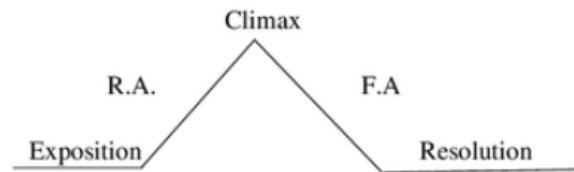


Literary Elements Reference

Five Parts of a Plot Line:

1. Exposition
2. Rising Action
3. Climax
4. Falling Action
5. Resolution



Exposition

Includes: settings, characters, hint of conflict, background information

Setting: time & place

Rising Action - events leading to climax

Climax

Turning point for the protagonist

High point of the story when the conflict is resolved

Clues fit together

Falling Action

Events immediately after the climax

Set of actions bringing the story to an end

Resolution

Loose ends are tied up

Characters' lives return to normal

Two Types of Characters

Protagonist - the main character

Antagonist - a person or force causing conflict for the protagonist

Characterization Techniques used by writers:

1. Thoughts, words, or actions of the character
2. Thoughts, words or actions of other characters about/toward the character
3. Physical descriptions
4. Relationship of the character with other characters

Conflict - a struggle or problem for a character

Two Kinds of Conflicts:

1. Internal - interior/inside
2. External - exterior/outside

Four Types of Conflicts:

Person vs. Person - struggle between two characters

Person vs. Nature - a struggle between character and a force in nature

Person vs. Self - a struggle within him/herself

Person vs. Society - a struggle with what is acceptable within a society

Points of View:

1st Person - narrator is the character telling the story (hint: I, me, my)

3rd Person limited - narrator sees into the mind of one of the characters

3rd Person omniscient - narrator sees into the mind of several characters

Miscellaneous Terms:

Theme - the message the author wants the reader to understand; a lesson learned

Mood - a feeling that the reader gets when reading (i.e. gloomy, frightening, humorous, romantic, adventurous, light-hearted)

Style - method in which the author used to write (i.e. descriptive, analytical, narrative)

Tone - narrator's attitude/bias toward the subject, topic, character (i.e. sarcasm, seriousness, humor, hesitance, anger, excitement)

Foreshadowing - hints about what will happen later in the story

Flashback - a scene that interrupts the present action by referring to the past

Irony - a situation that occurs which seems to be the opposite of its literal meaning; sarcasm; something that occurs which you don't expect to happen

Verbal - a character or narrator says something but means the exact opposite

Situational - difference of what appears to be and what is actually true

Dramatic - the reader knows something that the character does not know

Suspense - keeps us wondering; want to keep reading; excitement but fear

Symbol/Symbolism - something represents a thing other than itself

Imagery - set of mental pictures or images