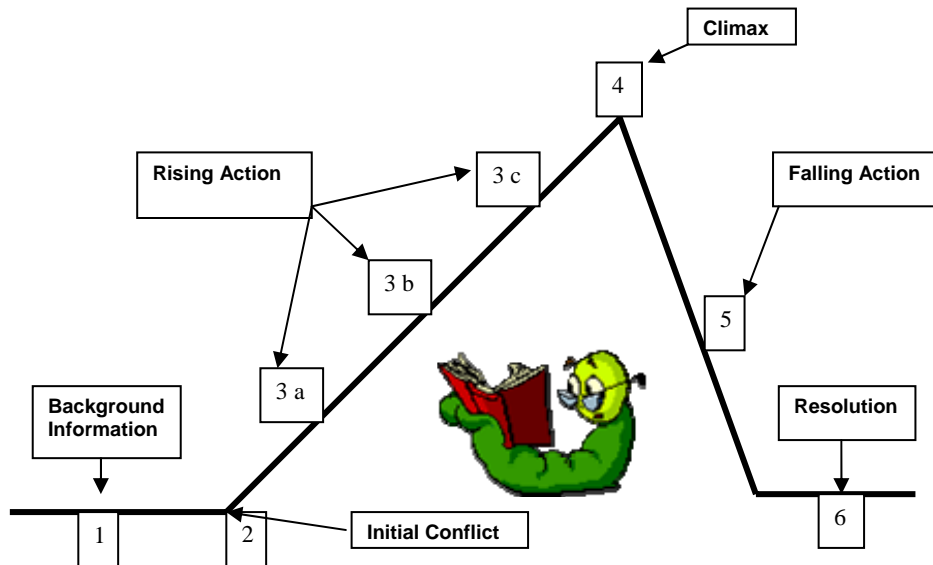


Story Elements

Plot

- The story line
- Series of related, causal, events that happen in the story (snowball effect)



Parts of the Plot

1. Background Information - Sets the stage for the story, the beginning set up

- **Character(s)** – A personality in a story
 - **Protagonist** – main character (good guy)
 - **Antagonist** – opposing character (bad guy)
- **Setting** – When and where the story takes place

2. Initial Conflict - The event that sets the story into motion

3. Rising Action – Complications that grow more intense and build to the climax

- **Complications/Obstacles** – Conflicts, or struggles, between opposing forces

**** Without conflict, you don't have a story. ****

- **Internal Conflict** – Character vs. Self
 - The mental struggle between what a character wants to do and what the character must do
- **External Conflict** – Character vs. Character/Group/Nature/Faith
 - The external problem standing in the way of the character and his/her goals

4. Climax – Turning point and most intense, suspenseful moment

5. Falling Action – Everything leading up to the resolution/the pieces are falling into place.

6. Resolution – The main conflict is resolved, the loose ends are tied up and the story is closed

Story Elements

Theme – The author’s message, moral of the story, a lesson on life

Voice

1. Point of View

a. **1st person** – narrator, one of the characters, is telling the story (I, me, we, us)

b. **3rd person** – narrator, **NOT** one of the characters, is telling the story
(he, she, they / NEVER uses I, me, we, us, you)

c. **2nd person** – the author is speaking directly to the reader (you)

*** Never used in narratives or expository, except for dialogue*

***Usually only used in editorials, guides, or persuasive writing*

2. **Tone** – The author’s attitude toward the audience, character, or topic

3. **Mood** – The overall emotion, or feeling created by a piece of literature

Flashback – A break in the action of a plot to reveal what happened at an earlier time

(Often a character’s memory)

Foreshadowing – The use of clues to suggest what will happen later in the plot

Suspense – The uncertainty or anxiety the reader feels about what will happen

Irony – When what happens is very different from what is expected to happen

Allusion – A reference to a statement, person, a place, or an event from literature, history, religion, mythology, politics, sports, or science

Symbolism – The use of a particular person, place, thing, or event that has its original meaning and also stands for something else