



Literary Elements

What makes up a story?

Parts of a story

- Setting
- Characters
- Plot
- Climax
- Theme
- Resolution
- Denouement



Setting is the time and place in which events occur

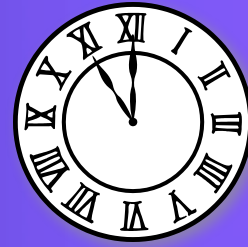




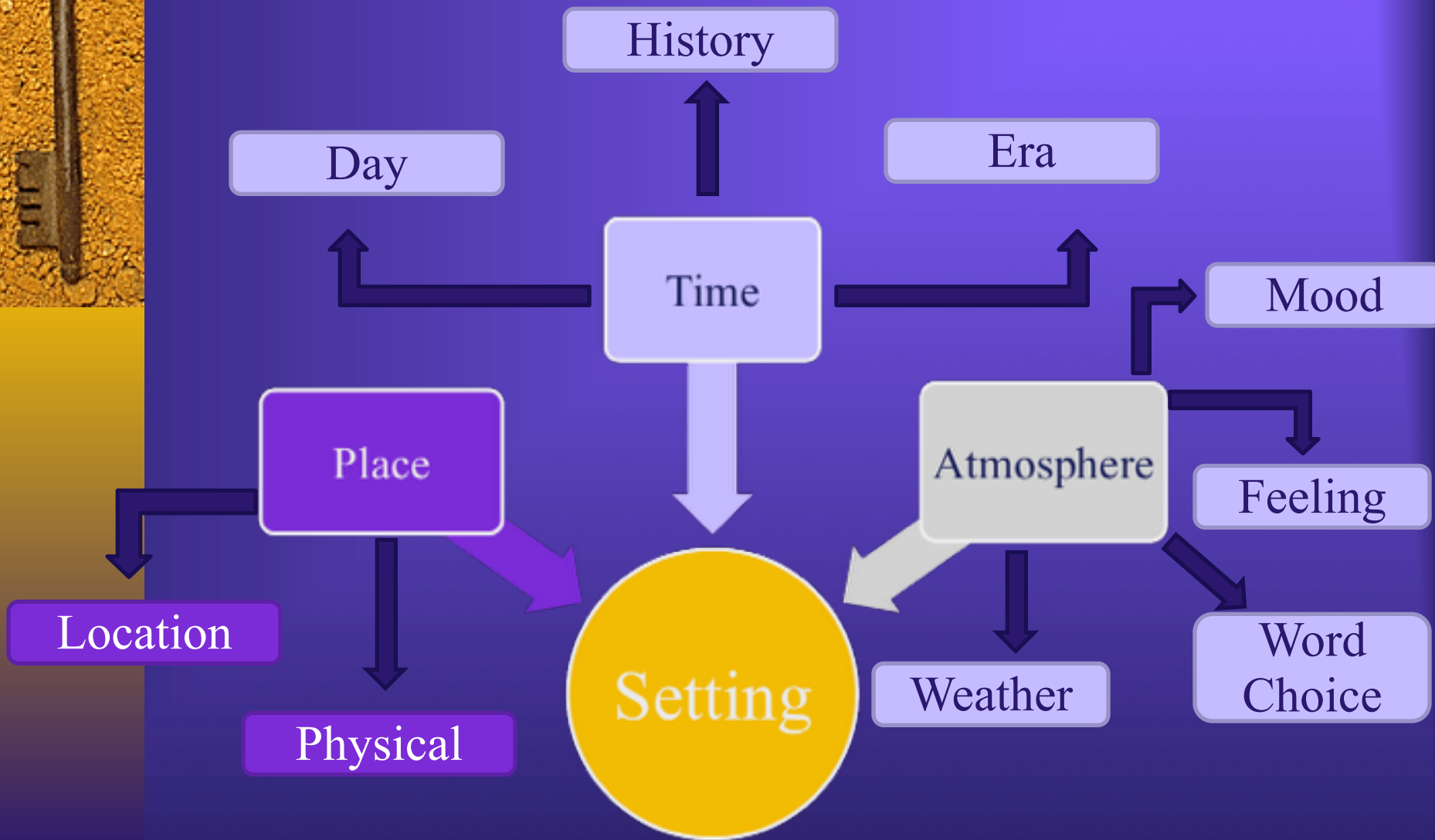
Setting

Details to look for:

- ✓ Furniture
- ✓ Scenery
- ✓ Customs
- ✓ Transportation
- ✓ Clothing
- ✓ Dialects
- ✓ Weather
- ✓ Time of day
- ✓ Time of year



Elements of Setting





Importance of Setting

- To create a mood or atmosphere
- To show a reader a different way of life
- To make action seem more real
- To be the source of conflict or struggle

We left the home place behind, mile by slow mile, heading for the mountains, across the prairie where the wind blew forever.

