, let me look, dear,
Can this be REALLY you?

Now were you struck by lightning
Or were you stunned at sport?
Ah...now I see the reason.
You've brought your school report!

Synopsis

- The poem is about a parent who is puzzled about the sudden change in his child's behaviour. At the end, he finally finds out the reason for his child's good behaviour – he has brought home his school report.
Stanza 1: The persona wonders why his child is suddenly so loving and would even help him with 'some little jobs'.
- Stanza 2: The persona is surprised that his child is clean and tidy. He even manages to save some of his lunch money.
- Stanza 3: The persona is also confused because his child behaves properly – he does not throw tantrums.
- Stanza 4: The persona is so surprised by the sudden change of his child's behaviour that he believes that his child is almost a stranger. So, he wants to take a closer look at him.
- Stanza 5: The persona wonders if his child is struck by lightning or injured while playing a sport. Then he finally finds out the reason for his child's good behaviour – he has brought home his school report which must have been filled with bad grades.

Theme

- Honesty
 - The persona's child tries to win his parent's heart by behaving well. For example, he does chores around the house which he usually never does. He behaves well because he has brought home his report card. He should tell his parent the truth because honesty is the best policy.

Point of View

- This poem is written from the first person point of view because the pronoun 'I' and 'your' are used.

Settings

- Place
 - The poem is set in a house.
- Time
 - Modern times

Moral Values

- We should always be honest, especially towards parents.
- We should do something sincerely.
- We should be true to ourselves.

Tone and Mood

The poem has a reflective mood to it as the persona contemplates his child's past and present behaviour. There is also a bewildered tone to the poem because the persona is surprised and confused by the sudden change of his child's behaviour.

Language and Style

The poem comprises five stanzas with four lines each, and it has the rhyme scheme 'a, b, c, b'. The style is simple and direct, while the language used is simple everyday language. Some of the literary devices used are:

- Repetition
 - In the second stanza, the word 'your' is repeated three times.
Examples: 'Your face is clean for once', 'Your clothes without a crease.' and 'You saved your luncheon money?'
- Metaphor
 - The poet uses a metaphor to describe the child's behaviour. For example, in stanza three, 'Today you are a lamb, love.' Here, the child is compared to a lamb, which is a metaphor for someone who behaves to be innocent and obedient.

INTRODUCTION TO SHORT STORIES

What Is a Short Story?

- It is a brief narrative.
- It is shorter than a novel.
- It has a simple storyline.
- It has fewer characters than a novel and only one or two of the characters are fully developed.
- It normally carries one main theme.

Elements of a Short Story

Plot

- This is the sequence of events that happen in a story. It often develops in five stages.
 - Exposition
Introduces the characters, setting and background of the story.
 - Rising action
Starts with a conflict and the series of events build up to the climax.
 - Climax
The turning point or highest point in the story.
 - Falling action
The action following the climax of the story that moves it towards its resolution.
 - Resolution
The solution to the conflict is introduced, leading to the end of the story.

Settings

- This refers to the time, place and people where the story takes place.
- The physical setting refers to the place where the story happens.
- The time setting tells us when the story takes place and how long it lasts.
- The social setting refers to the social background of the people in the story.

Characters

- Characters refer to the people in the story.
- There are two types of characters:
 - Major characters (more developed)
 - Minor characters (less developed)

Theme

- This is the main idea that the writer wants to convey through the story. A story may have more than one theme.

Moral Values

- These are the lessons that are learnt throughout the story.

Point of View

- This tells us the angle from which the writer wishes to present his story.
- If the writer wants to write the story in the first person point of view, the pronouns *I* and *we* will be used.
- When the writer writes the story in the third person point of view, the pronouns *he*, *she*, *it* and *they* will be used. This means that the writer is not directly involved in the story but he knows the characters' feelings and thoughts.

