

Everybody  Post-apo !



## Quiz

### What is a post-apo fiction ?

A - a story which takes place after a massive disaster and the collapse of civilization as we know it.

C - a horror story where a group of teenagers is confronted to a murderous maniac.

B - a story which takes place in

D - a story that takes place in

Correct !

There can be multiple causes to the extinction of mankind.



## Quiz

What is the full word for "apo" ?

A - apotheosis

C - apocalypse

B - apogee

D - apology

Correct !



## Quiz

Post-apo fictions are predominantly :

A - Asian

C - British

B - American

D - Russian

Correct !

Because of their history and culture, Americans have a natural tendency to think about the apocalypse.





## Quiz

"Apocalypse" comes from the greek "*apokálypsis*", which means :

A - Revelation

C - Civilization

Correct !



The New Testament refers to the end of times (or apocalypse) in a book called *The Book of Revelation*. It seems to imply that we can only understand God's will when everybody dies !

*The Four Horsemen of the Apocalypse*

Death

Famine



War

Conquest / Pestilence

Viktor Vasnetsov (1887)



## Quiz

When did post-apo literature really start to bloom ?

A - antiquity

C - 1950s

B - XIXth century

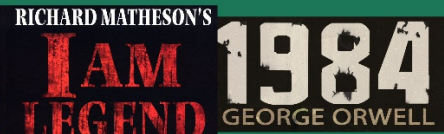
D - late XX - early XXIth

Correct !

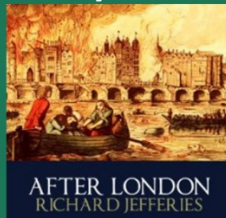
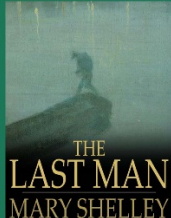
Antiquity



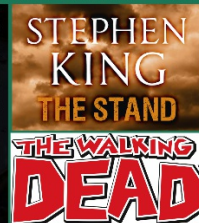
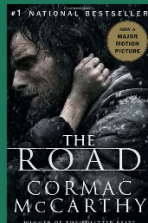
1950s



XIXth century

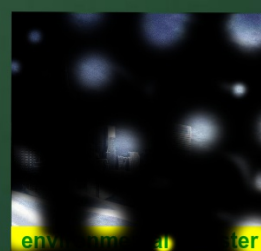
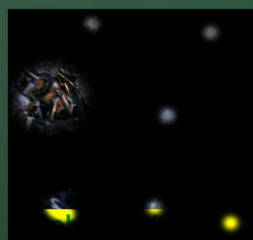
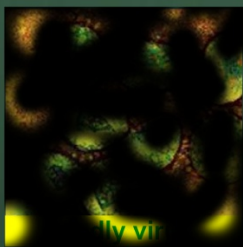
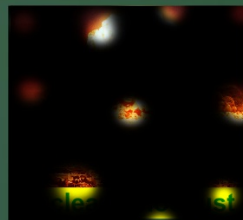
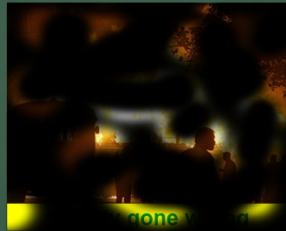


late XXth - early XXIth century



## The apocalypse : what caused the downfall of humanity

Can you name the most common sorts of disasters that could end civilization as we know it ?



## Recap

Can you name the most common sorts of disasters that could end civilization as we know it ?



**zombie outbreak**



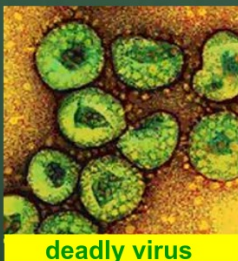
**society gone wrong**



**nuclear holocaust**



**alien / monster  
invasion**



**deadly virus**



**robot uprising**



**environmental disaster**





## What is the post-apo genre ?

« What do we do when the people, places, comforts - the entire world we know - are gone? »

That is the question raised by the post-apocalyptic genre, designed to explore the future and survival of humans after an apocalypse.

