

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, 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

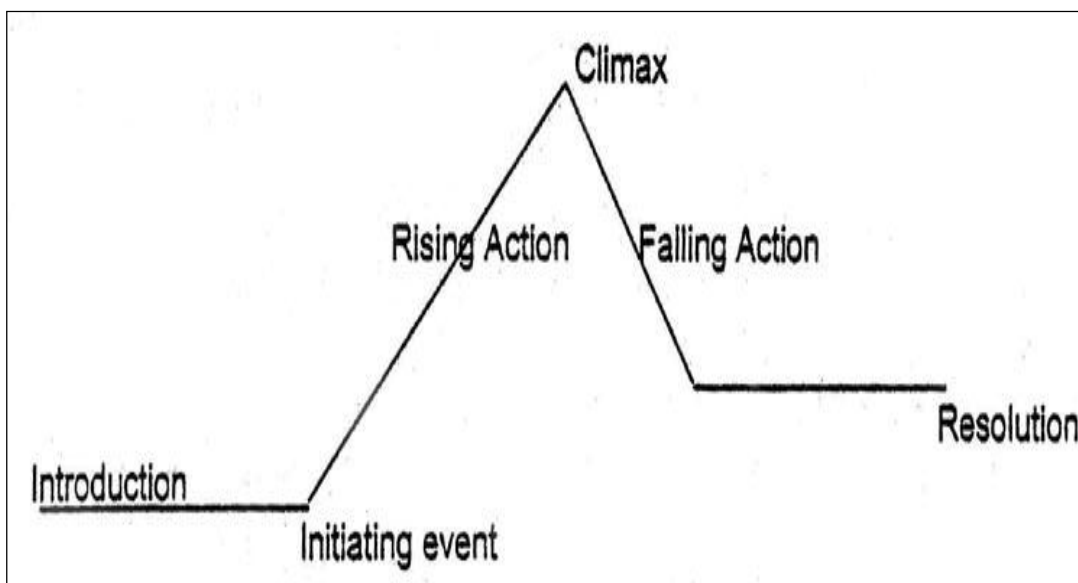
- the author does not tell us about the character
- the author SHOWS us what the character is like through his/her actions, thoughts, words or what others think of the character

C.PLOT:

- 1. Introduction** - the start of a story
(exposition) - setting and characters are presented

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

- 2. Rising Action** - a series of events that lead up to the climax
(complication) - conflict is introduced
- 3. Climax** - the highest point in the story
- the point of highest emotional intensity
- the turning point in the story
- 4. Falling Action** - the final events of the story
- the conflict is decided or resolved; denouement
- 5. Conclusion** - the ending of the story
(Resolution) - 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.)
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:

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
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.
5. Symbolism - using one thing (idea, object, animal, person) to represent something else

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