

# Year Six English (Term 1.2)

# Cogheart by Peter Bunzl

# Knowledge Organiser

“Feeling and intuition, love and compassion, those are the things that make a soul, not blood and bones or machine parts.”



**PLOT:** Cogheart is a quest story about Lily, a girl who doesn't fit into Victorian society. At the beginning, we learn that Lily's life is in mortal peril. She returns home to find she is being stalked by silver-eyed men. They want something from her but she doesn't know what. She teams up with Robert and Malkin. As they set out to discover what really happened to her father and what these strange men want from her, they learn who they can and cannot trust.

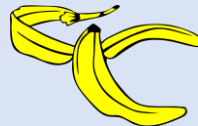
## Explaining PEEL: I had an unusual childhood

**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.



Themes: loyalty, trust, independence, bravery, love, life. Loss grief

Main characters	
<b>Lily Hartman</b>	The main protagonist; daughter of Grace and John Hartman and reluctant pupil at Miss Scrimshaw's Academy
<b>Malkin</b>	A mechanical fox produced by John Hartman; quite grumpy and abrupt; loyal to Lily and John Hartman.
<b>John Hartman</b>	Lily Hartman's father – he is missing, presumed dead, after his airship crashed whilst being chased
<b>Robert Townsend</b>	An apprentice clockmaker; son of Thaddeus Townsend, who owns a watchmakers. He helps Lily on her quest to find her missing father.
<b>Professor Silverfish</b>	Lily's godfather and a 'friend' of John's. They used to work together but had an argument and seemingly fell out.
<b>Madame Verdigris</b>	Madame Verdigris is John Hartman's housekeeper. Lily is concerned she is hiding something.
<b>Mrs Tock; Captain Springer</b>	Mechanicals made and employed by John Hartman; Mrs Tock brought Lily up.
<b>Roach Mould</b>	Mysterious men with mirrored eyes who are keeping a close eye on Lily...



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



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

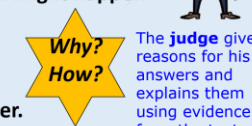
- Usually worth 2 marks
- You need to think about these questions
- Read between the lines
- Use clues such as words and phrases to find the answer.



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.



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

“No one conquers fear easily, Robert. It takes a brave heart to win great battles.”

### Persuasive Writing Techniques

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

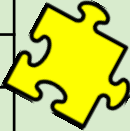

### Figurative language

<b>Simile</b>	Comparing something to something else using 'like' or 'as'.
	<ul style="list-style-type: none"> <li>• The water well was <b>as</b> dry <b>as</b> a bone</li> <li>• The soldier was <b>like</b> a brave lion.</li> </ul>
<b>Metaphor</b>	A comparison which is not literally true. Does not use 'like' or 'as'.
	<ul style="list-style-type: none"> <li>• The water well <b>was</b> a dry bone.</li> <li>• The soldier <b>was</b> a brave lion.</li> </ul>
<b>Personification</b>	Giving an object human characteristics (emotions, sensations, speech, physical movements, etc.)
	<ul style="list-style-type: none"> <li>• The <b>cruel</b> waves <b>swallowed</b> the poor swimmer.</li> </ul>
<b>Onomatopoeia</b>	A word that names a sound, but also sounds like that sound.
	<ul style="list-style-type: none"> <li>• Smash, splash, bang, crash, thud, zoom, sizzle, whizz, boom, honk</li> </ul>
<b>Alliteration</b>	The repetition of an initial letter or sound in closely linked words.
	<ul style="list-style-type: none"> <li>• Don't <b>d</b>ream it. <b>D</b>rive it.</li> <li>• Peter Piper <b>p</b>icked a <b>p</b>eck of <b>p</b>ickled <b>p</b>eppers.</li> </ul>




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


**For**  
**And**  
**Nor**  
**But**  
**Or**  
**Yet**  
**So**


## Paragraphs




time?



place?



topic?



person?






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

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

determiners →

### 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

**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.



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

"Take care with your punctuation," he added.

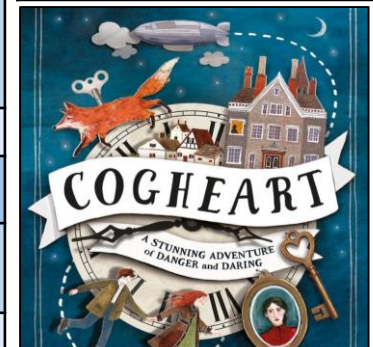
**Instead of 'said', try:**  
shouted ~ yelled ~ called ~ laughed ~ giggled ~ cried  
~ whispered ~ muttered ~ explained ~ exclaimed ~  
questioned ~ announced ~ protested ~ argued ~  
sighed ~ moaned ~ complained ~ disagreed ~ agreed ~  
~ lied ~ admitted

**Synonyms**  
Words that have the same or similar meaning.

hot → boiling → scorching

**Antonyms**  
Words that have the opposite meaning.

hot → cold



## DADWAVERS!

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