But what exactly is an apocalypse? The word comes from the greek « apokálypsis », which means « revelation ». Nowadays, we typically think of an apocalypse as a worldwide disaster that can dramatically affect civilization : society gone wrong (Mad Max), deadly virus (The Stand), natural disasters (The Snowpiercer), nuclear holocaust (Fallout) , alien invasion (Falling Skies), zombie outbreak (The Walking Dead) or robot uprising (The Terminator)...

Post-apocalyptic fiction is a sub-genre of science fiction. Such fictions take place when the end of the world has already happened and characters are trying to survive and start anew. They can be set in the present or the future. They are often action and adventure, survival stories. They can have elements of other genres in their story – like a dystopian society for example.

There seems to be two fundamental rules to these stories. First, the end of civilization and humanity was predictable, and we are usually responsible for it : science or technology raging out of control, human greed and contempt for the planet causing environmental disaster... In almost every post-apo fiction, there is a criticism of our society. This explains why post-apo fiction has bloomed since the 1950ies, and especially in America : here is a country responsible for launching two nuclear bombs, who shows little respect for the environment despite the multiplying hurricanes, and where about 30 people are murdered by guns every day.

The second rule is this: the end never actually comes. The world never ends, even in the stories. Millions (billions, even) die, but some live. For instance, the virus spreads, but the immune person is found and the anti-virus is developed in time (World War Z, Contagion). The world keeps spinning, eventually. Because despite humanity's failure in general, there is always the hope of redemption thanks to a few morally heroic characters.

These days, there is a incredible choice of post-apo futures to choose from : it's in books, movies, video games... It raises an interesting question : why do we love so much to see our world destroyed ?

Questions

Vocabulary





## What is the post-apo genre ?

1. Qu'appelle-t-on l'apocalypse ? Donne une rapide définition ainsi que quelques exemples du texte.
2. De quel(s) autre(s) genre(s) peut-on rapprocher le post-apo ?
3. Donne au moins deux caractéristiques du genre post-apo.
4. D'après l'auteur, quelles sont les deux règles du genre post-apo ?
5. En quoi le post-apo constitue-t-il une critique de la société ?
6. Pourquoi l'auteur dit-il que le post-apo parle aussi d'espoir ?
7. D'après l'auteur, quelles sont les deux questions que pose le genre post-apo ?

RAISE a question : poser une question  
designed : conçu  
worldwide : mondial  
such : un tel, de tels...  
TAKE place : se passer  
HAPPEN : arriver, se passer  
START anew : reprendre à zéro  
BE set : être situé  
A rule : une règle  
predictable : prévisible  
usually : habituellement  
greed : la cupidité  
contempt : le mépris  
a criticism : une critique

EXPLAIN : expliquer  
BLOOM : fleurir, s'épanouir  
here is : voici  
LAUNCH : lancer  
little (ici) : peu de  
despite : malgré  
a hurricane : un ouragan  
SPREAD : se répandre  
KEEP + ing : continuer à  
SPIN : tourner  
eventually : finalement  
a failure : un échec  
a hope : un espoir  
a few : quelques

Questions

Vocabulary



## Memory Challenge

RAISE a question : .....  
designed : .....  
worldwide : .....  
such : .....  
already : .....  
A character : .....  
TAKE place : .....  
HAPPEN : .....  
START anew : .....  
BE set : .....  
A rule : .....  
predictable : .....  
usually : .....  
greed : .....  
contempt : .....  
a criticism : .....

EXPLAIN : .....  
BLOOM : .....  
here is : .....  
LAUNCH : .....  
little (ici "little respect") : .....  
despite : .....  
a hurricane : .....  
SPREAD : .....  
KEEP + ing : .....  
SPIN : .....  
eventually : .....  
a failure : .....  
a hope : .....  
a few : .....  
thanks to : .....  
GO wrong : .....



# Everybody Post-apo !

## Objectifs :

- être capable de présenter oralement une oeuvre vidéo.
- connaître les grandes lignes du genre post-apocalyptique.

## Compétences :

- Expression orale en continu : présentation collective d'une oeuvre vidéo post-apo
- Expression écrite : rédaction du support à la présentation
- Compréhension écrite : réflexions autour du post-apo, modèles de présentation

## Prérequis :

- present
- preterit
- voix passive



## Final Task

Sujet : réaliser un exposé (trois élèves max.) pour présenter la fiction post-apo de votre choix.

