

Name: _____

NARRATIVE ELEMENTS

A. SETTING:

1. **Time** - when the story takes place; specific date/time or general (ex. 3:30pm, summer, past)
2. **Place** - where the story takes place; geographical location
3. **Mood** - the feeling the reader has from the story; atmosphere
4. **Tone** - the writer's attitude

B. 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
3. **Round Character**
 - a well developed character
 - complex
 - reader learns a lot about this type of character
4. **Flat Character**
 - NOT well developed
 - the reader does NOT learn a lot about this type of character
5. **Static Character**
 - the character does NOT undergo significant changes throughout the story
 - the opinions, attitudes, and actions do NOT really change
6. **Dynamic Character**
 - the character DOES undergo significant changes throughout the story
 - the opinions, attitudes & actions DO CHANGE

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7. Stock/Stereotyped Character

- totally predictable, one dimensional, often seen as a type ex. the jock, the nerd, etc.

8. Character Foil

- Attitudes, behaviours, opinions contrast with protagonist
- Contrast helps reader understand protagonist better

9. Hero(ine)

- protagonist of story who has heroic qualities, ex. courage, honesty; not interchangeable with protagonist

PRESENTATION OF CHARACTERS:**10. Direct Presentation**

- the author TELLS what a character is like
- the author may have some other character in the story TELL us what he character is like

11. Indirect Presentation

- the author does not tell us about the character
- the author SHOWS us what the character is like through his/her actions, thoughts, words or what others think of the character

C.PLOT:**1. Introduction**

(exposition)

- the start of a story
- setting and characters are presented

- **INITIATING EVENT**- first main event of the story, causes the rest of the action

2. Rising Action

(complication)

- a series of events that lead up to the climax
- conflict is introduced

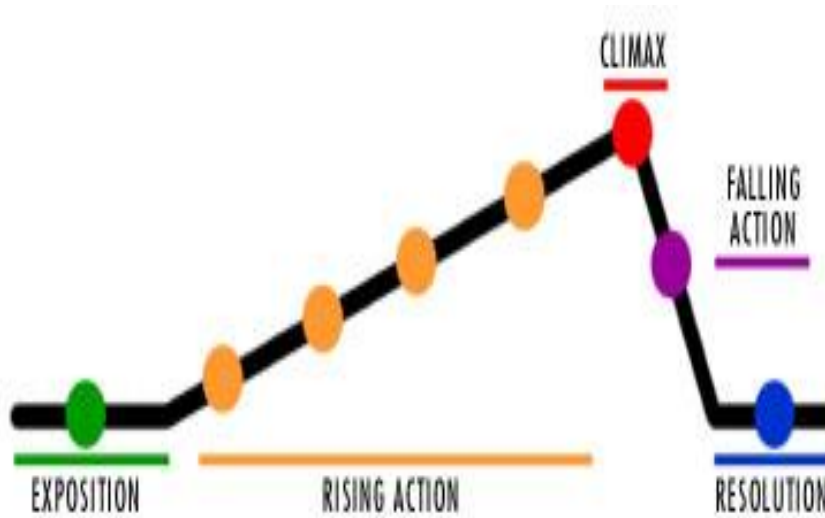
3. Climax

- the highest point in the story
- the point of highest emotional intensity
- the turning point in the story

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- **ANTI- CLIMAX** - a sudden shift from a serious mood to a comical/trivial mood

4. **Falling Action** - the final events of the story
(resolution) - the conflict is decided or resolved
5. **Conclusion** - the ending of the story; denouement
- the impact of the resolution becomes clear



D. CONFLICT:

1. **Person vs. self** - conflict of the mind
- centers around the protagonist's struggle to overcome issues within him/herself
- protagonist's dilemma
2. **Person vs. person** – conflict between the protagonist and another character (antagonist)
- usually in the form of a physical fight or argument
3. **Person vs. society** – conflict between one character & larger group
- the protagonist against the pressures of society (ex. Racism, sexism, etc.)

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4. **Person vs. nature** - conflict between a character and animals, weather, or another force of nature
5. **Person vs. supernatural** – conflict between a character and a supernatural being or force
- something beyond humanity (ex. Ghost)
6. **Person vs. technology** – conflict between a character and some form of technology ex. computer, internet,

E. POINT OF VIEW:

1. **First Person** - when one of the characters tells the story
- the pronoun “I” is used
2. **Omniscient** - the narrator relates the thoughts and feelings of ALL the characters: 3rd person
- “god-like” narrator
3. **Limited Omniscient** -- the narrator relates the thoughts and feelings of only one or a few characters: 3rd person
4. **Objective** - narrator has no special knowledge; story is factually presented; 3rd person
- like viewing photographs of an event

F. THEME:

- the message or lesson that the author is trying to convey
- a universal message about life (can apply to all)
- is a complete statement (not one word)

G. TONE:

1. **Tone** - the attitude/mood a writer takes toward the subject, characters & readers or a literary work
- can be humorous, romantic, mocking, bitter, etc.
2. **Satire** - the use of irony, sarcasm or ridicule, in exposing, or denouncing an idea, person, or thing

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- 3. Irony**
- using words or phrases to mean the exact opposite of its literal or normal meaning
 - when the opposite of what is expected occurs

There are 3 types of irony:

- I) **Verbal Irony**- occurs when the literal words are opposite to the intended meaning; similar to sarcasm
- II) **Situational Irony**- an outcome is the opposite to what one would expect
- III) **Dramatic Irony**- the reader/audience knows vital information that the character doesn't

H. IMAGERY:

1. **Imagery** - details and figures of speech that help the reader form vivid impressions of the writing; helps the reader "see" what's being read
2. **Simile** - a comparison between two unlike things using *like* or *as*
3. **Metaphor** - a direct comparison between two unlike things
4. **Personification** - giving human qualities animals, objects, etc.

I. OTHER:

1. **Allusion** - a reference to a person, place or event from history, literature, or mythology
2. **Epiphany** - a moment of significant realization/insight
3. **Flashback** - a switch in plot from the present to the past
4. **Foreshadowing** - hints or warns of events to happen later in story
5. **Juxtaposition (contrast)** - a striking difference between two things being compared, ex. characters, setting, moods, etc.
6. **Symbolism** - using one thing to represent another