

ELEMENTS OF FICTION

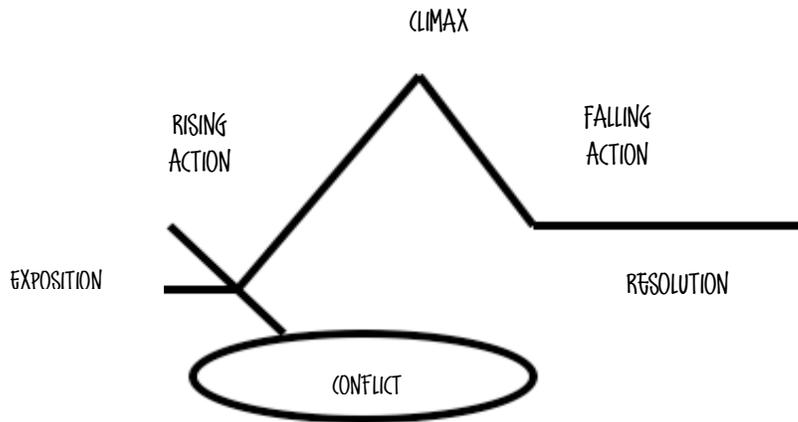
IMPORTANT TERMS AND DEFINITIONS

MY ELEMENTS OF FICTION TEST IS ON _____.

ELEMENTS OF PLOT

<u>PLOT</u>	-THE _____ OR SEQUENCE OF EVENTS IN A STORY.
_____	-A TOOL USED TO KEEP TRACK OF THE PARTS OF PLOT.
<u>EXPOSITION</u>	-THE _____ PART OF THE PLOT WHERE THE CHARACTERS AND _____ ARE INTRODUCED.
<u>CONFLICT/PROBLEM</u>	-THE STRUGGLE THAT TRIGGERS THE ACTION OF THE STORY; CAN BE PERSON VERSUS PERSON, SOCIETY, NATURE, SELF, OR FATE.
<u>SETTING</u>	-THE TIME AND PLACE IN WHICH THE ACTION OF THE STORY OCCURS; THE WHERE AND THE WHEN.
<u>RISING ACTION</u>	-THE SERIES OF _____ OR STRUGGLES THAT BUILD THE STORY TOWARDS THE CLIMAX.
<u>CLIMAX</u>	-THE _____ IN THE STORY WHERE TENSION IS AT ITS HIGHEST.
<u>FALLING ACTION</u>	-TENSION IS DECREASING—ALL OF THE LOOSE ENDS ARE BEING TIED UP AND THE CONFLICT AND THE PROBLEM(S) ARE BEING _____.
<u>RESOLUTION</u>	-COMES AFTER THE FALLING ACTION AND BRINGS THE STORY TO A _____.

PLOT DIAGRAM



ELEMENTS OF CONFLICT

EVERY PLOT HAS A CONFLICT. A PLOT'S CONFLICT IS THE PROBLEM THAT TRIGGERS THE ACTION. THERE ARE FIVE MAIN TYPES OF CONFLICT:

PERSON VS.	<u>PERSON</u>	<ul style="list-style-type: none"> - A PROBLEM ARISES WITH ANOTHER CHARACTER. - EXAMPLES: _____
	<u>SOCIETY</u>	<ul style="list-style-type: none"> - A PROBLEM ARISES WITH THE LAW OR BELIEFS OF A GROUP. - EXAMPLES: _____
	<u>NATURE</u>	<ul style="list-style-type: none"> - A PROBLEM ARISES WITH A FORCE OF NATURE SUCH AS A BLIZZARD OR HIGH WINDS. - EXAMPLES: _____
	<u>SELF</u>	<ul style="list-style-type: none"> - A PROBLEM ARISES WITHIN A CHARACTER AND USUALLY HAS TO DO WITH WHAT THEY SHOULD DO OR HOW THEY SHOULD THINK. - EXAMPLES: _____
	<u>FATE</u>	<ul style="list-style-type: none"> - A PROBLEM ARISES WITH SOMETHING THAT SEEMS TO

NAME: _____ DATE: _____ #: _____ PERIOD: _____

BE UNCONTROLLABLE.

- EXAMPLES: _____

POINT OF VIEW

POINT OF VIEW IS THE VANTAGE POINT FROM WHICH A STORY IS TOLD. THERE ARE THREE MAIN POINTS OF VIEW THAT AUTHOR'S USE WHEN TELLING A STORY:

<u>FIRST PERSON</u>	<ul style="list-style-type: none">- THE STORY IS TOLD BY ONE OF THE _____. THIS CHARACTER ONLY KNOWS THE THOUGHTS AND FEELINGS OF HIMSELF/HERSELF.- THE FOLLOWING PRONOUNS ARE USED: _____.
<u>THIRD PERSON</u>	<ul style="list-style-type: none">- THE STORY IS TOLD BY A NARRATOR WHO IS NOT A CHARACTER IN THE STORY. THIS NARRATOR ONLY KNOW THE THOUGHTS AND FEELINGS OF THE MAIN CHARACTER.- THE FOLLOWING PRONOUNS ARE USED: _____.
<u>THIRD PERSON</u> <u>OMNISCIENT</u>	<ul style="list-style-type: none">- THIS STORY IS TOLD BY A NARRATOR WHO IS NOT A CHARACTER IN THE STORY.- THIS NARRATOR IS "GOD-LIKE", OR _____ BECAUSE HE/SHE CAN RELATE THE THOUGHTS AND FEELINGS OF ALL CHARACTERS.

