

Task 1- Analyze Text

Task 1- 30 Marks

Analysis Of Text 1: 5 marks Text 2: 5 marks Compare and Contrast: 20 marks
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Literary Devices

Literary Devices

Simile: A comparison using "like" or "as".

Example: Her smile was as bright as the sun.

Metaphor: A direct comparison without using "like" or "as".

Example: Time is a thief.

Personification: Giving human qualities to nonhuman things.

Example: The wind whispered through the trees.

Alliteration: Repetition of the same starting consonant sound in nearby words.

Example: Peter Piper picked a peck of pickled peppers.

Onomatopoeia: Words that imitate sounds.

Example: The bees buzzed; the door creaked.

Hyperbole: An extreme exaggeration for effect.

Example: I've told you a million times!

Imagery: Descriptive language that appeals to the senses:

- *Visual (sight):* The golden sunset lit the sky.
- *Auditory (sound):* She heard the thunder rumble.
- *Olfactory (smell):* The room smelled of fresh-baked cookies.
- *Gustatory (taste):* The lemonade was sweet and tangy.
- *Tactile (touch):* The silk felt smooth against her skin.

Flashback: A scene that goes back to show something that happened earlier.

Symbolism: Using an object, person, or event to represent a deeper meaning or idea.

Example: A dove symbolizes peace.

Foreshadowing: Hints or clues about what will happen later in the story.

Anaphora: Repeating a word or phrase at the beginning of several lines or sentences.

Example: "We will fight. We will rise. We will win."

Antithesis: Two opposite ideas put together for contrast.

Example: "It was the best of times, the worst of times..."

Allusion: A reference to a famous person, place, event, or work of art/literature.

Example: "He has the strength of Hercules."

Irony: A contrast between what is expected and what actually happens.

Example: A fire station burns down.

Euphemism: A polite or mild word used to replace a harsh or offensive one.

Example: "Passed away" instead of "died."

Command Terms

Command term	Definition
Analyse	Break down in order to bring out the essential elements or structure. (To identify parts and relationships, and interpret information to reach conclusions.)
Comment	Give a judgment based on a given statement or result of a calculation.
Compare and contrast	Give an account of the similarities and differences between two (or more) items or situations, referring to both (all) of them throughout. In language and literature, this may involve finding and evaluating the significance of similarities and connections between texts and requires the student to make a literary analysis.
Create	Evolve from one's own thought or imagination, as a work or an invention.
Critique	Provide a critical review or commentary, especially when dealing with works of art or literature. (See also "Evaluate".)
Discuss	Offer a considered and balanced review that includes a range of arguments, factors or hypotheses. Opinions or conclusions should be presented clearly and supported by appropriate evidence.
Evaluate	Make an appraisal by weighing up the strengths and limitations. (See also "Critique".)
Examine	Consider an argument or concept in a way that uncovers the assumptions and interrelationships of the issue.
Explore	Undertake a systematic process of discovery.
Identify	Provide an answer from a number of possibilities. Recognize and state briefly a distinguishing fact or feature.
Interpret	Use knowledge and understanding to recognize trends and draw conclusions from given information.
Justify	Give valid reasons or evidence to support an answer or conclusion.
Organize	Put ideas and information into a proper or systematic order; give structure to a text.
Outline	Give a brief account or summary.
Select	Choose from a list or group.
Summarize	Abstract a general theme or major point(s).
Synthesize	Combine different ideas in order to create new understanding.
Use	Apply knowledge or rules to put theory into practice.

Visual Text Analysis

Visual Text:

Lighting

Lighting is one of the most crucial aspects of visual storytelling. It can set the mood, establish time of day, and emphasize or de-emphasize particular elements in a scene.

- **High-key lighting:** This technique uses bright, even lighting to create a light and optimistic atmosphere. It reduces shadows and highlights most of the scene's features, typically used in comedies or light-hearted scenes.
 - **Example:** In *The Pursuit of Happiness*, high-key lighting emphasizes the protagonist's determination and optimism despite his struggles.
- **Low-key lighting:** This creates dramatic contrasts with deep shadows and sharp light. It is often used to evoke mystery, danger, or tension.
 - **Example:** In *The Godfather*, low-key lighting is used to reflect the secretive, menacing world of the mafia, with shadows playing a prominent role.