Language and Style

- This refers to the creativity of the writer in captivating the reader's interest.
- These are some narrative devices that the writer may use to achieve the effect that he wants in a story:
 - simile
 - metaphor
 - imagery
 - symbolism

SHORT STORY: Fair's Fair by Narinder Dhani

Synopsis

This is a story about three friends – Raj, Sam and Lee. One Saturday, Raj tells Sam and Lee that the fair is in town and his father can take them there. The friends are excited about the fun things they can do there. Sam asks her father for permission to go to the fair. Her father agrees but asks her not to be home too late. Lee's mother, on the other hand, does not agree. She tells Lee that she does not have the money for him to go to the fair.

Lee tells his friends about what his mother has said. Sam suggests that they do odd jobs for their parents in order to get some money. First, they wash Sam's father's car, but end up making a mess and so they are not paid. Then they walk Mrs Green's dog, Micky, and are paid one pound. However, Lee gives the money to a little girl whose ball is bitten by Micky. Fortunately, Lee is given five pounds after he returns a purse he finds on the ground to its rightful owner. Lee and his friends are so happy that they can finally go to the fair.

Plot

- Exposition
 - The fair is in town and Raj invites Sam and Lee to go with him.
- Rising Action
 - Lee cannot go to the fair because his mother does not have money for him. So, Raj, Sam and Lee do odd jobs to get some money. First, they wash Sam's father's car but make a mess of it. Then they take Mrs Green's dog for a walk and receive a pound.

- Climax
 - The friends give the money to a little girl so now they have no money and no jobs. Then they find a purse full of money on the street. It has dropped out of a woman's bag.
- Falling Action
 - Lee returns the purse to the woman who has dropped it. Then the woman gives Lee five pounds as a reward.
- Resolution
 - Raj, Sam and Lee can go to the fair together.

Elements of the Short Story

Settings

- Time: All the events in the story happen on a Saturday.
- Place:
 - the streets
 - Lee's house
 - Sam's house
 - Raj's house
 - the park
 - the bus stop

Characters

- Major characters
 - Lee
 - He is respectful to his parents. He asks his mother for permission to go the fair.
 - He is kind-hearted. He gives away his money to a little girl to buy a new ball although he needs the money to go to the fair.
 - He is also an honest boy as he returns the purse he finds to its rightful owner.
 - Raj
 - He is a good friend as he insists that his friends go to the fair with him.
 - He is helpful. He is willing to help Lee do odd jobs to earn money.
 - He is also a playful boy as he joins Sam and Lee to play with water while washing Sam's father's car.
 - Sam
 - She is respectful to her parents as she asks for permission to go to the fair and take a dog for a walk.
 - She is a clever girl as she comes up with different ideas on how to earn money for Lee.
 - She is also helpful. She is willing to help Lee do the odd jobs to earn money.

Minor characters

- Sam's father
- Lee's mother
- Mrs Green
- the little girl in the park
- a woman with a big bag of heavy shopping

Themes

- Friendship
 - Sam and Raj insist that they are not going to the fair without Lee. Sam then comes up with an idea to earn some money and she also helps Lee do odd jobs so he can go to the fair.
- Respect for parents
 - Lee and Sam ask their parents if they can go to the fair with Raj. This shows how much they respect their parents as they will always ask for permission before they do anything.
- Honesty
 - When Raj, Sam and Lee find the purse, they are tempted to keep it. After they debate among themselves, they finally decide that the right thing to do is to be honest and return the purse to the rightful owner.

Moral Values

- We should always help our friends when they are in need.
- We should always respect our parents.
- We should always be honest to everyone.

Language and Style

- The style of writing is simple and straightforward. There is also dialogue in the story.



INTRODUCTION TO GRAPHIC NOVELS

What is a Graphic Novel?

- A graphic novel is a novel in the form of comic strips. The story is told using pictures, speech bubbles and thought bubbles.

Elements of a Graphic Novel

Plot

- This is the sequence of events that happen in a graphic novel. It often develops in five stages.
 - Exposition
 - Beginning of the story. The characters, setting and background of the story are introduced.
 - Rising action
 - The conflict is revealed. The point in the story where the main characters face problems or complications.
 - Climax
 - The most exciting part of the story, which is the turning point of the story.
 - Falling action
 - The story begins to slow down and the loose ends of the plot are tied up.
 - Resolution
 - The conflict is resolved and the story concludes.

