

## **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, and actions DO CHANGE

**7. Character Foil**

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

**PRESENTATION OF CHARACTERS:****8. 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

**9. 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:**

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| <b>1. Introduction<br/>(exposition)</b> | <ul style="list-style-type: none"><li>- the start of a story</li><li>- setting and characters are presented</li></ul> |
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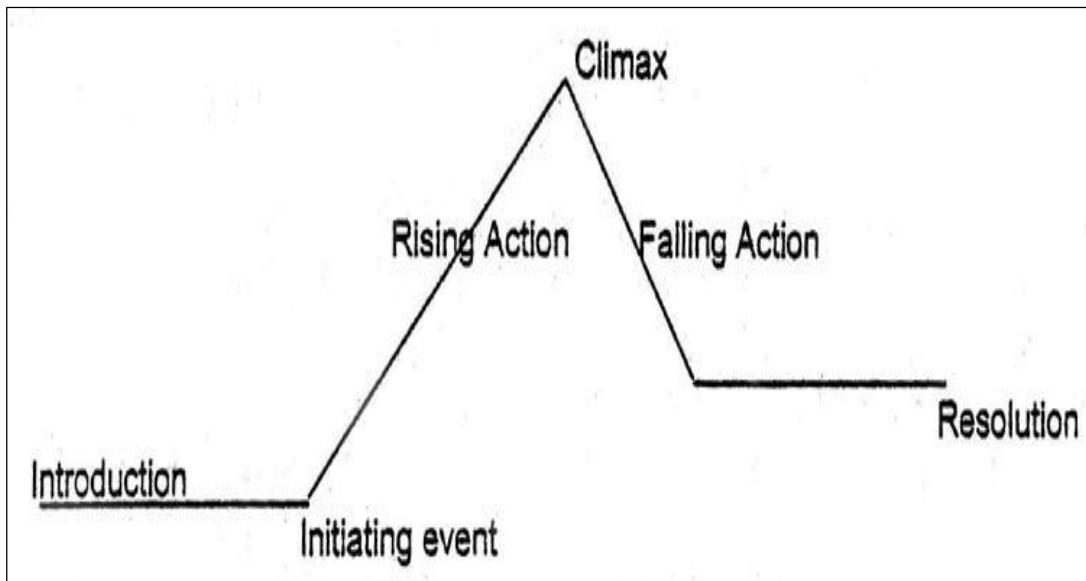
**1.2 - INITIATING EVENT** - first main event of the story,  
causes the rest of the action

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|--|--|
| <b>2. Rising Action<br/>(complication)</b> | <ul style="list-style-type: none"><li>- a series of events that lead up to the climax</li><li>- conflict is introduced</li></ul> |
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| <b>3. Climax</b> | <ul style="list-style-type: none"><li>- the highest point in the story</li><li>- the point of highest emotional intensity</li><li>- the turning point in the story</li></ul> |
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|--------------------------|---|
| <b>4. Falling Action</b> | <ul style="list-style-type: none"><li>- the final events of the story</li><li>- the conflict is decided or resolved; denouement</li></ul> |
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|---------------------------------------|--|
| <b>5. Conclusion<br/>(Resolution)</b> | <ul style="list-style-type: none"><li>- the ending of the story</li><li>- the impact of the resolution becomes clear</li></ul> |
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## 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.)
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
    - "god-like" narrator
  3. Limited Omniscient -- the narrator relates the thoughts and feelings of only one or a few characters
  4. Objective
    - narrator has no special knowledge; story is factually presented
    - like viewing photographs of an event

## **F. THEME:**

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

**G.TONE:**

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|------------------|---|
| <b>1. Tone</b>   | <ul style="list-style-type: none"><li>- the attitude/mood a writer takes toward the subject, characters &amp; readers or a literary work</li><li>- can be humorous, romantic, mocking, bitter, etc.</li></ul> |
| <b>2. Satire</b> | <ul style="list-style-type: none"><li>- the use of irony, sarcasm or ridicule, in exposing, or denouncing an idea, person, or thing</li></ul>   |
| <b>3. Irony</b>  | <ul style="list-style-type: none"><li>- using words or phrases to mean the exact opposite of its literal or normal meaning</li><li>- when the opposite of what is expected occurs</li></ul>                   |

## **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:**

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| <b>1. Imagery</b>         | - details and figures of speech that help the reader form vivid impressions of the writing; helps the reader “see” what’s being read |
| <b>2. Simile</b>          | - a comparison between two unlike things using <i>like</i> or <i>as</i>  |
| <b>3. Metaphor</b>        | - a direct comparison between two unlike things  |
| <b>4. Personification</b> | - giving human qualities animals, objects, etc.  |
| <b>5. Symbolism</b>       | - using one thing (idea, object, animal, person) to represent something else   |

## **I. OTHER:**

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| <b>1. Allusion</b>      | - a reference to a person, place or event from history, literature, or mythology |
| <b>2. Epiphany</b>      | - a moment of significant realization/insight                                    |
| <b>3. Flashback</b>     | - a switch in plot from the present to the past                                  |
| <b>4. Foreshadowing</b> | - hints or warns of events to happen later in story                              |