Structure proposée :

- crédits : réalisation, acteurs, production...
- pitch : résumé de l'intrigue (sans la fin)
- l'apocalypse : quelle forme, quel traitement ?
- justification du choix de la fiction

Contraintes :

- 1 à 3 élèves
- réaliser un support à l'exposé
- préparer des notes pour l'exposé

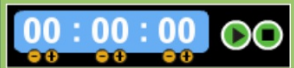
Critères principaux d'évaluation :

- qualité de la langue : justesse avant richesse
- travail personnel authentique
- traitement du sujet
- capacité à se détacher de ses notes
- prononciation
- qualité du support





Culture : most popular post-apo fictions



*Story by Robert Kirkman*

*Extremely popular*

*TV show + comic book + video games*

*A group of survivors in America*

*Very violent and hard*

*Title ?*

*Original sort of fiction ?*

*Sort of apocalypse ?*

*Release date of the original format ?*



Corrigé





## Culture : most popular post-apo fictions

00 : 00 : 00



Resident Evil

The Evil Dead

Day of the Dead

The Walking Dead



2003

2006

2009

2012



Corrigé



## Culture : most popular post-apo fictions

00 : 00 : 00

*The Walking Dead* is originally a comic book written by Robert Kirkman. The first volume was released in 2003 and the last one in 2020. Because it was so popular, the fiction was adapted into a TV show and into video games, too. *The Walking Dead* is extremely hard and violent : after a mysterious zombie outbreak, a group of people try to survive in a devastated America.

Corrigé

**Exposé « my favorite post-apo »**  
**- structure and key sentences -**

1/2

I. Introduction: *credits = réalisateur, producteurs, acteurs etc. + date de sortie + récompenses...*

- I would like to present a movie called...
- it was written, produced, directed, created by ...
- it was released in...
- the lead actor is...
- the film was awarded / got an award for...

II. The Plot : *résumé de la fiction sans la fin, présentation rapide des personnages*

- it takes place in..., the story is set in...
- it is about..., it deals with...
- at the beginning, then, suddenly, later, finally, in the end
- the characters are confronted with..., they have to survive in spite of...
- the heroes must choose between..., they will discover...



**Exposé « my favorite post-apo »**  
**- structure and key sentences -**

2/2

III. The Apocalypse : *quelle est l'origine de l'apocalypse, comment le post-apo est-il traité ?*

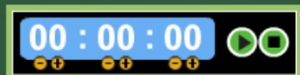
- In this story, the world has ended because of...
- Our civilization collapsed when...
- Humanity has been almost wiped out by...
- As a consequence, the survivors must...

IV. My opinion : *pourquoi avoir choisi cette fiction ? En quoi est-elle différente voire meilleure que les autres ? Qu'est-ce qui vous a plu ?*

- I think it's..., I find it..., what I like about it is...,
- for me it's really the best post-apo series because..., .. and that's why it's my favorite.
- It appeals to me because..., it's seducing because...
- It lets us imagine..., it questions our ideas of..., it depicts a world where...



Culture : most popular post-apo fictions



*Popular post-apo video game*

*Released for the 1st time in 1997*

*Uchronia : set in a different*

*version of history in 2077*

*Latest releases on PS4, XBox and PC*

*Title ?*

*Type of video game ?*

*Sort of apocalypse ?*

*Number of games ?*



Corrigé





Culture : most popular post-apo fictions

00 : 00 : 00



Planescape

Fallout

Doom

The Last of Us

Role-Playing Game

First-Person Shooter

Survival Horror

Strategy



3

5

9

12



Corrigé



## Culture : most popular post-apo fictions

00 : 00 : 00

Let me present one of the most popular post-apo video games : the *Fallout* series.  
It is set in an alternative future, in 2077, after humanity has been wiped out by a nuclear holocaust.

In these role-playing games, the player must survive in spite of the monsters, mutants and looters.

Since 1997, there has been no less than 9 of these games !

Planescape

Fallout

Reign

3

5

9

12



Corrigé



## Why people can't get enough of the end of the world

Stories about the collapse of civilization endlessly seduce us. It seems that we love to see our world destroyed. The end is coming, it would seem, from any number of causes. Zombies. Viruses. Or, as in *Snowpiercer*, climate change and the failure of human technology. Why do we want to consume these stories? Why do we love stories that start with the deaths of nearly all of humanity and the very real threat of human extinction?