Settings

- This refers to the 'when' and 'where' the story takes place. It usually includes the time and place of the plot.

- Place: This is where the story takes place.
- Time: This tells us when the story takes place and how long it lasted.

Characters

- This refers to the 'who' in the story.

Theme

- This is the main idea or message that the writer wants to express.

Moral Values

- These are the lessons that are learnt throughout the story.

Point of View

- This tells us the angle from which the writer wishes to present his story.

Language and Style

- This refers to the creativity of the writer in captivating the reader's interest, e.g. narrative devices (simile, metaphor, imagery, symbolism).

GRAPHIC NOVEL 1: The Swiss Family Robinson by Johann D. Wyss (retold by Martin Powell)

Synopsis

The Swiss Family Robinson is about Mr and Mrs Robinson and their four sons who are shipwrecked on an island. They are travelling to Australia on board a ship. However, along their journey, they sail into a storm and their ship crashes. The Robinson family is abandoned and left to their fate as the captain and crew escape into the lifeboats. The Robinson family builds a simple raft and float to the shore of a nearby deserted island.

In the coming days, they use their resourcefulness and the tools from the ship to survive. They also carry away supplies and livestock before the ill-fated ship breaks apart and sinks. Later, they build a tree house for shelter, and they find plants and animals to use for food, clothing and their daily needs.

Years after the shipwreck, Fritz – the eldest son in the family, explores the other side of the island where he finds a girl, Jenny Montrose, who is living alone. She is also shipwrecked, so he brings her back to stay with his family. On the same day, the family and Jenny encounter a giant boa constrictor in the cave that the Robinson family use as dry goods storage. They manage to kill it using arrows, and then burn it with oil and fire. Then Jenny's grandfather finds all of them as he is searching for Jenny. Fritz and Jenny decide to return to Europe. They get married in London. Mr Robinson's other sons continue their studies in the best schools. However, Mr and Mrs Robinson remain on the island, as they have grown to love the place and have come to think of it as 'Paradise'.

Plot

- Exposition
 - Mr Robinson and his family are shipwrecked on a deserted island. They start to live independently on the island.
- Rising Action
 - The Robinson family builds a raft, and gathers supplies and livestock from the sinking ship. Later, they build a tree house for shelter and pens for the livestock. After some time, they notice that their livestock either go missing without a trace or die mysteriously.
- Climax
 - Fritz finds Jenny Montrose, who is stranded on the other side of the island. Then the Robinson family and Jenny encounter and kill a giant boa constrictor in a cave.
- Falling Action
 - The Robinson family and Jenny are rescued by a British ship sent by Jenny's grandfather.
- Resolution
 - Mr and Mrs Robinson decide to stay on the island. The rest of the Robinson family and Jenny leave the island for Europe.

Elements of the Graphic Novel

Settings

- Time: The story is set in the early 19th century.
- Place:
 - the sea
 - an unknown deserted island
 - the shore of the island
 - the jungle
 - the ship
 - the rock salt cave
 - the smoking rock/volcano
 - the British ship

Characters

- Major characters
 - Mr Robinson
 - The father of the Robinson family.
 - He is a very responsible father and husband. When the whole family reaches the shore, he makes sure his wife and sons are all right.
 - He loves his wife very much. For instance, he builds a stairwell for his wife at their tree house because she nearly fell when using the ladder.
 - He is also an intelligent and resourceful man. For example, he makes makeshift floaters using old barrels to transport the livestock from the sinking ship to the shore of the island.

