Subject:	Set in the past in a German town, the townspeople gather in the local tavern the evening before a new figure for their town clock (made by the clockmaker's apprentice, Karl) is to be unveiled. Karl, however, admits to the local storyteller, Fritz that he has not made the figure, making him the first apprentice in hundreds of years to fail to do so. Fritz reads his latest story about a local aristocrat, Prince Otto, and his young son, Prince Florian. Prince Otto dies while on a hunting trip. His heart has been replaced with a clockwork mechanism that enables him to drive his son home in their sledge. The story suddenly begins to come true when Dr. Kalmenius, who was just being introduced in Fritz's story, comes to the door of the tavern. Fritz flees in terror. Dr. Kalmenius offers Karl a clockwork figure called Sir Ironsoul, which Karl accepts. Sir Ironsoul is a mechanical knight that comes alive and kills anyone who says the word "devil". Only the tune from a specific song (that Karl doesn't know!) can stop him. This sets the events of the story in motion, where the two stories (that of Fritz and of the German townspeople) are interlinked and create a brilliantly crafted plot, full of twists and turns.					
Text type & intended readership:	Fiction, intended for 10+ year olds, especially for those who love spooky stories – this is a gothic and scary tale (although leads to a happy ending for the characters of Gretl and Florian).					
Links to background knowledge:	Scientific/ design knowledge: Understanding of clockwork – springs, cogs, gears. Change in telling of time over years. Cuckoo clocks – figures moving to and from the timepiece.  Geographical knowledge: Location of Germany and key cities e.g. 'Glockenheim' – is this a real place? Place country in context of European continent, distance from UK, etc.	Needed by: Before starting Clockwork/ after preface  Page 9 – introduction of 'the great clock of Glockenheim'	Supplementary texts/extracts to support background knowledge:  • Articles/ NF texts to explain clockwork Explain That Stuff Website page  • Look at Munich's famous Glockenspiel: here and here  • Britannica Children's Encyclopedia/ Infographica	HOW FINE OF THE PROPERTY OF TH		
Historical, social, cultural context:	Historical knowledge: - Specific to 18th-19th century context e.g. taverns, Royal Court, grooms, courtiers, Burgomaster This same time period and place (Germany) also links to the context of the story of Faust (see below).	Needed by: Before starting Clockwork/ during Part One	Non-fiction texts/ extracts to support wider knowledge:  The Georgians (Usborne) by Ruth Brocklehurst and Ian McNee, 2015  Gorgeous Georgians (Horrible Histories), by Terry Deary and Martin Brown, 2022	RRIBLE TORIES		
Supplementary fiction and poetry texts:	<ul> <li>The Tragedy of Dr Faustus by Christopher Marlowe: The Tragical History of Doctor Faustus - Academic Kids (links to Karl's pact with Dr Kalmenius) Faust legend - Students   Britannica Kids   Homework Help</li> <li>Mary Shelley's Frankenstein (abridged for KS2 children, e.g. Oxford Children's Classics 2017 version) links to the notion of the uncanny and connection between living/ not living. Dr Frankenstein can be likened to Dr Kalmenius, who creates Sir Ironsoul.</li> <li>Dear Dr. Frankenstein poem by Jericho Brown: Dear Dr. Frankenstein by Jericho Brown   Poetry Foundation</li> </ul>					



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## Overarching question(s) for discussion:

"The heart that is given must also be kept" – Discuss what this might mean to you and what you think the story is saying about this.

Should we be careful what we wish for? Does Karl deserve his fate or not?

"For every tick there is a tock" – do you agree with this statement? Do you think that all actions have consequences for the characters in Clockwork?

Themes:	Vocabulary:	-	Language & literary features:
Notion of fate / destiny – all actions have consequences "for every tick there is a tock" – "wind it up, set it going"  Making a 'pact' that leads to downfall e.g. be careful what you wish for  Unselfish love being the thing that conquers all  The uncanny – characters from stories coming to life, clockwork figures coming to life	oscillating (p.2) relentless (p.2) hearth (p.6) parlour (p. 6) apprentice (p. 6) manuscript (p. 10) scowled (p. 10) temperament (p. 10)	sentry (p. 17) commotion (p. 17) whinnying (p. 17)	Choice of character names – are they significant?  e.g. Kalmenius – <i>kalmia</i> (a poisonous plant)  Unusual narration – first person – who is this, the author? Someone else?  Story within a story, lines are blurred between the two (appearance of Dr Kalmenius and Prince Florian from Frtiz's story into the main story)  Inclusion of separate asides (framed sections) with the narrator's voice adding commentary [parallel authorial commentary]



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2