**NARRATIVE ELEMENTS**

1. **SETTING:**
   * + 1. **Time** - when the story takes place; specific date/time or

general (ex. 3:30pm, summer, past)

* + - 1. **Place** - where the story takes place; geographical location
      2. **Mood** - the feeling the reader has from the story; atmosphere
      3. **Tone** - the writer’s attitude

1. **CHARACTER:**

Types of characters:

* + - 1. Protagonist - the main character in a story
      2. Antagonist - the character or force that works or competes

against the protagonist

* + - 1. Round Character - a well developed character

- complex

- reader learns a lot about this type of character

* + - 1. Flat Character - NOT well developed

- the reader does NOT learn a lot about this type

of character

* + - 1. Static Character - the character does NOT undergo significant changes throughout the story

**-** the opinions, attitudes, and actions

do NOT really change

* + - 1. Dynamic Character - the character DOES undergo significant

changes throughout the story

- the opinions, attitudes, and actions DO CHANGE

1. **PLOT:**
   * + 1. Introduction - the start of a story

- setting and characters are presented

- also called the **exposition**

**1.2**- **INITIATING EVENT/ Inciting Moment**- first main conflict; causes rest of action

* + - 1. Rising Action - a series of events that lead up to the climax

- conflict is introduced

- also called the **complication**

* + - 1. Climax - the highest point in the story

- the point of highest emotional intensity

- the turning point in the story

* + - 1. Falling Action - the final events of the story

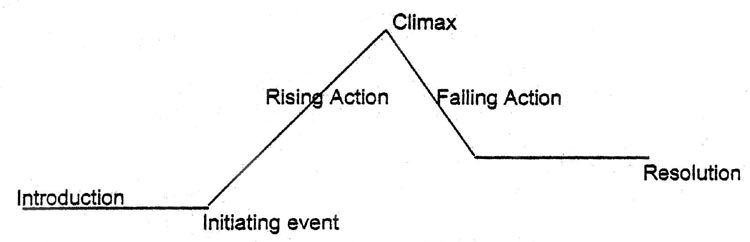
- the conflict is decided or resolved

- also called the **dénouement**

* + - 1. Conclusion/ - the ending of the story

Resolution - the impact of the resolution becomes clear

BASIC PLOT DIAGRAM

**[](http://www.google.ca/url?sa=i&rct=j&q=&esrc=s&frm=1&source=images&cd=&cad=rja&uact=8&ved=0CAcQjRxqFQoTCNKz-J2Q98cCFQU4iAodaYEOtA&url=http://projects.cbe.ab.ca/senatorpatrickburns/dramaoutline.htm&psig=AFQjCNFsMLP15sSRNJJGPqQ96_KDh9E-bg&ust=1442339831315080)**

1. **CONFLICT:**
   * + 1. Person vs. self - conflict of the mind

- centers around the protagonist’s struggle

to overcome issues within him/herself

- protagonist’s **DILEMMA**

* + - 1. Person vs. person – conflict between the protagonist and

another character (antagonist)

- usually in the form of a physical fight or

argument

* + - 1. Person vs. society – conflict between one character and a

larger group

- the protagonist against the pressures of

society (ex. Racism, sexism, etc.)

* + - 1. Person vs. nature - conflict between a character and

animals, weather, or another force of

nature

* + - 1. Person vs. supernatural – conflict between a character and a

supernatural being or force

- something beyond humanity (ex.ghost)

* + - 1. Person vs. technology – conflict between a character and some

form of technology (computer, robot,etc.)

1. **POINT OF VIEW:**
   * + 1. First Person - when one of the characters tells the story

- the pronoun “I” is used

* + - 1. Omniscient - the narrator relates the thoughts and feelings of

ALL the characters

- “god-like” narrator

* + - 1. Limited Omniscient - the narrator relates the thoughts and

feelings of only one or a few characters

1. **THEME:** - the message/lesson that the author is trying to tell

- a universal message/truth about life (can apply to all)

- is a complete statement (not one word)

1. **OTHER:**

1. Flashback - giving information about an event or situation in the past

2. Foreshadowing - giving hints or clues about events that will happen in the future of the story

3. Symbol/ – when an abstract ideas is represented by symbolism something concrete

4. Irony - when the opposite of what is expected occurs