At first there were four of us with one horse wagon and its skimpy load. Pa and I walked, because I was a big boy of eleven. My two little sisters romped and trotted until they got tired and had to be boosted up to the wagon bed.

That was no covered Conestoga, like Pa's folks came West in, but just an old farm wagon, drawn by one weary horse, creaking and rumbling westward to the mountains, toward the little woods town where Pa thought he had an old uncle who owned a little two-bit sawmill.

Characterization

- A writer reveals what a character is like and how the character changes throughout the story.





Characterization

➤ Two primary methods of characterization:

- ✓ Direct- writer TELLS what the character is like
- ✓ Indirect- writer SHOWS what a character is like by describing what the character looks like, by telling what the character says and does, and by what other characters say about and do in response to the character.

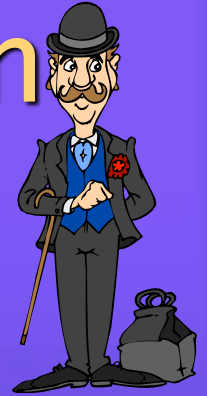
Direct Characterization

...And I don't play the dozens or believe in standing around with somebody in my face doing a lot of talking. I much rather just knock you down and take my chances even if I'm a little girl with skinny arms and a squeaky voice, which is how I got the name Squeaky.

From "Raymond's Run" by T. Bambara



Indirect Characterization



The old man bowed to all of us in the room. Then he removed his hat and gloves, slowly and carefully. Chaplin once did that in a picture, in a bank--he was the janitor.

From “Gentleman of Rio en Medio” by J. Sedillo



Five Methods of Characterization

- Speech

- character's dialogue and personality

- Thoughts

What is going on in their mind

- Effects on other characters

How other characters think or act toward character

- Actions

- The character's behavior or what they do

- Looks

- Physical traits of a person

The **protagonist** is a main character; usually a hero or someone that the reader sympathizes with