Sound

Sound is a powerful tool that can either reinforce or contrast with the visuals, affecting the emotional and psychological response of the audience.

- **Diegetic sound:** Sound that originates from the world within the film. This includes dialogue, footsteps, and the sounds of objects within the scene.
 - **Example:** The ticking of a clock in a suspense film to build tension or the sound of waves crashing in a beach scene.
- **Non-diegetic sound:** Sound that does not originate from the world of the film but is added in post-production, such as background music or a voiceover.
 - **Example:** In *Jaws*, the iconic nondiegetic sound of the suspenseful music helps build tension before the shark appears.

Camera Shots

Different types of camera shots help focus the viewer's attention on particular elements of the scene.

- **Long shot:** Shows the subject from a distance, establishing the scene's context or surroundings. It can portray isolation, vastness, or the character's relationship to the

environment.

- **Example:** A wide shot of a lonely character standing in a large, desolate desert setting in *The Martian*.
- **Close-up shot:** Focuses on a specific detail, often a character's face, to convey emotion or reaction.
 - **Example:** A close-up of a character's eyes in *Schindler's List* that highlights the emotional impact of the moment.
- **Medium shot:** Shows the subject from the waist up, balancing the character with their surroundings. It is often used for conversations or interactions.
 - **Example:** In *The Social Network*, a medium shot is used during dialogue-heavy scenes to focus on the characters' expressions.
- **Extreme close-up shot:** Focuses on a small detail, such as an eye or an object, to amplify its significance in the narrative.
 - **Example:** The extreme close-up of a hand grabbing a weapon in a suspense scene to heighten anticipation.

Camera Angles

Camera angles can greatly influence the perception of characters and events in a film, shaping how the audience interprets them.

- **High angle:** The camera is positioned above the subject, looking down, which can make the subject appear small, weak, or vulnerable.
 - **Example:** In *The Lion King*, the high-angle shots of Scar emphasize his position as the villain and his power over the pride.
- **Low angle:** The camera looks up at the subject, making them appear larger, more powerful, or imposing.
 - **Example:** In *The Dark Knight*, low-angle shots of Batman highlight his heroic stature and authority.
- **Bird's eye view:** A shot taken directly above the scene, often used to create a sense of detachment or to show a vast or complex setting.

- **Example:** In *The Grand Budapest Hotel*, bird's eye view shots give the audience a sense of the hotel's layout and intricate design.
- **Eye level:** The camera is at the same height as the subject, allowing for a neutral, balanced perspective.
 - **Example:** The eye-level shots in *12 Angry Men* create a feeling of equality among the jurors and allows the audience to relate to the characters' discussions.
- **Over the shoulder:** The camera is positioned behind a character, showing their perspective as they look at another character or object.
 - **Example:** In *The Godfather*, over-the-shoulder shots are used during conversations to establish intimacy and emphasize the characters' reactions to each other.

Camera Movements

Camera movements are used to guide the viewer's attention, add dynamic motion to scenes, and enhance storytelling.

- **Zoom in:** The camera moves closer to a subject, focusing attention on a particular detail or emotional reaction.
 - **Example:** In *Jaws*, the zoom-in on the victim's face as the shark approaches heightens the feeling of danger.
- **Tilt shot:** The camera tilts up or down to reveal information or shift the focus of a scene.
 - **Example:** In *King Kong*, the tilt shot reveals the giant ape, emphasizing its size and dominance.
- **Panning shot:** The camera moves horizontally, following the action or showing a wide expanse of the scene.
 - **Example:** A sweeping pan across a battlefield in *Gladiator* gives the audience a sense of scale and grandeur.
- **Point of view shot:** The camera shows what a character is seeing, giving the audience a first-person perspective.
 - **Example:** In *Peeping Tom*, the camera often mimics the protagonist's point of view, making the audience feel complicit in his actions.

