Genre Text examples Common features (conventions)  
comedy Round the Twist comic characters/stereotypes, visual and aural gags, fantastic and silly situations, parodies, etc

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| **Genre** | **Text examples** | **Common features (conventions)** |
| comedy | Round the Twist | comic characters/stereotypes, visual and aural gags, fantastic and silly situations, parodies, etc |

Groups report back to the class and lists are displayed. Discuss.

**Science Fiction and Fantasy**  
Explain to the class that the focus now is on exploring the conventions of Science Fiction (SF) and Fantasy genres. As a class activity, revisit the SF and Fantasy lists created in the activity above and add more example texts onto the lists. Add as many books, films, TV, and games, etc, as possible.

**For example:**   
 The Harry Potter series•   
 Star Wars•   
 Crash Zone (ACTF series)•  
 Dr Who•  
 Lost in• Space  
 The Girl from Tomorrow (available from the ACTF)•  
 Escape from• Jupiter (available from the ACTF)  
 Lord of the Rings•  
 Legacy of the• Silver Shadow (ACTF series)  
 etc•

The websites below have extensive lists of SF and Fantasy books suitable for this age group.  
Fantasy: <http://www.webrary.org/Kids/jbibfantasy.html>  
SF: [http://www.webrary.org/Kids/jbibsf.html](http://www.webrary.org/Kids/jbibsf.html%20)

**Note:**   
*“‘Sci-fi’ is the term generally used by science fiction fans to describe bad science fiction. ‘SF’ is the preferred term for science fiction in general, though the former term is used more frequently by the media.”*   
Mark Juddery, “The true fiction of Sally Marshall”, Australian Screen Education 20/21 p71.

**SF and Fantasy — what’s the difference?**  
Revisit the SF and Fantasy genre conventions list from above and discuss the differences between SF and Fantasy. Look at the lists of texts and divide them into SF/fantasy/both.

Create a Venn diagram mapping the common links and differences between the two genres.

Write a brief initial definition of each genre. (This diagram and the definitions can be revisited and revised at the end of the unit.)

**Exploring the conventions of SF and Fantasy**  
What often happens in these stories? What are the common elements, the conventions of these genres?

Have students work in small groups and use their knowledge of these listed texts to expand the original list of the identified common conventions of fantasy and SF. List all the elements beneath each main heading. See example below as a guide.

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| **Science Fiction and Fantasy Genre Chart** | | | | |
| Plot/action | Setting | Symbols | Characters | Key ideas, themes |
| e.g. quest major task to accomplish obstacles powers or special skills journey suddenly in another world special object ethical or moral dilemma sense of urgency time travel  magical qualities supernatural qualities decision needs to be made… | strange land alien space futuristic back in time magical caves castle forest enchanted place our world… | icons machines communication devices wand clock sword… | heroes special abilities  good bad faithful friend(s), servant protagonists friendly unfriendly enemies monsters aliens robots cyborgs, etc strong connection between protagonist and antagonist… | good versus evil tradition versus science good will triumph ignorance and knowledge magic science happy ending nuclear warfare technology magic experiments… |