Here's a theory : all types of apocalypse give us an opportunity to potentially reinvent ourselves in ways that our society would not allow or encourage. No, I don't want my friends and family turned zombie or hit by a meteor, but... if the end came, how would I live? Would I hunt and kill for survival ? Would I go around ghost towns looting empty buildings ? Would I learn how to grow my own food and start a community ? These stories let us imagine being suddenly forced out of our comfort zone and into something much more heroic. Plus, have you tried to change the world lately? It's painful and slow – a losing battle some would say. Sometimes, it takes epic destruction to imagine dramatic change, not only in ourselves but also in society.

Here's another reason why we rejoice in the apocalypse : humans like to be right, no matter how terrible the event we were right about. We're talking about the environment here. Scientists have been saying for years that certain habits of the human race (fossil fuels, agriculture, fishing, capitalism...) are threatening the planet. Nations have proved unable so far to address this major issue, and climate change for instance is getting dramatically real for more and more people. In most post-apo fictions, blind politicians and greedy companies are shown as helpless as the rest of us in the face of disaster and are often punished, while on the other hand the brave and generous heroes usually survive and sometimes start better models for a new society. To see that scenario played out in a movie or television show can be intensely satisfying ! Maybe it's also a way to prepare our minds for a potentially dark future...

Question 1

Paragraphe 1

Paragraphe 2

Paragraphe 3

Vocabulary

Question 2 : Surligne dans le texte les phrases qui illustrent les résumés de l'exercice précédent.

Question 3





## Why people can't get enough of the end of the world

collapse : effondrement	lately : dernièrement
SEEM: sembler	painful : douloureux
failure: échec	a losing battle : une bataille perdue d'avance
nearly : presque	it takes : cela demande
a threat : une menace	dramatic : (ici) radical
ourselves: nous-mêmes	no matter... : peu importe...
a way : une manière	an event : un événement
ALLOW : permettre	THREATEN : menacer
HUNT : chasser	unable : incapable
a ghost town: une ville fantôme	ADDRESS an issue : répondre à un problème
LOOT : piller	blind : aveugle
empty : vide	greedy : cupide
GROW food: faire pousser de la nourriture	helpless : désemparé
BE forced out : être contraint à quitter	a mind : un esprit

Vocabulary





## Why people can't get enough of the end of the world

Résume ce paragraphe (une ou plusieurs réponses possibles)

- a) les gens en ont marre des récits terrifiants : comment créer des histoires enfin motivantes ?
- b) les fictions post-apo sont prophétiques : comment nous aident-elles à affronter un futur sombre ?
- c) les fictions post-apo fleurissent : pourquoi les gens en raffolent-ils ?
- d) la fin du monde risque d'arriver : l'humanité doit-elle changer ou continuer à consommer ?

Résume ce paragraphe (une ou plusieurs réponses possibles)

- a) on se plaît à imaginer comment nous nous adapterions à un monde dévasté mais libre.
- b) on adore regarder des scènes intenses pleines d'action et de conflits.
- c) les gens adorent contempler la souffrance des autres sous forme de fictions.
- d) on peut imaginer qu'au-delà de la destruction, le post-apo crée l'espoir de quelque chose de meilleur.
- e) rien ne sert de vouloir changer le monde : la fin sera lente et douloureuse pour tous.

Résume ce paragraphe (une ou plusieurs réponses possibles)

- a) le post-apo nous prépare psychologiquement à un avenir inquiétant.
- b) dans le post-apo, il n'est pas rare que des politiciens deviennent héroïques face au désastre.
- c) les scénarii de post-apo sont souvent très bien écrits avec de nombreux rebondissements.
- d) le post-apo montre qu'on a raison d'avoir peur pour l'environnement et dénonce ceux qui l'empoisonnent.
- e) le post-apo permet de s'intéresser à des thèmes aussi divers que l'agriculture et l'économie.

Question 2 : Surligne dans le texte les phrases qui illustrent les résumés de l'exercice précédent.



Why people can't get enough of the end of the world

Traduis ce passage du paragraphe 2 :

*"No, I don't want my friends and family turned zombie or hit by a meteor, but... if the end came, how would I live? Would I hunt and kill for survival ? Would I go around ghost towns looting empty buildings ? Would I learn how to grow my own food and start a community ?"*

A quoi sert "would" dans ces phrases ?