- **Dolly zoom (or Vertigo effect):** The camera moves in one direction while the lens zooms in the opposite direction, creating a disorienting, dramatic effect.
 - **Example:** In *Vertigo*, the dolly zoom emphasizes the protagonist's fear and disorientation as he experiences acrophobia.

Long Shot (LS)

- **Example:** A character standing alone in a vast desert.
- **Effect:** Emphasizes isolation and the harshness of the environment, highlighting the character's vulnerability and the overwhelming scale of the surroundings.

Establishing Shot (ES)

- **Example:** A skyline of New York City at night.
- **Effect:** Immediately communicates the urban setting and time of day, setting the tone and giving the audience context for the scene that follows.

Close-up Shot (CS)

- **Example:** Tears rolling down a character's face.
- **Effect:** Forces the audience to empathize with the character's emotion, drawing attention to the subtle facial expressions and intimate details.

Extreme Close-up

- **Example:** A ticking time bomb's countdown timer.
- **Effect:** Builds suspense by focusing on the imminent danger and heightening the tension, forcing the audience to focus on the critical detail.

Medium Shot (MS)

- **Example:** Two characters arguing in a kitchen.
- **Effect:** Shows body language and spatial dynamics without losing the context of the setting. It allows the audience to understand the interaction while maintaining a connection to the environment.

Low Angle (LA)

- **Example:** A superhero standing over a defeated villain.
- **Effect:** Reinforces the hero's authority and triumph, making them appear more powerful and dominant.

High Angle (HA)

- **Example:** A child lost in a crowded marketplace.
- **Effect:** Highlights the child's vulnerability and the overwhelming environment, making the child seem small and powerless in comparison to their surroundings.

Slant Angle

- **Example:** A character experiencing a mental breakdown.
- **Effect:** Visually mirrors their psychological instability, creating a sense of disorientation and unease for the audience.

Dolly/Tracking

- **Example:** A character running through a forest while the camera follows.
- **Effect:** Places the audience in the action, amplifying tension and urgency as they feel part of the character's experience.

Zoom

- **Example:** A close-up zoom on a ticking bomb.
- **Effect:** Focuses attention on impending danger, heightening suspense by making the bomb seem more immediate and threatening.

Low-key Lighting

- **Example:** A detective investigating a dark alley.
- **Effect:** Shadows obscure threats, building suspense and creating an atmosphere of danger or mystery.

High-key Lighting

- **Example:** A family picnic in a sunny park.
- **Effect:** Brightness reinforces joy and safety, creating a positive, uplifting atmosphere that makes the scene feel warm and welcoming.

Internal Diegetic Sound

- **Example:** A character's racing heartbeat as they hide from a villain.
- **Effect:** Audiences feel the character's fear viscerally, as the sound immerses them in the character's tense, anxious state.

Non-diegetic Sound

- **Example:** A haunting piano melody during a sad farewell.
- **Effect:** Amplifies the emotional weight of the scene, adding depth and making the moment more poignant for the audience.

How To Compare And Contrast

How To Compare And Contrast

1. Hook

Begin with an engaging sentence that captures attention and hints at the theme or issue explored in both texts.

Example: *"In a world where justice often feels out of reach, stories—both written and visual—shine a light on the truth that courts and governments sometimes overlook."*

2. Introduction of both texts

Clearly state the names and types of the two texts.

Example: *"The novel To Kill a Mockingbird and the film The Hate U Give both explore the theme of racial injustice..."*

3. Background information

Include the author/director, year published or released, and the genre for each text.

Example: *"Harper Lee's To Kill a Mockingbird (1960) is a classic coming-of-age novel, while George Tillman Jr.'s The Hate U Give (2018) is a contemporary drama film."*

4. Short summary of each text

Summarize the main plot of each text in 1–2 sentences.

