

Introduction.

Hagrid informing Harry about Goblins and the wizarding world with a casual, immersive narrative style for young people.

main body.

Style: fictional conversation, blending fantasy and everyday dialogue.
Narration: focalized on Harry, with heavy dialogue driving the plot and character interaction.

• Sentence Complexity.

simple, short sentences. eg: flew. Goblins?

• Vocabulary. (no bookish vocabulary)

dominantly colloquial (Hagrid's yeh, ter, toh, dunn)
neutral (flew, bank, magic)

• Stylistic / Expressive Devices.

Graphemes: Hagrid's spelling (yeh, ter, dunn, s'posed)
means uneducated speech.

Onomatopoeia: nothing.

Repetition: Goblins, flew? means shock.

Imagery: the sea gleamed in the sunlight.

means contrast with Harry's inner excitement.

Ellipsis: Harry's unfinished sentence means his inexperience.

• Character Traits

Harry: curious, naive, eager to learn, raised in a non-magical world.

Hagrid: warm, (reassures Harry about money), loyal,

gruff but kind, a friendly guide to the wizarding world.
opinionated (criticizes Cornelius Fudge as a bungler)