- Mrs Robinson
 - The mother of the Robinson family.
 - She is an intelligent woman as she is the one who suggests to Mr Robinson to build a house on a tree.
 - She is a hard-working woman. She feeds the livestock and cooks every day.
 - She is also a loving and caring mother. She worries about her children's safety and well-being all the time.
- Fritz Robinson
 - The eldest son of the Robinson family.
 - He is an independent boy. He takes two years to build a canoe all by himself.
 - He is courageous. For instance, he saves Jenny from being attacked by a tiger.
- Minor characters
 - Ernest Robinson
 - Jack Robinson
 - Franz Robinson
 - Jenny Montrose

Themes

- Strong family bonds
 - The Robinsons is a very close-knit family. They take care of each other while they are on the uninhabited island. First, there is Mr Robinson who is a responsible, loving and protective head of the family. He protects his family and always finds ways to make his family's life more comfortable. Then there is Mrs Robinson who supports her husband in any way she can, and their children who are mature, brave and hard-working. One of the reasons the Robinson family survives on the island is because of their strong family bond.
- The importance of resourcefulness
 - Resourcefulness is an invaluable asset when one needs to solve a difficult problem. Mr Robinson is the best example as he uses his resourcefulness to make makeshift floaters using barrels to transport livestock from the sinking ship to the shore of the island. His sons, Jack and Franz, are resourceful as well because they make fishing rods to catch fish. The Robinsons would not have survived on the island if not for their resourcefulness.
- Cooperation
 - Throughout the story, the entire Robinson family pitch in to do their part. Mr Robinson builds a house and takes care of the security with the help of his two older sons. Mrs Robinson tends to the household chores, the

animals and the vegetable patch with the help of her two younger sons. As a team, they also manage to kill the giant boa constrictor. This shows that cooperation is vital if success is to be achieved.

Moral Values

- We must be brave so we can face our fears and overcome obstacles in our life.
- If we want to achieve something great as a team, we must cooperate.
- If we want to succeed, we must be prepared to work hard for it.

Point of View

- The narrator of the story is Mr Robinson, so it is clear that the story is written in the first person point of view. Readers are able to understand Mr Robinson's feelings and share his experiences as he describes the events as the story progresses.

Language and Style

- The style of writing is simple and straightforward.

GRAPHIC NOVEL 2: King Arthur (retold by Janet Hardy-Gould)

Synopsis

King Arthur is a story set in the year 650. It is a time when England does not have a king and the people are fighting among themselves. Merlin the magician has a dream in which he sees the future king of England by the name of Arthur. To find the right king, Merlin makes a magic stone with a sword placed in it. When Arthur pulls it out with ease, he is made the king of England. With Merlin's help, Arthur becomes a good king.

Soon Arthur falls in love with a beautiful lady, Guinevere, and decides to marry her. Merlin warns him that he sees a 'dark' future for them. Merlin tells Arthur that he is losing his magic. Before he leaves, he gives Arthur a magic sword. Arthur ignores Merlin's warning and makes Guinevere his queen. Meanwhile, Arthur's half-sister, Morgan, is plotting to put her son, Mordred, on the throne.

One day, Mordred convinces Arthur that Guinevere and Lancelot are in love. Arthur orders Lancelot to leave the castle of Camelot. Mordred then tells Arthur to go after Lancelot. Just before Arthur fights Lancelot, he receives news that Mordred has taken his throne. Lancelot promises to help Arthur. Arthur rushes back to Camelot. In the battle with Mordred, Arthur's magical sword is broken and Arthur is wounded. In the end, Arthur asks Lancelot to look after Guinevere.

Plot

- Exposition
 - Arthur is chosen as the true king. With Merlin's help, Arthur learnt to rule his country.
- Rising Action
 - Merlin gives Arthur a magic sword and leaves him. Arthur marries Guinevere despite Merlin's warning. Lancelot becomes the first knight of the Round Table. Meanwhile, Arthur's half-sister, Morgan, and her son, Mordred, plot against Arthur.
- Climax
 - Mordred convinces Arthur that Guinevere and Lancelot are in love. Arthur orders Lancelot to leave the castle of Camelot. Then Mordred tells Arthur to go after Lancelot. Just as Arthur is about to fight Lancelot, he receives news that Mordred has taken his throne. Arthur hurries back to Camelot. In a battle against Mordred, Arthur breaks his magic sword and is badly wounded.
- Falling Action
 - Lancelot arrives and kills Mordred. Arthur asks Lancelot to throw his magic sword into the water. A hand reaches out and grabs the sword.
- Resolution
 - Merlin appears and asks Arthur to go with him. Arthur asks Lancelot to find Guinevere and look after her.