Example: *"To Kill a Mockingbird follows young Scout Finch as her father, lawyer Atticus Finch, defends an innocent black man accused of raping a white woman. The Hate U Give portrays Starr Carter, who struggles with the aftermath of her friend Khalil's shooting by police."*

5. Audience for each text

Identify the primary audiences and what kind of people the texts appeal to.

Example: *"To Kill a Mockingbird appeals to readers of classic literature, particularly those interested in social justice and racial inequality. The Hate U Give appeals to a younger audience, particularly teens and young adults, who are engaged in contemporary social issues."*

6. Primary and secondary purposes

Explain the main and additional purposes of each text (e.g., to inform, entertain, persuade, educate).

Example: *"The primary purpose of To Kill a Mockingbird is to inform and educate readers about racial prejudice, while its secondary purpose is to entertain. The Hate U Give, meanwhile, aims to inform and persuade viewers to take action against systemic racism, while also entertaining through its emotional narrative."*

7. Thesis statement (linked to the prompt)

State your overall argument and how both texts address the prompt.

Example: *"Both texts successfully highlight the struggle against injustice, but the film does so with greater emotional intensity through visual storytelling."*

BODY PARAGRAPH 1 – Literary Text Focus

1. Point

Identify and explain the first literary device used in the literary text.

Example: *"Harper Lee uses symbolism to reflect the character's internal conflict."*

2. Evidence

Provide a quote with the line and paragraph number.

Example: *"In paragraph 3, the broken mirror symbolizes her fractured identity."*

3. Explanation

Explain how the device works and its effect on the reader.

Example: *"The broken mirror represents how Scout sees the world around her as fractured and divided, much like the society she lives in. This symbol forces the reader to understand the deep psychological effects of racial injustice."*

4. Link

Connect back to the thesis/prompt.

Example: *"This symbolism highlights the central theme of racial injustice and moral growth, a theme that The Hate U Give also addresses, but in a more direct manner through visual storytelling."*

Repeat with a second literary device

Example: *"Lee also uses metaphor to convey the larger social divide."*

Evidence: *"In the line, 'Atticus had said it was the difference between a fair trial and a kangaroo court,' Lee highlights the stark contrast between justice and injustice in the system."*

Explanation: *"The metaphor of the 'kangaroo court' highlights the absurdity and injustice of the trial, making readers question the fairness of the legal system in a racially divided society."*

Link: *"These metaphors work to push readers toward the realization that racial inequality is not only present in the courtroom but throughout society, a message echoed in The Hate U Give."*

BODY PARAGRAPH 2 – Film Text Focus

1. Point

Focus on cinematic techniques such as lighting, camera angles/shots, sound/music, editing, or body language.

Example: *"The filmmaker uses close-up shots to highlight Starr's emotional journey and internal conflict."*

2. Evidence

Describe a scene or quote from the film.

Example: *"In the scene where Khalil is shot, the camera zooms in on Starr's face, showing her shock and confusion."*

3. Explanation

Explain how the cinematic device works and its effect on the audience.

Example: *"This close-up shot draws the audience into Starr's emotional experience, allowing viewers to feel her fear and helplessness as the violence unfolds. The raw emotion captured in this shot brings the issue of police brutality to the forefront."*

4. Link

Link back to the thesis/prompt.

Example: *"The visual intensity of this scene gives the audience an immediate emotional connection to the theme of injustice, a technique that is less direct in To Kill a Mockingbird, where the message is conveyed more through words and symbolism."*

BODY PARAGRAPH 3 – Comparison Paragraph

1. Compare and contrast both texts in relation to the prompt

Show how each text handles the theme, using similar or different techniques.

Example: *"While both texts explore the theme of racial injustice, To Kill a Mockingbird uses figurative language and symbolism to highlight internal moral struggles, while The Hate U Give uses cinematography to evoke an immediate emotional response from the audience."*

2. Mention stylistic/cinematic devices again

Comment on how both the author and filmmaker used tools in their medium.

