

Year 7 - Fairy Tales Unit - Vocabulary

Word	Definition	Example
Archetype (Noun)	A very typical example of a certain person or thing.	The hero in the movie is an archetype of bravery and selflessness.
Benevolent (Adjective)	Well-meaning and kindly.	The benevolent fairy godmother used her magic to help the princess.
Charm (Noun)	The power or quality of delighting, attracting, or fascinating others. Control or achieve by, or as if by, magic.	The princess used a magical charm to break the spell.
Cliché (Noun)	A phrase or opinion that is overused and betrays a lack of original thought.	The story's plot was predictable and filled with tired clichés.
Climax (Noun)	The most intense, exciting, or important point of something.	The climax of the story came when the hero finally faced the dragon.
Conflict (Noun)	A serious disagreement or argument.	The conflict in the fairy tale began when the evil queen took the princess captive.
Corrupt (Adjective)	Having or showing a willingness to act dishonestly in return for money or personal gain.	The corrupt king in the fairy tale misused his power for personal gain.
Cruel (Adjective)	Wilfully causing pain or suffering to others, or feeling no concern about it.	The cruel witch trapped the princess in a tower for many years.
Curse (Noun)	A solemn utterance intended to invoke a supernatural power to inflict harm or punishment on someone or something.	The wicked witch cast a curse on the young prince, turning him into a beast.
Deceit (Noun)	The action or practice of deceiving someone by concealing or misrepresenting the truth.	The villain used deceit to trick the hero into making a dangerous choice.
Enchanted (Adjective)	Placed under a spell; bewitched.	The enchanted forest was full of mysterious creatures and hidden secrets.
Exploit (Verb)	The action or fact of treating someone unfairly in order to benefit from their work.	The villain sought to exploit the hero's weaknesses to gain power.
Folklore (Noun)	The traditional beliefs, customs, and stories of a community, passed through the generations by word of mouth.	The old town is rich in folklore about ghosts and hidden treasures.

Heroism (Noun)	<p>Heroic conduct especially as exhibited in fulfilling a high purpose or attaining a noble end.</p> <p>The qualities of a hero.</p>	The knight's heroism saved the kingdom from the dragon's wrath.
Immoral (Adjective)	If you describe someone or their behaviour as <i>immoral</i> , you believe that their behaviour is wrong or bad.	The immoral giant stole from the villagers without remorse.
Innocence (Noun)	<p>If someone is innocent, they did not commit a crime which they have been accused of.</p> <p>If someone is innocent, they have no experience or knowledge of the more complex or unpleasant aspects of life.</p>	The princess's innocence was what made her so beloved by the people.
Malevolent (Adjective)	Having or showing a wish to do evil to others.	The malevolent sorceress cast a dark spell that trapped the princess in eternal sleep.
Neglectful (Adjective)	Not giving proper care or attention to someone or something.	The neglectful parents in the story left their children in the woods.
Oppression (Noun)	To oppress people means to treat them cruelly, or to prevent them from having the same opportunities, freedom, and benefits as others.	Fairy tales often depict oppression, where a powerful figure controls or mistreats those beneath them.
Oral (Adjective)	Spoken rather than written; verbal.	Fairy tales were often passed down through oral storytelling across generations.
Predator (Noun)	<p>An animal that naturally preys on others.</p> <p>A person who ruthlessly exploits others.</p>	In fairy tales, the predator is often a dangerous creature, like a wolf or a dragon, that threatens the main characters.
Quest (Noun)	A long search for something.	The brave knight embarked on a quest to find the lost treasure.
Resolution (Noun)	Resolution is the part of a story where the conflict is resolved, and the story comes to a conclusion.	The resolution of the story came when the kingdom was saved from the evil sorcerer.
Sorcerer/sorceress (Noun)	A person who claims or is believed to have magic powers; a wizard or witch.	The sorcerer used his dark magic to try and defeat the hero.

Stereotype (Noun)	A widely held but fixed and oversimplified image or idea of a particular type of person or thing.	It's unfair to judge people based on a stereotype without getting to know them.
Subversive (Adjective)	To challenge the usual rules or how things are usually done.	The fairy tale had a subversive twist, challenging traditional ideas of good and evil.
Symbolism (Noun)	The use of symbols to represent ideas or qualities.	In fairy tales, animals often carry symbolism, representing qualities like loyalty, wisdom, or cunning.
Trope (Noun)	A significant or recurrent theme.	The "wicked stepmother" is a common trope in many fairy tales.
Victim (Noun)	A person harmed, injured, or killed as a result of a crime, accident, or other event or action.	The princess was a victim of her stepmother's cruelty.
Virtuous (Adjective)	Having or showing high moral standards.	The virtuous princess helped others even when she had little to give herself.