Settings

- Time: The story is set in the year 650. It was a time of unrest because the country had no king and the people were always fighting.
- Place:
 - The story revolves around the castle of Camelot, and involves towns and villages nearby in ancient England.
 - The 'water' (probably a lake) mentioned in the story is also an important setting. Arthur's magic sword came from the 'water'.

Characters

Major characters

- Merlin
 - He is a magician and serves as Arthur's advisor.
 - He is a wise old man. He teaches Arthur every day for four years until Arthur becomes a strong, good king.
 - He is also a good advisor to Arthur. He gives good advice to Arthur and guides him to be a successful king.
 - He is a protective old man. He warns Arthur that he sees a 'dark' future for him and Guinevere. When Arthur ignores his warning, he gives Arthur a magic sword to protect himself and his country.
- Arthur
 - He is a quick-witted student. He learns a lot of things from Merlin the magician.
 - He is a strong and courageous king. He survives a long battle and his men believe they can win any battles with Arthur as the 'King of all England'.
 - He is also a good king as he brings peace to the country and provides enough food for his people.

Minor characters

- Guinevere
- Lancelot
- Morgan
- Mordred

Themes

- Loyalty
 - The Knights of the Round Table are loyal to their king, Arthur. They are willing to lay down their lives for him. Gawain and his fellow knights died while helping Arthur to regain his throne. Besides that, although Arthur banished him from Camelot, Lancelot refuses to fight Arthur. He is also willing to help Arthur fight Mordred.

- Destiny
 - Several characters in this graphic novel are predestined to certain ends. They are hinted through Merlin's or Morgan's 'vision'. Some examples include: Arthur is meant to bring peace to a fractured country; Mordred is meant to destroy Arthur's kingdom; and Guinevere and Arthur are not meant to stay together.
- Leadership
 - Before Arthur becomes the king, there are a lot of fights among the people of England. However, all this changed when Arthur becomes the king. He is a strong, good king who brings peace to the land and provides enough food for his people. There are no longer any fights until Arthur becomes depressed when he banishes Lancelot from Camelot. He neglects his kingdom and people begin to fight among themselves again. A good leader should not be driven by emotions and they have to be tactful in making decisions.

Moral Values

- We should unite and maintain harmony in our country.
- We should appreciate our good friends.
- We should trust our loved ones.

Point of View

- This story is written from the third person point of view because the narrator used pronouns such as 'they' and 'him'. The narrator is unseen as he describes the events that take place around King Arthur. The narrator is not a character in the story.

Language and Style

- The style of writing is simple and straightforward.

GRAPHIC NOVEL 3: 20 000 Leagues Under the Sea by Jules Verne

Synopsis

The story begins in 1866. Everyone is talking about the mysterious sea creature that has been attacking ships. So, an expedition is organised by the United States government to hunt it. Professor Aronnax, who is an author, doctor and expert in undersea life, accepts the invitation to participate in the search of the mysterious sea creature on board a warship, the *Abraham Lincoln*. On board of the ship with Professor Aronnax are his manservant, Conseil, and the prince of harpooners, Ned Land.

After three months of hunting, they finally spot the 'creature'. During the struggle to capture the 'creature', Professor Aronnax, Conseil and Ned Land are thrown into the sea. They land on top of a mysterious 'creature', which turn out to be a submarine. They are taken prisoners by Captain Nemo, the commander of the vessel known as the *Nautilus*. Captain Nemo tells them they can stay on board as free men but they can never leave the *Nautilus*. Professor Aronnax is thrilled by Captain Nemo's library, museum and scientific discoveries. During their time in the vessel, the men experience many exciting adventures. One day, Captain Nemo attacks and sinks a warship. Professor Aronnax is shocked and horrified. The men decide that they must find a way to leave the *Nautilus* as soon as possible. On the night Professor Aronnax, Conseil and Ned Land make their escape, their boat is caught in a giant whirlpool. When Professor Aronnax wakes up, he finds himself in a fisherman's cottage. The fate of Captain Nemo and the *Nautilus* remain unknown.