Example: *"Lee's use of metaphor in the novel contrasts with the film's reliance on close-up shots and rapid cuts to convey emotional turmoil. Both techniques effectively bring attention to racial issues, though the film's visual techniques offer a more immediate emotional connection."*

3. Discuss the effect on the audience/reader

Example: *"While the novel allows for deeper reflection and analysis through its descriptive language, the film's visual techniques create a more visceral and immediate emotional impact, making the injustice more tangible for the viewer."*

CONCLUSION

1. Restate thesis in a new way

Avoid repeating the same words.

Example: *"Although both texts powerfully address racial injustice, the film does so with a stronger emotional pull due to its cinematic techniques."*

2. Summarize similarities and differences

Example: *"Both texts explore racial inequality, but To Kill a Mockingbird uses language and symbolism to explore the theme, while The Hate U Give uses visuals to create a direct emotional impact."*

3. Give your judgment

Decide who portrayed the prompt better and justify why.

Example: *"Ultimately, the filmmaker was more effective in portraying the prompt because the*

visual techniques created a more powerful emotional experience, forcing the audience to confront the issues of racial injustice head-on.”

FINAL REMINDERS:

- Use **transitional phrases** (e.g., “Similarly,” “On the other hand,” “Furthermore,” “In contrast”)
- Always **stay focused on the prompt**
- Mention **effects on audience/readers**
- Keep your writing **formal and organized**
- Use a **range of vocabulary and sentence structures**
- Follow the **block method**: Introduction → Text 1 → Text 2 → Comparison → Conclusion

✓TASK 1 (Analytical Response) – High-Level Checklist

☐ Criterion A: Analysing (10 marks)

- ☐ I clearly **analyze** how the author/director creates meaning, not just describe content.
- ☐ I refer to specific **techniques** (imagery, tone, symbolism, music, voiceover, visuals, etc.).
- ☐ I explain the **effect** of those choices on the audience.
- ☐ I compare **both** texts in each paragraph.
- ☐ I explore **deeper or subtle meanings** (e.g., irony, intention, societal critique).
- ☐ I use **subject-specific vocabulary** accurately (e.g., “the filmmaker juxtaposes...”).
- ☐ I comment on **context or purpose** where relevant.
- ☐ I **justify** every point with **textual or visual evidence**.

☐ Criterion B: Organizing (10 marks)

- ☐ My introduction clearly outlines both texts and the point of comparison.
- ☐ I organize paragraphs by **theme or technique**, not text-by-text.
- ☐ I use linking phrases like “*In contrast...*” or “*Similarly...*” throughout.
- ☐ I finish with a **conclusion** that reflects on the overall significance.
- ☐ The structure is clear, fluent, and easy to follow.

☐ TASK 2 (Creative Writing – Story) – High-Level Checklist

☐ **Criterion C: Producing Text (10 marks)**

- ☐ The image **inspires my story** and fits the **theme of doubt**.
- ☐ My character has an **emotional arc** (e.g., from confidence → hesitation → realisation).
- ☐ I show doubt through **action, thought, dialogue, or setting** — not just say “he doubted.”
- ☐ The setting and atmosphere are **vividly described** using sensory detail.
- ☐ The story has a **clear structure**: introduction → development → emotional climax/ending.
- ☐ I use **literary devices** (e.g., metaphor, symbolism, contrast) thoughtfully.
- ☐ The story is **engaging, imaginative, and emotionally meaningful**.

☐ **Criterion D: Using Language (10 marks)**

- ☐ I use **varied sentence structures** (short, long, rhetorical, etc.).
- ☐ My **vocabulary is precise and expressive** (not basic or repetitive).
- ☐ My tone and style match the mood (e.g., reflective, tense, intimate).
- ☐ My grammar, spelling, and punctuation are mostly accurate.
- ☐ I've **proofread** my work and fixed awkward phrasing or tense shifts.
- ☐ Any **stylistic errors** (e.g., fragments) are intentional and effective.