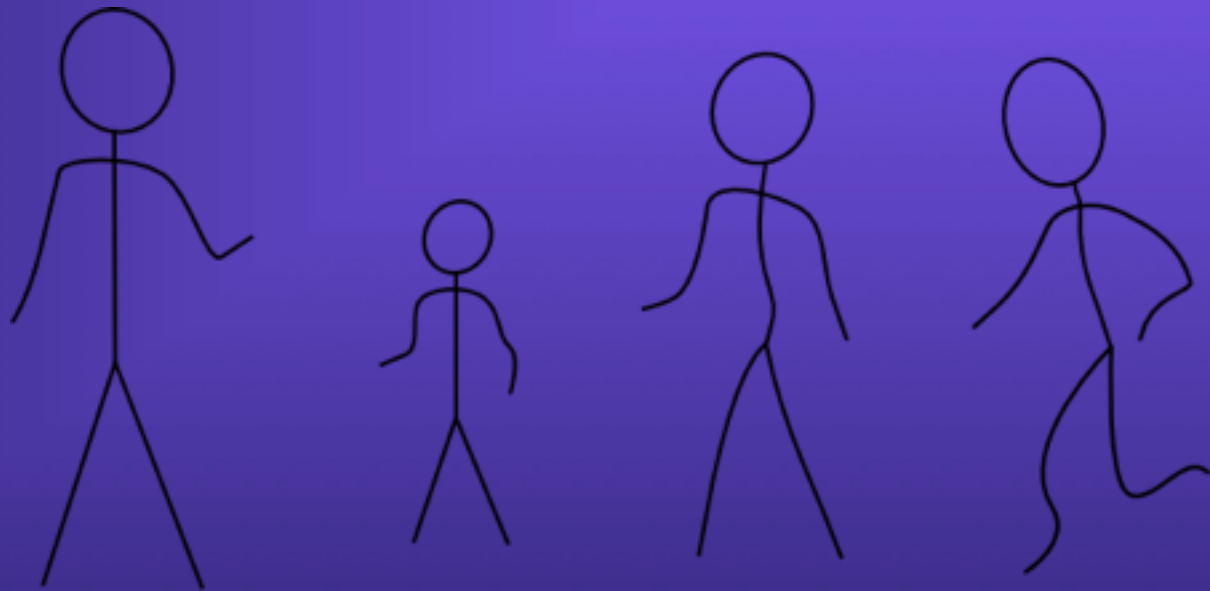



The **antagonist** is a character or force in conflict with the protagonist; adversary,





Flat Characters are minor characters that are not fully developed. The reader only knows one side of them.





Round characters are major characters that are fully developed with many traits (both good and bad). The reader feels they know this character very well.



Static Characters do not experience a basic change during the story.



Dynamic Characters do experience a basic change. The reader can see this character





Types of Characters

Major (Round)

- Protagonist- good guy
- Antagonist- bad guy
- Fully developed

Other Characters

Dynamic: undergoes an important change in story

Static: does not change throughout the story

Minor (Flat)

- Not fully developed
- Friends or relatives

Characters



Factors in Analyzing Characters

- Physical appearance of character
- Personality
- Background/personal history
- Motivation
- Relationships
- Conflict
- Does character change?



The **point of view** is the perspective from which the story is told



“That rotten wolf tried to eat us!!!!”

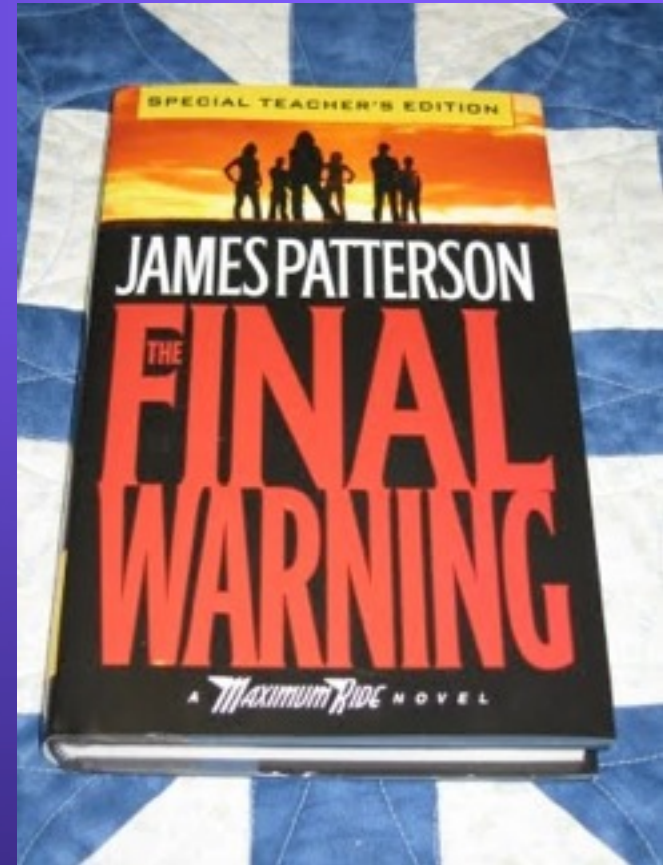


“I was framed! I just wanted to borrow a cup of sugar!”

First Person

- ◆ The narrator is a character in the story
- ◆ Uses words like **I**, **Me**, **My**, **We**, and **Us**

“I’d first known Ari as a cute little kid who used to follow **me** around the School, the horrible prison-science facility where **I** grew up. Then **we**’d escaped from the School...”



