

STORY ELEMENTS

2-Column Notes

PLOT

- Definition: The events that make up the story.
- Parts of Plot
 - Exposition - beginning part of the story
 - Rising Action - events that lead to the climax
 - Climax - turning point in the story
 - Falling Action - events that happen after the climax that lead the story to the resolution
 - Resolution - where the conflict is dealt with

THEME

- Main message the author is trying to convey
 - Sometimes this is a moral (life lesson)
- **Stated** - written in the story
- **Implied** - theme is hinted at; reader must infer the theme

SETTING

- Time AND place of a story
- Can also refer to the weather, atmosphere, environment, surroundings, etc.

CONFLICT

- Definition: problem in the story
- Two types: Internal and External
 - Internal: Person V. Self
 - External: Person V. Person, Person V. Nature, Person V. Supernatural, Person V. Machine/Technology, Person V. Extraterrestrial, Person V. Destiny, Person V. Universe, Person V. Society, Man V. Woman.

CHARACTERS

- **Dynamic:** change in the story (not physically)
- **Static:** do not change in the story
- **Protagonist:** the main character
- **Antagonist:** The character who opposes the protagonist.
- **THESE ARE NOT GOOD GUYS AND BAD GUYS!**

P.O.V.

- 1st Person P.O.V.
 - Narrator in the story
 - Reader only knows the narrator's thoughts/feelings
- 3rd Person Limited P.O.V.
 - Narrator outside of the story
 - Reader only knows ONE character's thoughts/feelings
- 3rd Person Omniscient P.O.V.
 - Narrator outside of the story
 - Reader knows thoughts/feelings of most/all characters