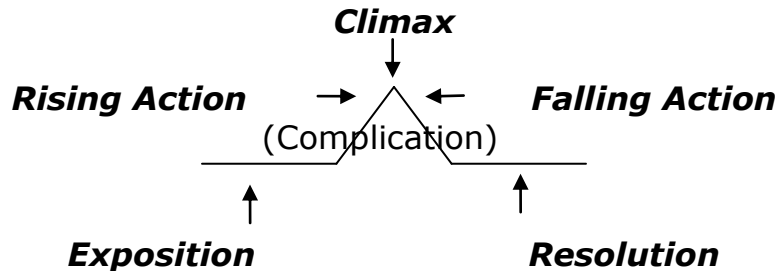


Narrative Elements Notes (Key)

1. **Fiction** is the term used for works of prose (not poetry) that have imaginary elements. Although fiction is sometimes based on actual events and real people, it **primarily comes from the imagination of the writer**.
2. A **short story** is much **shorter** than a novel and can usually be read in one sitting. **Generally**, a short story has **one main conflict** that involves the characters, keeps the story moving, and makes it interesting.
3. **Suspense** is **the excitement or tension that readers feel as they become involved in a story** and eager to know the outcome of the plot.
4. Every story has a **storyteller**—the *narrator*—whose view is the one the audience shares.
5. The **setting** is **where and when the story takes place**—the time, the weather, the atmosphere, and the location.
6. **Theme** is **the central idea or message of a story**. The theme isn't the *subject*. The subject is simply the topic of the story and can be stated in one or two words; whereas, the theme shares some insight about the subject, life, or human nature with the audience. A theme is **always** expressed as a statement—a **complete sentence**.
7. **Tone** is **the attitude a writer takes toward a subject**. Tone reflects the *writer's* feelings.
8. **Mood** is **the feeling or atmosphere that the writer creates** for the reader. Descriptive words, the setting, figurative language, and the sound and rhythm of the language used contribute to the mood of a work. Mood is intended to shape the *reader's* emotional response.
9. **Foreshadowing** is a writer's **use of hints or clues** to indicate events and situations that will occur later in the plot. The use of this technique creates suspense while preparing the reader for what is to come.

Narrative Elements Notes (Key)

10. **Plot is the events in a story.** Each event is connected to the next like links in a chain. Plot works by creating *suspense*. Each event in a plot "hooks" the reader's curiosity and pulls him or her forward to the next event to satisfy his or her curiosity.



- A. **Exposition is the introduction.** It lays the groundwork for the plot and provides the reader with essential background information—the introduction of characters, the conflict, and the setting.
- B. **Inciting incident** (a.k.a. call to adventure) is **the event that triggers the first conflict**—not necessarily the main conflict—or gives rise to the first complication.
- C. **In the rising action, the main character(s) take(s) some action to resolve the main conflict and meet(s) with more problems**—more complications. As the character(s) struggle(s) to find solution to the conflict, suspense builds.
- D. The **climax** is the key scene of the story, **the turning point** of the action. This is often the moment when interest and intensity reach their peak. Now, the audience finds out what the outcome of the conflict is going to be. It frequently involves an important event, decision, or discovery that affects the final outcome.
- E. **In the falling action/resolution, all the struggles are over and the audience knows what is going to happen to the people in the story. It closes the story.**
11. **Conflict**—The plot of a story always involves some sort of conflict, or struggle, between opposing forces. Explain the two types of conflict.
- A. **An external conflict involves a character pitted against an outside force** (*man vs. nature, man vs. man, & man vs. society*).
- B. **An internal conflict is one that occurs within a character** (*man vs. himself*).

Narrative Elements Notes (Key)