Plot

- Exposition
 - A mysterious sea creature has been attacking ships. Professor Aronnax accepts the invitation to participate in the search of the mysterious creature. The professor brings along his manservant, Conseil.
- Rising Action
 - The men are taken prisoners by Captain Nemo, the commander of *Nautilus*. They are allowed to stay in the *Nautilus*, but they can never leave the vessel.
- Climax
 - After the South Pole excursion where they face a really dangerous situation, the professor and his friends feels that it is time to escape from the *Nautilus*. This is confirmed when Captain Nemo attacks and sinks a warship for no good reason.
- Falling Action
 - Professor Aronnax, Conseil and Ned Land finally escape in a boat, but they are caught in a giant whirlpool.
- Resolution
 - When Professor Aronnax wakes up, he finds himself in a fisherman's cottage. He realises he and his friends had survived the giant whirlpool.

Settings

- Time: The story is set in the mid-19th century. It begins in 1866 and ends in 1868.
- Place:
 - Professor Aronnax's study
 - the US warship, *Abraham Lincoln*

- Captain Nemo's submarine, *Nautilus*
- The *Nautilus* travels in the Pacific, Indian, Atlantic and Antarctic Oceans, and the Mediterranean and Red Sea.

Characters

- Major characters
 - Captain Nemo
 - He is the Captain of the submarine, *Nautilus*.
 - He is a scientific genius. He builds the *Nautilus* himself so he can explore the depths of the sea.
 - He is a show-off. He likes to impress his guests with his scientific discoveries. He once told Professor Aronnax that a million dollars is nothing to him because he is a very rich man.
 - He is quite temperamental as well, but has a lot of self-control.
 - Professor Pierre Aronnax
 - He is an Assistant Professor in the Museum of Natural History.
 - He is an author, doctor and expert in undersea life.
 - He is an adventurous person. He joins the expedition aboard the warship, *Abraham Lincoln* in search of the mysterious creature. He is willing to take risks, not knowing what the mysterious creature is.
 - He also has an inquisitive nature. When Captain Nemo takes him on a tour of the *Nautilus*, he asks various questions on the inner workings of the submarine because he is fascinated by how the *Nautilus* functions.

- **Minor characters**

- Ned Land
- Conseil

Themes

- Adventure and exploration
 - Professor Aronnax accepts the invitation to participate in the search of the mysterious sea creature because of his curiosity and his need to explore the unknown undersea life. This leads him on an adventure of a lifetime as he meets Captain Nemo. He is taken to strange places where no man had ever ventured such as the lost city of Atlantis and the South Pole.
- Science and technology
 - Captain Nemo is very knowledgeable in the field of science and technology. His submarine, *Nautilus*, is a very advanced technological submarine. It is powered by electricity and when it rises to the surface, it makes powerful pumps to take in and store fresh air. His invention is many years ahead of time, which isolates him from the rest of the world that he lives in.
- Freedom
 - Professor Aronnax, Conseil and Ned Land are kept as prisoners on board the *Nautilus*. They are free to roam

the *Nautilus* and even explore the undersea world, but they can never leave the submarine. In the beginning, Professor Aronnax's excitement at the thought of exploring the undersea life overtakes his desire for freedom. Later, he realises that nothing is worth his life and freedom. Ned Land, on the other hand, has longed for his freedom since the beginning of the story. He will always find ways to escape *Nautilus* even if they are not successful.

Moral Values

- We must be brave to pursue our dreams.
- We must respect everyone's need for freedom.

Point of View

- This story is written from the first person point of view. Professor Aronnax is the narrator who is telling the story. Readers are able to understand Professor Aronnax's feelings and share his experiences as he describes the events as the story progresses.

Language and Style

- The style of writing is simple and straightforward.