**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 change

* + - 1. Dynamic Character

- the character DOES undergo significant

 changes throughout the story

 - the opinions, attitudes & actions DO CHANGE

* + - 1. Stock/Stereotyped Character - totally predictable, one dimensional, often

seen as a type ex. the jock, the nerd, etc.

* + - 1. Character Foil - attitudes, behaviours, opinions contrast with protagonist

- the contrast helps reader understand protagonist better

**PRESENTATION OF CHARACTERS:**

* + - 1. Direct Presentation

- the author TELLS what a character is like

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

* + - 1. 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

1. **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 (Inciting Incident) the action

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

(complication) - conflict is introduced

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

- the point of highest emotional intensity

- the turning point in the story

 - ANTI- CLIMAX - a sudden shift from a serious mood to a

 comical/trivial mood

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

(resolution) - the conflict is decided or resolved

* + - 1. Conclusion - the ending of the story; denouement

- the impact of the resolution becomes clear

BASIC PLOT DIAGRAM

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

- centers around the protagonist’s struggle to overcome

 issues within him/herself

- protagonist’s dilemma

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

 another character (antagonist)

 - usually in the form of a physical fight or argument

* + - 1. Person vs. society – external conflict; between one character & larger

group

- the protagonist against the pressures of society

 (ex. Racism, sexism, etc.)

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

 animals, weather, or another force of nature

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

 supernatural being or force

 - something beyond humanity (ex. Ghost)

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

 form of technology ex.robot, internet, 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: 3rd person

- “god-like” narrator

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

 one or a few characters: 3rd person

* + - 1. Objective - narrator has no special knowledge; story is factually

presented; 3rd person

- like viewing photographs of an event

1. **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)
2. **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.
			1. Satire - the use of irony, sarcasm or ridicule, to denounce or

expose people or ideas; often criticizes society or politics

* + - 1. 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:

1. Verbal Irony - occurs when the literal words are opposite

to the intended meaning; similar to sarcasm

1. Situational Irony - an outcome is the opposite of what one would expect
2. Dramatic Irony - the reader/audience knows key information that the character(s) doesn’t

1. **IMAGERY:**
2. Imagery - vivid language, details and figures of speech that help the reader form a mental image of the writing; helps the reader “see” & “feel” what’s being read
3. Simile - a comparison between two unlike things using *like* or *as*
4. Metaphor - a direct comparison between two unlike things
5. Personification - giving human qualities to plants, animals, objects, etc.
6. **OTHER:**
7. Allusion - a reference to a person, place or event from

 history, literature, or mythology

1. Epiphany - a moment of significant realization/insight
2. Flashback - a switch in plot from the present to the past
3. Foreshadowing - hints or warns of events to happen later in story
4. Symbolism - using something concrete to represent something abstract (ex. a heart to represent love)