12. Define the following conflicts. Then, give an example of each:
- A. In a *man vs. nature* conflict, a character **struggles with a natural phenomenon**. (ie. In "The Most Dangerous Game," after falling overboard, Rainsford had to fight the sea in order to stay alive.)
 - B. In a *man vs. man* conflict, **a character physically struggles with another character**. (ie. At the end of "The Most Dangerous Game," Rainsford fights General Zaroff. The winner will get to sleep in the General's bed; whereas, the loser will furnish a repast for the dogs.)
 - B. In a *man vs. himself* conflict, **a character intellectually or emotionally struggles with himself**. (ie. In "The Most Dangerous Game," when the General hunts Rainsford, Rainsford must resist the urge to panic; he must, instead, keep his wits about him and think on his feet.)
 - C. In a *man vs. society* conflict, **a character struggles against the beliefs or practices of a society as a whole**. (ie. In "The Most Dangerous Game," Zaroff says that the men he hunts are the "scum of the earth—sailors from tramp ships—lascars, blacks, Chinese, whites, mongrels." If these sailors lived in a world where that were the general option of them and they were persecuted because of it, then the conflict would be classified as *man vs. society*)
13. The *protagonist* is **the central character (a.k.a. hero)**, usually the one with whom the audience tends to identify.
14. The *antagonist* is usually **the principal character in opposition to the protagonist**. Sometimes the antagonist is not a character, but something else, like a force of nature, some aspect of society, or an internal force within the protagonist.
15. A *character* is an individual who participates in the action; whereas, *characterization* is the technique the writer uses to develop a character—the process of revealing the personality.
16. *Direct characterization* occurs when **the author directly tells the reader what the character's personality is like** (i.e. "Mrs. B. A. Teacher is a kind and loving woman who puts her students' interests before her own).

Narrative Elements Notes (Key)

17. **Indirect characterization** occurs when, instead of telling the reader what to think, **the author allows the audience to decide for him- or herself**. The author develops the character's personality through his or her physical appearance, thoughts, words, and actions or what other characters say or think about him or her.
18. Give examples of how each of the following could be used to develop a character:
- A. **Physical appearance**—In "The Most Dangerous Game," Zaroff is described as "a tall man past middle age, for his hair was a vivid white; but his thick eyebrows and pointed military moustache were as black as the night from which Rainsford had come. His eyes, too, were black and very bright. He had high cheekbones, a sharp-cut nose, a spare, dark face, the face of a man used to giving orders, the face of an aristocrat" (44). Based on this description the reader could infer that Zaroff is a man that is as harsh in his temperment as he is in his appearance.
 - B. **A character's own thoughts, words and actions**:--In "The Most Dangerous Game," when Rainsford falls overboard he struggles against the sea and begins to count his strokes, thinking "he could do possibly a hundred more and then—" (42). Based on his thoughts the reader understands that even in the most dire circumstances, Rainsford is collected.
 - C. **What others say or think about the character**:--In "The Most Dangerous Game," Whitney tells Rainsford that he's seen Rainsford "pick off a moose moving in the brown fall bush at four hundred yards...." The reader is to understand that Rainsford is an excellent marksman!
 - D. **Narrator's comments or descriptions of the character**—In "The Most Dangerous Game," when Rainsford finds himself on General Zaroff's door, he is received by Ivan. The narrator explains that after Rainsford states his name and purpose "the menacing look in [Ivan's] eyes did not change.... He gave no sign that he understood Rainsford's words, or that he had even heard them" (43). Based on this description, the reader could easily conclude that Ivan is an unsympathetic man.

Narrative Elements Notes (Key)

19. **Irony is a special kind of contrast between appearance and reality**—usually one in which reality is the opposite from what it seems.
- A. **Verbal irony** occurs when someone knowingly exaggerates or says one thing and means another.
 - B. **Situational irony** is the contrast between what a reader or character expects and what actually exists or happens.
 - C. **Dramatic irony** occurs when the reader or a character knows something that other characters do not know.
 - D. **Purpose of Irony**—the purpose of irony is to create:
 - Humor
 - Tension/suspense
 - Dramatic effect
20. **Point of View (POV): The perspective from which the story is told.**
- A. **In first person POV, the narrator is one of the characters** in the story and talks to the audience. Therefore, this narrator uses the 1st person pronouns: "I," "me," "my," "mine," "we," and "us." This perspective is limited because the audience only knows what this narrator can experience with the five senses, chooses to tell, or is able to tell.
 - B. **In third person limited POV, the narrator is not one of the characters but zooms in on just one character.** Therefore, this narrator uses the 3rd person pronouns: "he," "she," "it," "they," and "them." This perspective has the same limitation as 1st person pov.
 - C. **In third person omniscient POV, the narrator is "all knowing".** This narrator is able to tell the audience everything about every character, including how each one thinks and feels. This narrator is not a character in the story. Therefore, he or she never refers to him-/herself using the 1st person pronouns. This narrator will always use the 3rd person pronouns.