Task 2-Producing Literary Text

PRODUCING LITERARY TEXT- 20 MARKS

Story Telling

☐ Task 2 Study Guide

□ **STUDY GUIDE: Literary Writing and Story Creation**

□ **1. Forms of a Story**

□ **Three-Act Structure**

- **Act 1 – Setup:** Introduce characters, setting, conflict.
- **Act 2 – Confrontation:** Rising action and challenges.
- **Act 3 – Resolution:** Climax and closure.

□ **Narrative Arc**

- **Exposition → Rising Action → Climax → Falling Action → Resolution**

□ **Point of View (POV)**

- **First Person:** Told by a character (e.g., *The Catcher in the Rye*).
- **Third Person Omniscient/Limited:** Narrator knows everything or follows one character (e.g., *Pride and Prejudice*).

□ **2. Features of a Story**

Element	Key Notes
Characters	Protagonist, antagonist, supporting roles. Must have clear goals, flaws, growth.
Setting	Time/place influencing mood and events.
Conflict	Internal (emotional) or external (situational) struggles.

Theme	Core message (e.g., freedom, justice, identity).
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Dialogue	Reveals relationships and advances the plot.
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□ 3. Storytelling Techniques

Technique	Use
Show, Don't Tell	Describe actions and emotions with sensory detail.
Foreshadowing	Hint at what's coming.
Symbolism	Objects or settings that represent bigger ideas.
Flashbacks	Reveal past events.
Pacing	Controls the story's rhythm and tension.

□ 4. Literary Devices

- **Simile/Metaphor** – Creative comparisons.
- **Irony** – Opposite of what's expected.
- **Juxtaposition** – Side-by-side contrast.
- **Allusion** – Reference to another story or idea.
- **Onomatopoeia** – Words that imitate sounds (e.g., *crash*, *whisper*).

□ 5. Freytag's Pyramid Structure

Stage	Purpose
Exposition	Introduces characters and setting.

Rising Action	Conflict builds.
Climax	Tense turning point.
Falling Action	Conflict begins to resolve.
Denouement	Final outcome or resolution.

□ 6. Crafting Setting

□ Types of Setting

- **Temporal:** When (e.g., 19th century, future).
- **Geographical:** Where (village, forest, city).
- **Social/Cultural:** Society's rules, traditions.
- **Atmospheric:** Mood (e.g., eerie, peaceful).
- **Micro-setting:** Specific spots (e.g., bedroom, clearing).

✦✦ Techniques to Enhance Setting

- **Imagery:** Sensory-rich description.
- **Symbolism:** Objects represent ideas (e.g., altar = secrets).
- **Foreshadowing:** Environmental hints (e.g., crumbling house).
- **Contrast:** Compare settings for mood.
- **Personification:** Giving life to the setting (e.g., wind whispering).

□ 7. Characterisation

□ Character Elements

- **Type:** Protagonist, Antagonist, Foil, Mentor, etc.
- **Physical Traits:** Age, clothes, scars.
- **Personality:** Traits like loyal, ambitious.
- **Backstory:** Past events shaping motives.
- **Motivations:** Desires/goals.
- **Relationships:** With allies, rivals, family.
- **Arc:** Growth or change through the story.

☐ **Techniques for Character Development**

- **Direct:** Clearly stated traits.
- **Indirect:** Shown through actions/dialogue.
- **Dialogue:** Reveals voice and attitude.
- **Foil Characters:** Highlight traits by contrast.
- **Symbolism:** Objects representing the character's essence.
- **Flaws and Strengths:** Well-rounded characters have both.

✓ **8. Checklists for Writing**

☐ **Story Creation**

- Does the character **grow** or change?
- Is the **conflict** engaging?
- Is the **pacing** well-balanced?
- Is the **theme** integrated naturally?

- Do **details** immerse the reader?

☐ **Setting Development**

- Does the **time/place** influence characters?
- Is the **mood** consistent?
- Are **symbols** and **sensory details** used effectively?

☐ **Characterisation**

- Are there clear **goals, flaws, and arcs**?
- Is the character **realistic and consistent**?
- Does their **dialogue** sound natural?
- Do they **drive the story**?