Second Person

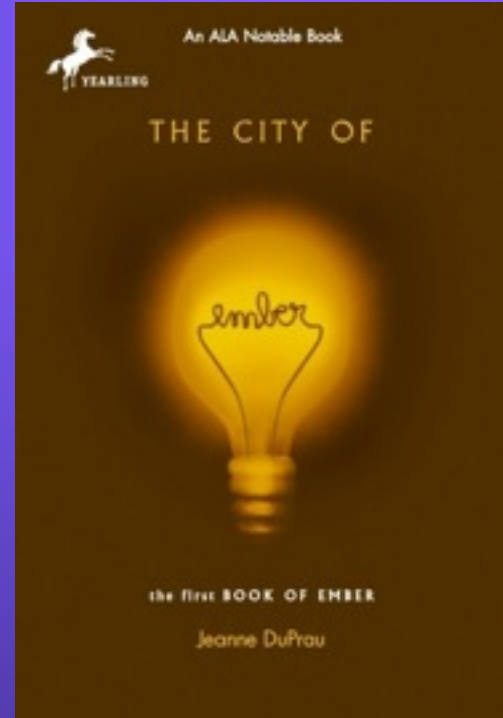
- ◆ The author speaks directly to the reader.
- ◆ Uses **You**



Third Person

- ◆ The narrator is an outsider
- ◆ Uses **He, She, Them**

“When **she** grew old, and **her** time as mayor was up, **she** explained about the box to **her** successor”





Third Person can also be:

- ◆ **Limited:** The narrator is an outsider who sees into the mind of **one** character.
- ◆ **Omniscient:** The narrator is an all knowing outsider who sees into the minds of **more than one** character; God Like.
- ◆ **Objective:** The narrator is an outsider who can **only report** what they see. They can't tell the thoughts of characters

Plot



Plot is what happens and how it happens in a narrative. A narrative is any work that tells a story, such as a short story, a novel, a drama, or a narrative poem.

Exposition

- ◆ The background information which includes the setting, tone, characters, and other facts needed to understand the story.



Inciting Force

- ◆ The event or character that triggers the conflict
- ◆ event BEFORE the rising action that gives rise to a conflict



Rising Action

- ◆ A series of events that lead from the conflict to the climax



Climax

- ◆ The turning point; height of action; the moment of greatest interest
- ◆ Usually occurs closer to the end of the story and reader is able to predict the outcome



Falling Action

- ◆ The events which lead from the climax to the conclusion





Resolution

- ◆ Also called the Denouement or Conclusion
- ◆ The end of the story; conflict is resolved



The End

Diagram of Plot



Climax

Rising Action

Falling Action

Inciting Incident

Resolution/
Denouement

Exposition



Diagram of Plot



Sleeping Beauty

Is born

Witch
Curses her

Beauty tricked

Pokes
finger

Witch
beats
Prince


Sleeping Beauty
awakened by Prince
and all live happily
ever after

Special Techniques of Plot

- Suspense- excitement or tension
- Foreshadowing- hint or clue about what will happen in story
- Flashback- interrupts the normal sequence of events to tell about something that happened in the past
- Surprise Ending- conclusion that reader does not expect



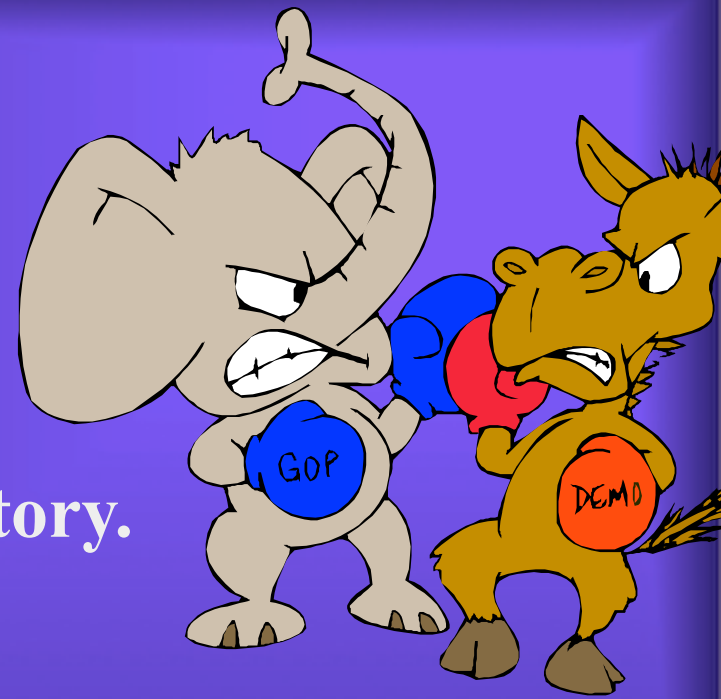
Special techniques of a plot

- 
- ◆ Time Lapse: When a story skips a period of time in a plot
 - ◆ Closed Ending: In this type of ending readers feel like they know what is going to happen in the story. The story feels complete when the reader reaches the end.
 - ◆ Open Ending: The reader does not know what will happen; they must draw their own conclusion.
 - ◆ Cliffhanger: An abrupt ending Often happens at an exciting or dangerous part of the plot. It is usually at the end of the chapter, but the book can also end this way.