Question 3



## Memory Challenge II

un effondrement : .....  
sembler : .....  
un échec : .....  
presque : .....  
une menace : .....  
nous-mêmes : .....  
une manière : .....  
permettre : .....  
chasser : .....  
une ville fantôme : .....  
piller : .....  
vide : .....  
faire pousser de la nourriture : ...  
être contraint à quitter : .....

dernièrement : .....  
douloureux : .....  
une bataille perdue d'avance : .....  
cela demande : .....  
(ici) radical : .....  
peu importe... : .....  
un événement : .....  
menacer : .....  
incapable : .....  
répondre à un problème : .....  
aveugle : .....  
cupide : .....  
désespéré : .....  
un esprit : .....



Culture : most popular post-apo fictions



*Series of post-apo movies*

*Inspired Fallout and Hokuto No Ken*

*First film in 1979*

*Set in Australia*

*Former policeman VS motorcycle gangs*

*Title ?*

*Lead actor ?*

*Sort of apocalypse ?*

*Number of films ?*



Corrigé





Culture : most popular post-apo fictions

00 : 00 : 00



The Book of Eli

Mad Max

12 Monkeys

Jericho

Denzel Washington

Mel Gibson

Bruce Willis

Sylvester Stallone



4

5

6

7



Corrigé



## Culture : most popular post-apo fictions

00 : 00 : 00

I'm going to talk about a popular series of movies called *Mad Max*. There are four of them. The first one was released in 1979. It takes place in Australia after a brutal collapse of civilization. The hero is Max, a former policeman who fights motorcycle gangs. In the first three movies, Max is interpreted by Mel Gibson.

The series was so popular that it inspired the video game *Fallout* and the manga *Hokuto No Ken*.



Corrigé



Make sentences using the given information.

Example :

**Fallout** post-apo  DEVELOP Bethesda

*Fallout* is a post-apo video game which was developed by Bethesda.

1 **Falling Skies** popular  alien invasion PRODUCE Steven Spielberg

2 **Snowpiercer** French  ADAPT into  starring Chris Evans

3 4th installment of the Terminator franchise **Terminator Salvation** American  
 Christian Bale RELEASE 2009



Modèle d'exposé





# 28 Days Later

*English presentation*

Cillian Murphy

Naomie Harris

A movie by Danny Boyle



# CREDITS

**Director :** Danny Boyle (*Trainspotting*, *The Beach*, *Slumdog Millionaire*)

**Screenwriter :** Alex Garland (*Sunshine*, *Annihilation*)

**Producers :** Andrew Macdonald

**Distributed by :** 20th Century Fox

**Release date :** 2002



## Lead actors :

Cillian Murphy (*Batman Begins*, *Peaky Blinders*)

Naomie Harris (*Pirates of the Caribbean*, *Moonlight*)



## Awards :



Best Horror Film (Saturn Award)

Best British Film (Empire Award)

Best Director — Danny Boyle (International Fantasy Film Award)



# THE PLOT



Jim, the main character, in a deserted London

Selena, the badass survivor



Frank and his daughter Hannah

A road trip begins...  
towards salvation or hell ?



The cause of the collapse

# THE VIRUS



## A rage virus accidentally let loose by militants

- highly contagious (blood, saliva)
- contamination within 10 to 20 seconds
- spasms, vomit, bleeding, red eyes
- uncontrollable anger and need to attack the uninfected
- avoidance of light

## Zombies ?

### Similarities

- stupid, no self-preservation, feel no pain
- urge to kill the uninfected

### Differences

- much faster and more aggressive
- immediate contagion
- can be killed
- can't feed = will die eventually





## What I like about this movie

- great acting
- awesome soundtrack
- unforgettable scenes and storytelling > special effects and action
- evolution of the zombie movie
- the moral : The enemy is not so much the infected as the humans themselves  
Everyone can turn rabid under certain circumstances



## Favorite scene / trailer

Amateur editing summarizing the film, with soundtrack « In a heartbeat ».



## TEST : culture

What is the post-apo genre ? Give a definition and a few examples.

Why is this genre more popular in America since the 50's ?

Who do most people seem to love this genre ?

Is this genre often a criticism of our society ?