Sample Task 2

Title: The Ember Feather

Genre: Fantasy/Adventure

Text Type: Narrative

Word Count: 350 words

The storm had passed, but the air still buzzed with leftover magic. Kael crouched near the cliff's edge, watching smoke rise from the shattered remains of the Ember Tree. What once held the heart of his village's power was now nothing but blackened ash.

It's gone. Just like that.

What am I supposed to do now?

Lightning had struck during the night. Some said it was fate. Others, sabotage. All Kael knew was that without the Ember Tree, his people wouldn't survive the winter.

A flutter of orange caught his eye. Half-buried beneath the ash was a single feather—glowing faintly, untouched by fire. The Ember Feather.

He reached for it, fingers tingling the moment they made contact.

"Are you the one who remains?" a soft voice asked. It came from behind.

Kael turned. A woman stood there, cloaked in smoke and flame, her eyes as bright as the sun.

"I don't know what I am anymore," he said. "But I'll try."

She stepped closer. "To restore the Tree, one must burn willingly."

His heart sank. He'd heard the stories—how the Feather bound itself to a soul, how sacrifice was required to reignite the roots.

But I'm not ready. I'm only sixteen.

Can they really expect this of me?

He glanced back at the village below, tiny and cold in the morning light.

"I'll do it," he whispered.

The woman nodded. "Then take flight."

The Feather pulsed in his hand. Heat rose through his chest as flames wrapped around his body. But instead of pain, there was light—pure and warm.

The next morning, the Ember Tree stood tall once more, branches glowing gold against the sky. At its roots lay Kael's old boots, and in the breeze, the faint sound of wings.

□ **Literary Techniques Used:**

- **Imagery:** "cloaked in smoke and flame," "branches glowing gold."
- **Symbolism:** Feather = sacrifice, hope, rebirth.
- **Inner monologue:** Reveals Kael's doubts and resolve.
- **Dialogue:** Builds emotion and decision-making.
- **Foreshadowing:** Early hints of sacrifice required.

Task 3-Producing Non-Literary Text

PRODUCING NON-LITERARY TEXT - 30 MARKS

Types Of Text

□ TASK 3: PRODUCING NON-LITERARY TEXT

This task focuses on **functional writing** for real-world contexts, such as news media, advertising, websites, letters, and speeches. These are often persuasive, informative, or reflective.

□ Text Types Covered

Type	Purpose
News Report	Inform about recent events (objective tone)
Feature Article	Explore a topic in depth (human interest, semi-formal)
Opinion Column	Express a personal view or stance (persuasive)
Editorial	Express a collective media opinion
Proposal	Suggest a plan of action or project
Podcast Script	Present an engaging spoken discussion
Letter	Formal or informal communication
Review	Evaluate a product, service, or experience
Manifesto	Declare principles, beliefs, or political goals
Blog (Travel Writing)	Reflect and describe experiences (personal tone)
Article (Print/Online)	Inform, persuade, or entertain a broad audience
About Page (Website)	Inform visitors about a person/brand/site

Speech

Address an audience to persuade or inspire

□ 1. News Report

Purpose: To inform the public about a recent event or development.

Structure:

- **Headline:** Bold, short, attention-grabbing
- **Byline:** Reporter's name and date
- **Lead paragraph:** Who, What, When, Where, Why, How
- **Body paragraphs:** Chronological or inverted pyramid
- **Quotes:** Eyewitnesses, experts, authorities

Tone: Objective, factual, impersonal

Techniques: Reported speech, passive voice, formal register

Language: Clear, concise, neutral

□ 2. Blog Post / Travel Writing

Purpose: To share personal experiences and reflections, often informally.

Structure:

- Catchy title
- Personal introduction or anecdote
- Chronological or thematic account
- Reflections or advice for the reader
- Engaging ending or question

Tone: Friendly, conversational, informal

Techniques: Anecdotes, direct address, descriptive imagery

Language: First-person, sensory-rich, expressive

□ 3. Proposal

Purpose: To suggest a plan or project with persuasive support.