ELEMENTS OF CHARACTER: PART 1

A CHARACTER IS A PERSON, ANIMAL, OR IMAGINARY CREATURE THAT TAKES PART IN THE ACTION OF A STORY. AN AUTHOR CAN DEVELOP A CHARACTER BY SHOWING YOU THE CHARACTER'S APPEARANCE AND PERSONALITY, SPEECH, AND BEHAVIOR, THOUGHTS AND FEELINGS, AND INTERACTIONS WITH OTHER CHARACTERS USING THE TERMS BELOW:

<u>NARRATOR</u>	<ul style="list-style-type: none">- THE PERSON OR CHARACTER THAT ACTUALLY TELLS THE STORY, GIVES BACKGROUND INFORMATION, AND FILLS IN IMPORTANT DETAILS.- EXAMPLES: _____
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NAME: _____ DATE: _____ #: _____ PERIOD: _____

<u>CHARACTERIZATION</u>	-TECHNIQUES AN AUTHOR USES TO DEVELOP THE PERSONALITY OF A CHARACTER.
<u>DIALECT</u>	-A FORM OF LANGUAGE THAT IS SPOKEN IN A PARTICULAR PLACE BY A PARTICULAR GROUP OF PEOPLE. -EXAMPLES: _____
<u>DIALOGUE</u>	-WORDS SPOKEN BY A CHARACTER; FOUND IN QUOTATION MARKS.

ELEMENTS OF CHARACTER: PART II

<u>STATIC CHARACTER</u>	- A CHARACTER THAT STAYS THE SAME THROUGHOUT THE COURSE OF THE STORY. HE/SHE DOES NOT CHANGE OR LEARN A LESSON. ALSO REFERRED TO AS A FLAT CHARACTER. - EXAMPLES: _____
<u>DYNAMIC CHARACTER</u>	- A CHARACTER THAT CHANGES THROUGHOUT A STORY. THIS CHARACTER LEARNS A LESSON FROM HIS/HER EXPERIENCES. ALSO REFERRED TO AS A ROUND CHARACTER. - EXAMPLES: _____
<u>PROTAGONIST</u>	-USUALLY THE MAIN CHARACTER OF THE STORY OF WHOM IS CENTRAL TO THE ACTION. -EXAMPLES: _____
<u>ANTAGONIST</u>	-THE PERSON, THING, OR FORCE WORKING AGAINST THE PROTAGONIST. ALSO REFERRED TO AS A FOIL. -EXAMPLES: _____
<u>MAIN CHARACTER</u>	-AN IMPORTANT CHARACTER; THE STORY CANNOT GO ON WITHOUT HIM/HER. -EXAMPLES: _____
<u>MINOR CHARACTER</u>	-A CHARACTER THAT IS NOT IMPORTANT; THE STORY CAN GO ON WITHOUT

NAME: _____ DATE: _____ #: _____ PERIOD: _____

HIM/HER.

-EXAMPLES: _____

MISCELLANEOUS LITERARY TERMS

<u>GENRE</u>	-A CATEGORY OF _____ CHARACTERIZED BY SIMILARITIES IN SUBJECT MATTER -INCLUDES: REALISTIC FICTION, HISTORICAL FICTION, SCIENCE FICTION, FAIRY TALES, FANTASY, MYSTERIES, HORROR, SPORTS, ROMANCE, ETC.
<u>MOOD</u>	-THE _____ A LITERARY WORK GIVES TO READERS.
<u>AUTHOR'S PURPOSE</u>	-AN AUTHOR'S REASON FOR CREATING A PIECE OF WORK. -IT MAY BE TO EXPLAIN, PERSUADE, ENTERTAIN, ETC.
<u>THEME</u>	-THE STATEMENT ABOUT LIFE THE AUTHOR IS TRYING TO TEACH THE READER. ALSO REFERRED TO AS THE _____ OF THE STORY.
<u>SYMBOL</u>	-A PERSON, PLACE, THING, OR EVENT USED TO REPRESENT SOMETHING ELSE. -EXAMPLES: _____
<u>STYLE</u>	-THE WAY THE AUTHOR USED WORDS, PHRASES, AND SENTENCES TO EXPRESS HIM/HERSELF; CAN INCLUDE WORD CHOICE, SENTENCE STRUCTURE, OR OTHER LITERARY IDEAS.
<u>FORESHADOWING</u>	-WHEN THE AUTHOR GIVES HINTS OR CLUES ABOUT WHAT WILL HAPPEN LATER IN A STORY.
<u>FLASHBACK</u>	-THE AUTHOR INTERRUPTS THE STORY TO FILL IN NECESSARY BACKGROUND INFORMATION ABOUT THE CHARACTER, SETTING, OR PROBLEM.