Plot: Conflict

* Conflict is the dramatic struggle between two opposing forces in a story. Without conflict, there is no plot.

Stories can have more than one conflict





Conflict

➤ Conflicts can be external or internal

- ✓ External conflict-
outside force may be
person, group, animal,
nature, or a nonhuman
obstacle
- ✓ Internal conflict-
takes place in a
character's mind

Character vs. Character:

This type of conflict finds the main character in conflict with another character, human or not human



Text

Character vs. Nature:

- ◆ a person up against the forces of the environment.



Photo - John McColgan BLM Alaska Fire Service



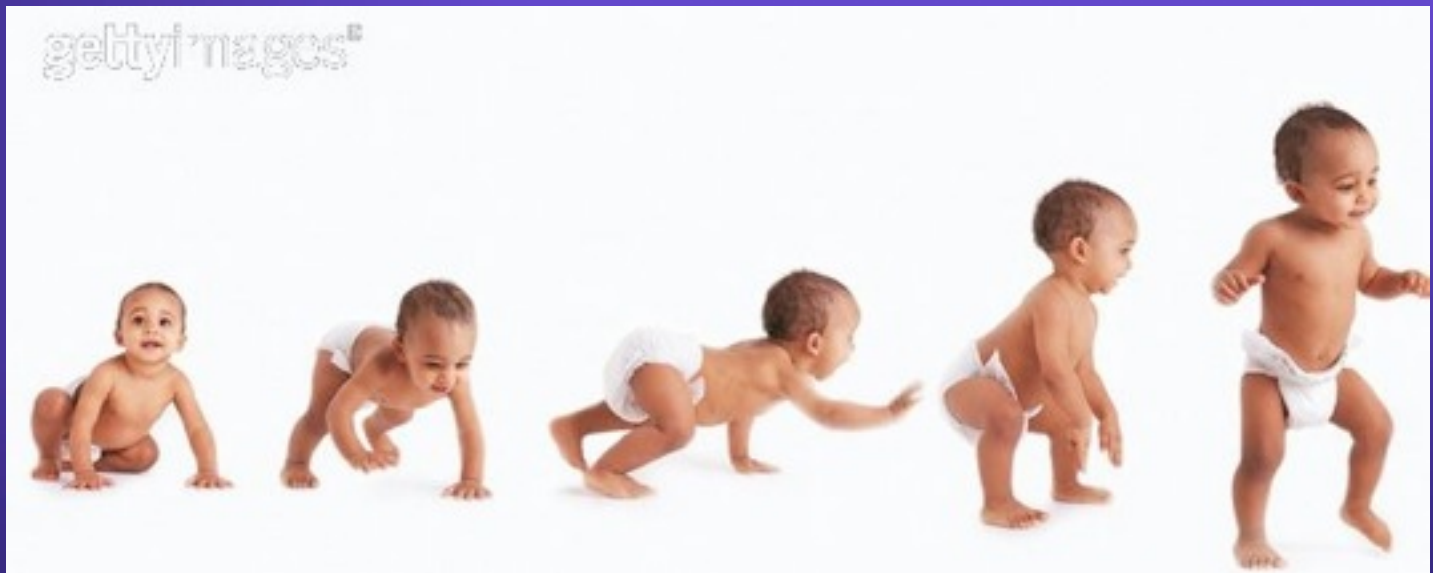
Character vs. Society

- ◆ Character up against values, customs, and beliefs of the people or community around them



Character vs. Self

- ◆ Internal conflict; character is questioning or testing their self.



Mood

- ◆ The climate or feeling in the story. The choice of setting, objects, and details create the mood of a story

Mysterious



Tone

- ◆ Author's **attitude** toward a subject. This is shown through words and details.

Serious

Funny

Happy

Good

Sarcastic



Theme

- ◆ The main idea or lesson learned

Don't count your chickens before they are hatched.

Text



Symbolism

- ◆ A person, place, or object that which stands for an overall idea