Structure:

- Title
- **Introduction:** Outline purpose
- **Background:** Brief context or problem
- **Plan of Action:** Steps or details of the proposal
- **Benefits:** Advantages to stakeholders
- **Budget/Timeline** (if applicable)
- **Conclusion/Call to Action**

Tone: Formal, polite, persuasive

Techniques: Bullet points, statistics, persuasive reasoning

Language: Professional, precise, focused

★ 4. Review (Product/Film/Book)

Purpose: To evaluate and recommend (or criticize) a subject.

Structure:

- Title + Subject info (name, creator, release)
- Brief summary (no spoilers if it's a film/book)
- Evaluation of key elements (plot, performance, features)
- Strengths and weaknesses

- Rating or final verdict

Tone: Informal or semi-formal, depending on platform

Techniques: Comparison, humour, rhetorical questions

Language: Descriptive, evaluative, opinion-based

□ 5. Persuasive Speech

Purpose: To convince an audience to support a cause or idea.

Structure (Monroe's Motivated Sequence):

1. **Attention:** Hook (quote, question, fact)
2. **Need:** Present a problem
3. **Satisfaction:** Offer a solution
4. **Visualization:** Imagine the outcome
5. **Action:** Clear call to act

Tone: Passionate, confident, direct

Techniques: Rhetorical questions, repetition, inclusive pronouns

Language: Emotive, persuasive, engaging

□ 6. Feature Article

Purpose: To explore a topic in depth with personality and style.

Structure:

- Headline + subheading
- Narrative-style lead
- Detailed body with facts, examples, interviews
- Personal voice or commentary
- Conclusion with reflection or broader insight

Tone: Semi-formal, engaging

Techniques: Descriptive leads, quotes, anecdotes

Language: Balanced between informative and expressive

□ 7. Opinion Column

Purpose: To argue a personal opinion on a current issue.

Structure:

- Title
- Strong introductory opinion
- Series of supporting arguments
- Counterargument + rebuttal
- Conclusion restating viewpoint

Tone: Persuasive, assertive

Techniques: Facts + opinions, anecdotes, rhetorical questions

Language: First person or third person, direct and confident

□ 8. Editorial

Purpose: To express a publication's official opinion on an issue.

Structure:

- Headline
- Clear stance in intro
- Arguments supported by evidence
- Refutation of opposing views
- Conclusion with final position or call to awareness

Tone: Formal, authoritative

Techniques: Logic, ethos, appeals to reader values

Language: Persuasive yet balanced

□ 9. Podcast Script

Purpose: To present spoken content for audio listeners.

Structure:

- Intro: Greet audience, introduce topic
- Body: Discussion, guests, stories, interviews
- Interludes or sound cues
- Outro: Recap, thank listeners, call to action

Tone: Conversational, informal

Techniques: First-person, humour, pauses, rhetorical questions

Language: Spoken language conventions, informal

□ 10. Manifesto

Purpose: To declare values, beliefs, and goals (often political or social).

Structure:

- Title or slogan
- Statement of purpose
- List of beliefs or principles
- Actions or demands
- Call to unity or action

Tone: Bold, assertive, inspirational

Techniques: Repetition, inclusive language, emotional appeal

Language: Declarative, persuasive, future-focused

□ 11. Letter

Purpose: To communicate a message in written form (formal or informal).

Structure:

- **Formal:** Sender's address/date, salutation, body, closing, signature
- **Informal:** Greeting, short paragraphs, sign-off

Tone:

- **Formal:** Respectful, clear
- **Informal:** Personal, friendly

Techniques: Personal voice, rhetorical appeals

Language: Adapted to recipient (you, I, we)

□ 12. About Page (Website)

Purpose: To explain the identity and mission of a website or person.

Structure:

- Intro to brand/person
- Mission or values
- Background/history
- Team or achievements
- Contact/links

Tone: Warm, professional

Techniques: Direct address, storytelling, ethos

Language: Simple, welcoming, informative